Version	Date	Author	Reviewed By
1.0	12 January 2023	AD Phoenix Berkana	FA Jarek La'an GN Genie
1.1	9 February 2023	AD Phoenix Berkana, FA Jarek La'an	AD Stryker, VA Marenta, GN Genie
1.2	20 February 2023	Addition of cards by SA Kamjin	

1.0 Introduction

1.0 Introduction

Imperial Storm V is an updated ruleset based on Imperial Storm IV with several notable differences, such as all TC teams playing on the same side against a common enemy, the Ishtari.

In this version of the game the three TIE Corps Teams are being deployed to a star cluster containing the Ishtari home world and a number of subjugated star systems.

The TIE Corps Teams have 20 days (Phase 1) to liberate the subjugated star systems located in the fringes of the map, with rewards depending on how many systems are liberated by the end of Phase 1.

After completing the sweep through the outer areas of the star cluster the TC Teams will push on towards the centre of the map to take out the Ishtari once and for all.

Milestones:

a. 3 worlds liberated at end of Phase 1 – ORA for all participating pilots

b. 6 worlds liberated at end of Phase 1 – 3 x ORA for all participating pilots

c. 9 worlds liberated at end of Phase 1 – 6 x ORA for all participating pilots

d. 12 worlds liberated at end of Phase 1 – 9 x ORA for all participating pilots

e. Destruction of 50% of Ishtari forces by end of game – 5 x ORA

f. Destruction of 75% of Ishtari forces by end of game – 10 x ORA

g. Destruction of Ishtari homeworld by end of game – Campaign Badge represented by a title in the database (Victory in the Ishtari Campaign) and we can stick a nice image on the wiki.

2.0 Gamesmaster

2.1 Who?

The gamemaster is the Simulations Officer, currently AD Phoenix Berkana. He is responsible for processing strategic and tactical orders from the Team Captains and overseeing combat events. In the event the Simulations Officer is also a Battlegroup Commander, a nominated individual will fill in as Team Captain for that Battlegroup.

2.2 Adjudication

In the event of any disputes or issues that arise requiring alterations to the rules the TCCS and ISP will act as judge on required changes. All decisions are final.

3.0 Overview

3.1 Pre-Game

The three teams will make use of a ship list based on the current Emperor's Hammer Order of Battle [https://www.emperorshammer.org/oob.php], with any unevenness ironed out using ships from the Recon Division Command group.

3.2 Turns

The game will proceed through 30 turns, each turn lasting one calendar day using GMT as a basis. Each team will be required to send the Gamesmaster its orders before the end of the day for processing which will allow units to move across the board. Unlike previous versions the game will not pause for combat.

The first 20 turns will take place in the fringe area of the map, the final 10 turns will see the TIE Corps push towards the map's centre.

3.3 Movement

The map in this game consists of star systems within a cluster. Ships move one hex per turn and will always travel in straight lines.

Ships in hyperspace will pass both ships in real space or in hyperspace unless there is an Interdictor present which is powered up.

When opposing fleets meet in real space combat will ensue. Detailed rules on combat can be found in the combat section of the manual.

4.0 Fleet Set-Up

4.1 Teams

There are FOUR teams present in Imperial Storm V. Three of these are the battlegroups that make up the TIE Corps. Each team is led by a Team Captain, nominally the Battlegroup Commander unless he or she appoints someone else. This person will be responsible for relaying orders to the Gamesmaster.

The fourth team is the Ishtari, who are largely a NPC force but who's movements will be controlled by one or more volunteers.

4.2 Fleet Selection

Fleets are built from the current EH Order of Battle. Any differences in cost of vessels between teams will be ironed out by using vessels from the First Recon Command division.

4.3 Attack Rating & Durability

- Each ship or starfighter has an Attack Rating which shows how much damage it can do.
- Each also has a Durability rating to show how much damage it can take before being removed from the game.

