



IMPERIAL STORM – THREE

Version	Date	Author	Reviewed By
1.0	2018	GN Berkana, GN La'an	
2.0	April 1 2020	GN Berkana	
2.1	April 15 2020	GN Berkana	FA Plif, AD Prower, VA Clark, GN La'an
2.2	May 31 2021	RA Berkana	MAJ Genie, MAJ Hogan
2.3	June 6 2021	RA Berkana	

- 1.0 Overview
 - 1.0 Background
 - 1.1 Imperial Storm Three
- 2.0 Gamemaster
- 3.0 Fleets
 - 3.0 Teams
 - 3.1 Fleet Selection
 - 3.2 Starfighters
 - 3.2.1 Mothership
 - 3.2.2 Damage
 - 3.2.3 Mixing and Matching.
 - 3.3 Exceptions
 - 3.4 Carrying capacity
- 4.0 Turns
 - 4.0 Definition
 - 4.1 Example
- 5.0 Orders & Events
- 6.0 Travel
 - 6.0 Travel Definition
 - 6.1 Routing
 - 6.2 Course Changes
 - 6.3 Interdictors.
 - 6.4 Starfighter – Independent Operations
- 7.0 Scouting
 - 7.0 Definition
 - 7.1 How?
 - 7.2 Droids
- 8.0 Controlling & Holding Territory
 - 8.0 Definition
 - 8.1 Starfighters
 - 8.2 Controlling and Holding a world
 - 8.3 Breaking a hold on a world
 - 8.4 Example
- 9.0 Battles
 - 9.0 Occurrence
 - 9.1 Time Frame
 - 9.2 Immediate Withdrawal
 - 9.3 Combat Methodology
 - 9.3.1 Setup
 - 9.3.2 Submissions
 - 9.3.3 Scoring
 - 9.3.4 Distributing Losses
 - 9.3.5 Bonuses
 - 9.3.6 Points
 - 9.3.7 Control
- 10.0 Fog of War
- 11.0 Points – Winning & Losing
 - 11.0 World Points

	11.1	Battle Points
12.0		Appendix
13.0		Map

1.0 Overview

1.0 Background

Imperial Storm was a turn based game run during 2018 using a set of rules drafted by GN Jarek La'an and run by GN Phoenix Berkana. The game consisted of three teams (TCCS, Hammer & Warrior) using fleets built using the XWA points system battle it out over a grid based map. Battles were conducted using different gaming platforms based upon which units were present in any given battle (SP for battles including capital ships, MP for battles made up of starfighters only).

1.1 Imperial Storm Three

Imperial Storm Three is a further development of the concept, benefitting from a modified rulebook to speed up game play and allows for multiple runs in a calendar year and close some of the loopholes and issues that came up in the original game.

2.0 Gamemaster

2.0 The gamemaster is the Simulations Officer, currently RA Phoenix Berkana. He is responsible for processing strategic and tactical orders from the Team Captains and halting the game when a combat engagement occurs. The gamemaster decisions on Rule Issues are FINAL. The Game will not be delayed by arguments over Rules. Consider the gamemaster as the referee and a neutral party.

3.0 Fleets

3.0 Teams

There are THREE teams present in Imperial Storm Three – based around the Challenge, Hammer and the Warrior. Each team is led by a Team Captain, nominally the current Commodore of each Star Destroyer or a designated Squadron Commander and the teams consist of pilots currently assigned to that vessel. Any pilot that is reassigned during the campaign automatically swaps to the other team.

3.1 Fleet Selection

Each Team Captain has to pick a fleet based on the XWA points guide (points per vessel can be found in the appendix), with a cap of **75,000 points**. This cap should be spent on both capital ships and fighters. The fleet will begin the game at each teams respective home world which will be randomly assigned (coloured polygons on the map). Note – platforms do not move!

3.2 Starfighters

3.2.1 Mothership: Starfighter Wings & Squadrons do not have supplies for long term deep space assignments and must remain assigned to a mothership or world under a teams control.

3.2.2 Damage: Team Captains should take careful note of how much damage has been inflicted on enemy Starfighter Wings, as this information will prove invaluable in planning offensive operations if you know where to find that Wings' mothership.

3.2.3 Mixing and Matching: Squadrons are comprised of the same fighter type - no mixing & matching is permitted, so Sigma squadron may be composed of 12 T/F rather than 8 T/F and 4 T/B. Each Squadron is also assumed to begin the Wargame at full strength with all 12 Flight Slots fully manned. Ships may include squadrons of different fighters or bombers, up to the limiting points cost of their purchase by the TFA. Should a TFA wish to spend his resources on an ISD he may only have sufficient spare resource to purchase a single T/I

squadron to assign to it – squadrons may only be purchased as complete units of 12, with no understrength units deployed at the start of the game.

3.3 Exceptions

3.3.1 Attacks: A starfighter squadron – assuming it is hyperspace capable may travel **ONE** grid square away from its assigned base/mothership for independent attacks.

3.3.2 If a squadron/wings mothership is destroyed in combat the group may be assigned to another surviving vessel if they have capacity, or can travel **TWO** grid squares to find refuge on a controlled world or vessel. If not vessel has capacity, or no world exists within range they are assumed to have run out of fuel and air and are considered destroyed with points going to the opponent as needed.