4.4 Starfighters

- Squadrons have been built using the current Order of Battle as a basis. For example if a squadron is composed of 8 Missile Boats and 4 TIE Defenders this is reflected in the team setup.
- Squadrons must remain as a group for the duration of the game, e.g. you can't break them into individual flights.
- Squadrons are capable of independent movement for up to 2 hexes around their mothership or host system. They must return to a ship or planet after 2 turns or they are assumed to have run out of supplies / fuel / air and are removed from the game unless they reach a friendly ship or world.
- If a squadron's mothership is destroyed or the world it is based on is lost it can travel up to 2 map spaces to find safety on a friendly ship or world. If there is no ship or occupied world within range that has empty capacity to hold it, it is assumed lost.

4.5 Carrying Capacity

Different vessels have different carrying capacities, these are listed in the table at the end of the document.

5.0 Turns

5.1 Definition

- One turn is equal to a period of 24 hours. Team Captains are expected to provide the gamesmaster orders for the next day's turn prior to 9pm GMT so that he can action them in the morning.
- Team Captains can stack their orders, for example ordering a ship to travel 6 spaces to the galactic north, in which case it will not require new orders for 6 turns unless the Team Captain changes their mind.

- If no orders are received ships will carry on with standing orders (e.g. continue moving to a destination, remain static).

5.2 Orders & Precedence

Events take precedence over Orders. For example if one fleet arrives in a space in the same turn as an enemy fleet has been ordered to depart the arrival event occurs before the departure order.

6.0 Movement

6.1 Definition

Ships travel and are deployed using the Battle Maps, detailed later in the document. This map uses a numbering system (see map) and ships may move to an adjacent space, with each move taking ONE turn (e.g. a destination two spaces away takes TWO turns to reach).

6.2 Routing

- Destinations must be in a straight line from the ship's current location. If not, then multiple moves must be made, and these require multiple orders to be issued (these can be issued on the same day) – for instance a Team Captain may order their force to move one square diagonally and two vertically, requiring clear orders to make the Gamesmaster aware of their intent.

7.0 Scouting

7.1 Definition

Gathering Intelligence on enemy dispositions will be an important part of the game. Any Probe droids that a team has may be ordered by a Team Captain to scout out a region of the map. If there are no enemy forces at the destination, the Probe may either be recalled or left in place to monitor the location.

7.2 Probe Droids

- Each team will begin the game with FIVE Probe Droids.
- If a Probe Droid encounters enemy forces it signals the exact disposition of the enemy Fleet and then self-destructs to avoid capture – should it encounter a rival Probe droid, neither self-destructs, both will report the position of their contact and continue on per their original orders.
- The enemy fleet will know that it has been probed, and may remain, reinforce, or withdraw.

● A probe droid travels through one region per day as normal.

8.0 Territory

8.1 Starfighters

Starfighters alone may not take a planet. They may be useful for removing enemy ships, but transports and/or capital ships are required to take a planet.

8.2 Liberating a world

● In order to take control of a planet, all that's necessary is for one side to move a single transport or capital ship to that system and remain for at least one turn unopposed. For example if you arrive and defeat the enemy you need to spend one turn where your fleet is the only one occupying the space in order to take the world.

● All enemy forces present must either be eliminated or forced to withdraw.

● Once you control a planet your space forces may leave, your ground forces are considered to be holding the planet. However, if an enemy fleet arrives it will find the system undefended and begin the process of taking the world. You will know what forces have arrived though.

9.0 Combat

9.1 Occurrence

● When a TC fleet encounters the Ishtari a battle event occurs.

● Teams will be notified of the occurrence at the start of the turn that the fleets arrive at the same location.

● Assuming that combat is not auto-resolved the fight begins the turn AFTER the battle event is declared as the initial 24 hours is used to set up battles etc.

● The combat window will last for 2 turns.

● Example: 2 enemy forces arrive at C5 at the start of Turn 4. Assuming there is no withdrawal the actual fight lasts for Turns 5 & 6 with Turn 4 being used to set up all combat events.

● Reinforcements are a possibility in Imperial Storm V as turns do not stop. If additional forces join a battle already underway, all Legions and SP scores played on the first turn of combat will make use of the fleet statistics present at the time. All submissions after reinforcements have arrived will use the new statistics.

- Battles that run concurrently in different locations will make use of different SP missions but take the same count of Legions will be applicable as we merely count LoC/LoS that a ships pilots have earned whilst combat was declared.

9.2 Combat Process for TIE Corps Forces

- Damage done by the TC forces to the Ishtari is based on a multiplication of the sum of the Attack Ratings for all units a team has in the battle.

- At the start of a combat event each team deals out damage to the enemy equivalent to 20% of its total Attack Rating of all units present at the battle.

- If the 20% damage is greater than the total Durability Rating of a fleet, the battle is considered auto-resolved with a victor declared.

- If a team wishes to withdraw, they may indicate this wish which occurs after one turn of combat..

- For Single Player a FREE mission will be specified by the Gamesmaster and the TC teams Top 4 scores will be reduced to an average / 4 of the existing High Score before combat begins (with a maximum of 100%). This will then be taken as a percentage of the teams total Attack Rating of all units present at the battle.

- 4% of Legions of Skirmish (LoS) that a TC team earns during the combat window are taken as a percentage of the teams total Attack Rating of all units present at the battle.

- 20% of Legions of Combat (LoC) that a TC team earns during the combat window are taken as a percentage of the teams total Attack Rating of all units present at the battle.

- Scores from Single Player, LoS and LoC methods will be added together to give a sub-total damage to the enemy.

9.3 Combat Process for the Ishtari

- As the Ishtari are a NPC force, nobody is flying for them. Their input into the calculations is different.

- For the SP component, they use the *difference* between the HS and the 4 top submitted pilot files. For example if the TC forces scored 50%, 60%, 70% and 80% of the pre-existing High Score, the Ishtari would score 50%, 40%, 30% and 20%.

- For the MP component the Ishtari LoC and LoS count is replaced by a difference.

- LoS: 1000 - TC LoS count *(1500 if 2 TC groups are involved, 2000 if 3 are involved)*

- LoC: 250 - TC LoC count *(500 if 2 TC groups are involved, 750 if 3 are involved)*

9.4 Damage

- At the end of a battle, each captain chooses where to allocate 50% of the damage they did to the enemy fleet. Defending Captain goes first.
- To destroy a capital ship, its assigned squadrons must first be destroyed.
- The remaining 50% damage will be allocated by the teams' own captain.
- In both cases damage must be applied to one vessel or squadron at a time before moving to the next one, e.g. no spreading damage around.
- Damage is applied to units by subtracting from their Durability Rating. When Durability reaches 0 the unit is destroyed.

9.5 Winning a Battle

- The winner is the team with the largest fleet remaining (as defined by durability).

9.6 Immediate Withdrawal

Escaping from overwhelming enemy forces isn't as easy as just turning around and running.   In order to save the majority of your forces, you're going to have to sacrifice some ships to keep the enemy occupied while the rest of your ships escape.

What this means in game terms, is that in order to successfully withdraw from combat, your team must sacrifice an additional 10% damage.

9.7 Example

The Warrior has a fleet with a total Attack Rating of 10,000 and a total Durability of 8,000.

The Ishtari has a fleet with a total Attack Rating of 13,000 and a total Durability of 12,000.

Warrior Calculation:

The Warrior immediately deals 2,000 damage to the Ishtari.

The Warrior's pilots score 70, 60, 50, and 40% of HS in the SP battle.

They do ((70+60+50+40) / 4) / 4 / 100 * 10000 damage, or 1375.

The Warrior flies 600 LoSs and 80 LoCs.

They do 600 * 0.04 / 100 * 10000 damage, or 2400 damage from LoSs.

They do 80 * 0.2 / 100 * 10000 damage, or 1600 damage from LoCs.

The Warrior does 7375 damage to the enemy fleet.

Ishtari Calculation:

The Ishtari immediately deals 2,600 damage to the Warrior.

The Ishtari's scores for the SP mission are the gap between the Warrior scores and 100%. Therefore 30, 40, 50, and 60% of HS in the SP battle.

They do ((30+40+50+60) / 4) / 4 / 100 * 13000 damage, or 1463.

The Ishtari scores for Multi-Player are based on a difference between a ceiling and the TC score.

The Ishtari earn 1000 - 600 = 400 LoS

The Ishtari earn 250 - 80 = 170 LoC

They do 400 * 0.04 / 100 * 12000 damage, or 1920 damage from LoSs.

They do 170 * 0.2 / 100 * 12000 damage, or 4080 damage from LoCs

The Ishtari does 10063 damage to the enemy fleet.

Final Score:

In this example the Ishtaris 10063 points of damage destroys the TIE Corps force The Warrior's 7,375 damage see's the Ishtari finish with 12,000 - 7,375 = 4,625 points worth of ships remaining. They therefore win the battle.

10.0   Fog of War

- Ships in space / transit will remain known only to the side (TC or Ishtari) to which they belong.
- Ships above worlds that have recently changed hands – full report of who and what is there.
- Ships above worlds that have not been contested/been held for at least 2 turns – no report except for enemy presence detected.
- Battle outcomes will be made public given battles take place in view of the public!

11.0   Battle Maps
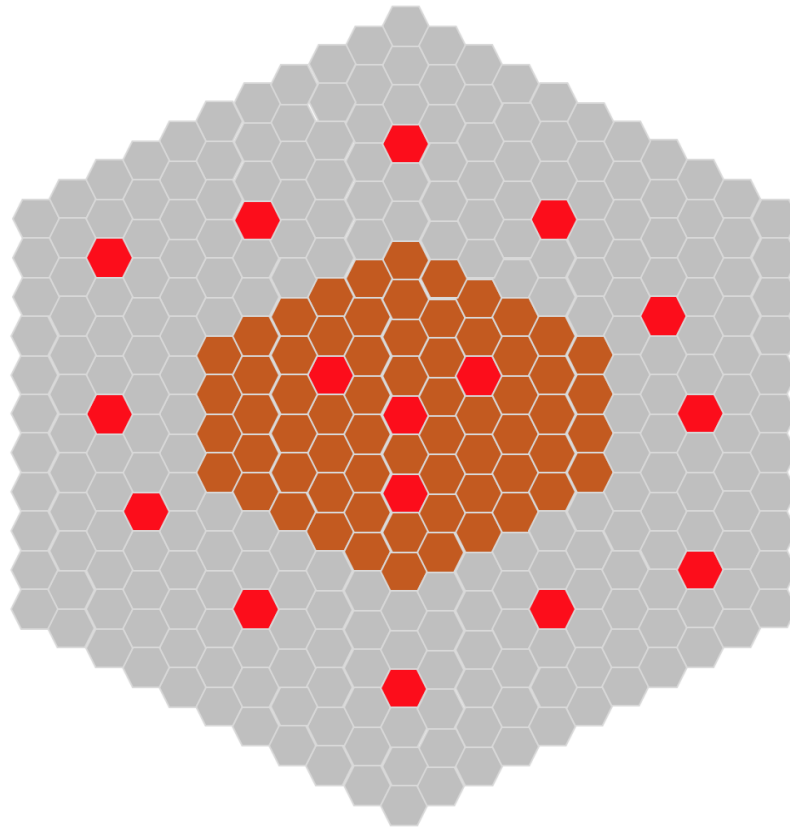
12.0   The Drunken Admiral

12.1   The What?

The Drunken Admiral is a special unit whose movements are randomly assigned via a dice roll provided by our Imperial Sovereign Protector, SA Kamjin. Any team that manages to find the Drunken Admiral receives a D12 roll that corresponds to one of the cards below

12.2   Cards

•• They're There — 1

UTINNI EFFECT

Imperial scouts explore the fringe systems of the galaxy. The Drunken Admiral has also explored a lot of fringe systems and is confident he knows where you should go. Trust him...

Deploy on a planetary system. When you arrive, if the enemy is present and you win the battle gain 1½ weapon damage and 1 ship is repaired fully. Effect remains in place until ship is destroyed. If enemy is not present move to a different system.

Tactical Retreat — 2

LOST INTERRUPT

Usually Imperials will fight in overwhelming numbers that the battle is won quickly. It in the rare event that they will need to withdraw. Having a Drunken Admiral upset with the noise is one event.

Reduce the damage taken if you withdraw by 5½.

Drunken Efficency — 3

EFFECT

Imperial training ensures soldiers are able to operate under the most demanding of conditions. They just never expected those conditions to be with a Drunken Admiral.

Deploy on your ship to receive a 1½ bonus to damage. Effect is lost if ship is destroyed.

Full Power To Engines — 4

LOST INTERRUPT

Imperial ship engines are tuned to specific operating standards. It's only due to the diligence of the engineers that they survive being dosed with alcohol by the Drunken Admiral.

On your next turn one of your ships may move twice it's normal distance.

Initiate Repairs — 5

LOST INTERRUPT

Imperial shipyards maintain a variety of services for the fleet. While partying with the Drunken Admiral he often time will accelerate your repairs if they impact his ability to drink.

Apply 500 repair points to your fleet.

Strategic Reserves — 6

LOST INTERRUPT

Logistics in the Empire require piles of paperwork to receive new ships. That or a Drunken Admiral that you sweet talked into signing off on requisition forms.

Gain 12 TIE Defenders (if capacity exists) or reequip an inferior squadron.

••Swarmed — 3

UTINNI EFFECT

When dealing with a hive society it is best to not disturb them. Unfortunately, the Drunken Admiral informed you he may have thrown a Seagram Escape into a hive and they're after him.

Deploys on your vessel that found the Drunken Admiral. If you encounter the enemy roll 1d6. If less than 5 you are swarmed and the enemy combatants double. If 5 or greater no effect. May be cleared by returning to your starting system.

We've Routed Them Commander — 4

LOST INTERRUPT

Tactics require a keen mind and sharp eye to adapt to the battlefield. After a night of drinking with the Drunken Admiral you're in no state to stand much less given orders. It's a route!

You take an additional 5½ damage when you withdraw from battle.

I Bypassed the Compressor — 6

EFFECT

Ships contain numerous systems that need to function together perfectly to operate. It's unfortunate then that the Drunk Admiral inserted a Compressor that's slowing down the system.

1½ system damage is applied until you repair the system.

13.0   Appendix

https://docs.google.com/spreadsheets/d/1EQlK-4RMLU8euPzCTNujFoeNvcX6lXRW/edit?usp=sharing&ouid=114502776963671947642&rtpof=true&sd=true

Shiplist - STARFIGHTERS

Ship Name	Abrv.	Ship Type	Cost		Attack Rating		Durability (Hit Points)	
			Per Squad (12	Per Fighter (1	Per Squad	Per Fighter	Per Squad	Per Fighter
TIE Fighter	T/F	Basic Fighter	60	5	72	6	48	4
Z-95 Headhunter	Z-95	Basic Fighter	60	5	72	6	48	4
T-Wing	T-W	Basic Fighter	60	5	72	6	48	4
R-41 Starchaser	R-41	Basic Fighter	60	5	72	6	48	4
TIE Bomber	T/B	Basic Bomber	96	8	120	10	84	7
Y-Wing	Y-W	Basic Bomber	96	8	120	10	84	7
Assault Gunboat	GUN	Basic Bomber	96	8	120	10	84	7
TIE Advanced	T/A	Standard Fighter	96	8	108	9	96	8
X-Wing	X-W	Standard Fighter	96	8	108	9	96	8
TIE Interceptor	T/I	Standard Interceptor	96	8	132	11	72	6
TIE Phantom	T/Ph	Standard Interceptor	96	8	132	11	72	6
A-Wing	A-W	Standard Interceptor	96	8	132	11	72	6
TIE Defender	T/D	Advanced Fighter	156	13	180	15	168	14
TIE Sinister	T/SN	Advanced Fighter	156	13	216	18	120	10
B-Wing	B-W	Advanced Fighter	156	13	180	15	168	14
Shadow Y-Wing	ShY/W	Advanced Bomber	192	16	216	18	180	15
TIE Punisher	T/Pu	Advanced Bomber	192	16	216	18	180	15
Tempest Punisher	TT/Pu	Advanced Bomber	192	16	216	18	180	15
Shuttle	SHU	Basic Transport	72	6	72	6	72	6
Escort Shuttle	E/S	Standard Transport	132	11	144	12	132	11
Sentinel	SENT	Advanced Transport	144	12	144	12	192	16
TIE Reaper	T/Rp	Advanced Transport	144	12	60	5	192	16
Missile Boat	MIS	Advanced Bomber	204	17	276	23	132	11
Below added due to Immortal squadrons								
Razor		Basic Fighter	60	5	72	6	48	4
Toskan		Basic Fighter	60	5	72	6	48	4
Preybird		Basic Fighter	60	5	72	6	48	4
Experimental		Basic Fighter	60	5	72	6	48	4
Skipray Blastboat		Advanced Bomber	192	16	216	18	180	15

Ship Name	Abrv.	Ship Type	Cost		Attack Rating		Durability (Hit Points)	
			Per Squad (12	Per Fighter (1	Per Squad	Per Fighter	Per Squad	Per Fighter
Ishtari Fighter	I-FI	Basic Fighter	36	3	24	2	24	2
Ishtari Bombe	I-B	Basic Bomber	36	3	48	4	36	3
Ishtari Starfig	I-SF	Standard Figh	48	4	60	5	48	4
Ishtari Interce	I-IN	Standard Inte	60	5	72	6	48	4

Shiplist - STARSHIPS

Ship Name	Abrv.	Ship Type	Base Cost	Squadrons Ca	Armament (Attack Rating	Durability (Hit Points)
Luxury Yacht 3000	LT3000	The Drunken Admiral	40		0	20
Assault Transport	ATR	Combat Transport	160		140	185
Escort Transport	ETR	Combat Transport	140		100	185
Gunship	GSP	Small Starship	200		200	200
Corvette	CRV	Small Starship	270		320	230
Lancer Frigate	L/FRG	Small Starship	340		450	275
Modified Corvette	M/CRV	Small Starship	350		480	275
Raider Class Corvette	R/CRV	Small Starship	350		480	275
Nebulon B Frigate	FRG	Medium Starship	500	2	650	450
Carrack Cruiser	CRKC	Medium Starship	500	1	450	650
Escort Carrier	ESC	Medium Starship	500	6	250	850
Modified Frigate	M/FRG	Medium Starship	700	2	950	600
Arquitens Cruiser	A/CRS	Medium Starship	700	1	775	775
Strike Cruiser	STRKC	Medium Starship	700	1	850	700
MC40	MC40	Medium Starship	750	3	800	850
Dreadnaught	DREAD	Medium Starship	800	1	900	875
Interdictor **	INT	Medium Starship	1000	2	750	750
Modified Int	M/INT	Medium Starship	1100	2	750	800
Task Force Cruiser	TFC	Medium Starship	1100	0	750	800
Assault Frigate	A/FRG	Large Starship	1000	1	1500	800
Victory Star Destroyer	VSD	Large Starship	1000	2	1000	1300
MC80	MC80	Large Starship	1100	6	1000	1600
Victory II Star Destroyer	VSDII	Large Starship	1100	2	1200	1400
MC90	MC90	Huge	2400	6	2400	3700
Imperial Star Destroyer	ISD	Huge	2400	6	2400	3700
Imperial II Star Destroyer	ISD II	Huge	3000	6	2650	5000
Super Star Destroyer	SSD	Super Huge	19500	12	5200	46000
Platform A	PLT A	Base	1500	2	1500	2000
Platform B	PLT B	Base	1500	2	1750	1750
Platform C	PLT C	Base	1500	2	1950	1500

Ship Name	Abrv.	Ship Type	Base Cost	Squadrons Ca	Armament (Attack Rating	Durability (Hit Points)
Light Support Ship		Small Starship	175		250	150
Heavy Support Ship		Medium Stars	500		800	500
Carrier		Medium Stars	1100	20	200	600
Dreadnought		Huge	2500	10	3000	2000