3.4 Carrying capacity:

SSD – 2 Wings (12 squadrons)

ISD – 1 Wing (6 squadrons)

Platform or Station – 1 Wing (6 squadrons)

ESC – 1 Wing (6 squadrons)

VSD, FRG, M/FRG – 2 Squadrons

Cruisers – 1 Squadron

4.0 Turns

4.0 Definition

One turn is equal to a MAXIMUM of TWO DAYS. Team Captains are expected to provide the gamemaster with orders PRIOR to the start of the next turn which will occur at 9PM GMT every other day. If no orders are received it is assumed that the Task Force does not wish to do anything at all and all vessels will remain on station.

If Team Captains are able to stack orders up (e.g. give the Gamesmaster a number of Orders we can try and expedite the early phases which only see movement).

4.1 Example

For example: The orders for Turn 1 must be provided the day before the start of the exercise. Orders for Turn 2 must then be sent on Day 1 or 2, to be executed at 9pm GMT on Day 2.

5.0 Orders & Events

Events take precedence over Orders; if one fleet arrives at a location in the same turn as another fleet is departing, the arrival - an event - is considered to happen before the departure - an order.

6.0 Travel

6.0 Travel Definition

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

6.1 Routing

Destinations must be in a straight line from the ship's current location. If not, then multiple jumps 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.

Vessels may **NOT** pass straight through a planetary system and **MUST** drop out of hyperspace briefly, even if no course change is required.

6.2 Course Changes

As outlined above, if a mix movements are required to reach a destination on the map it is assumed that the vessels will drop out of hyperspace at each point where a directional change is required.

6.3 Interdictors

A vessel or group under orders to move more than 1 space in a straight line will be considered to be in hyperspace – should they enter a space with a stationary enemy fleet, they will only be engaged if the enemy force includes an Interdictor with orders to have powered up its gravity well generator.

6.4 Starfighter – Independent Operations

6.4.1 Attacks: A starfighter squadron – assuming it is hyperspace capable may travel **ONE** space away from its assigned base/mothership for independent attacks.

6.4.2 If a squadron/wings mothership is destroyed in combat the group may be assigned to another surviving vessel if they have capacity, or can travel **TWO** spaces to find refuge on a controlled world or vessel. If not vessel has capacity, or no world exists within range they are assumed to have run out of fuel and air and are considered destroyed with points going to the opponent as needed.

7.0 Scouting

7.0 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.

7.1 How?

If a Probe Droid encounters enemy forces (not in hyperspace) 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.

7.2 Droids

Each Team will start the wargame with 3 Probe droids, with no additional droids available – they are a finite resource, best used wisely by any controlling Admiral.

8.0 Controlling & Holding Territory

8.0 Definition

Planets are considered to be **controlled** by the side who *last* had Capital Ships in orbit over that world for *at least* one turn, not including the turn in which it arrived or left. Planets are considered to be **held** by any side which controls that world, *and* has any

forces in orbit, Capital Ships or not. At the start of the game, each side is considered to be in **control** of all of its own territory. They **hold** their Capital Worlds.

8.1 Starfighters

Starfighter forces may eliminate defending starship forces, but they may not take **control** of a world or **hold** a world. Turbolaser-capable ships are required to do this, as starfighters do not have the firepower to exert control over a worlds' population.

8.2 Controlling and Holding a world

In order to take **control** of a world, all that's necessary is for one side to move a single Capital ship to that system and remain for at *least* one turn. All enemy forces present must either be eliminated or forced to withdraw. You now **hold** that system. Once your ships leave, you simply **control** the system. You immediately lose **control** when an enemy Capital Ship arrives and stays unopposed for one complete turn.

8.3 Breaking a hold on a world

You may break an enemy's **hold** on a system by destroying or driving off all of his forces, but unless you arrive with Capital Ships and remain in orbit for at least a turn, the enemy will still be considered to be in **control** of that system.

8.4 Example

For example: In Turn 3, ships from Team A arrive at the world of Storinal (currently under the control of Team B) and find no hostile ships in the region. The Team A ships remain there for the following turn, so at the end of Turn 4, they now **control & hold** the world of Storinal. At the start of Turn 5, these ships then depart. Team A now only **controls** the world of Storinal. To receive the benefits of a planet (as described below), a team needs to only **control** a planet, and not hold it.

9.0 Battles

9.0 Occurrence

When enemy forces occupy the same square, a battle event occurs. Battles are fought between the two teams using a different format than Imperial Storm 1.

The teams will fly a single FREE mission selected from the Battle Compendium by the gamesmaster, with the platform chosen by the defending team. Scoring is listed below.

To ensure MP activity is captured and recognizing the difficulty Imperial Storm 1 had in scheduling events in a 2-3 day combat window we will add 5% of all Legions (LoC & LoS) that a team gain during the combat window to the score gained in SP combat.

No Defender

Should no side be deemed to be defending, having both simultaneously moved into a square at the same point, the Gamemaster will determine the platform to be used.

9.1 Time Frame

When a battle event occurs, the wargame will be paused to allow the battle to take place. This pause will be **3 DAYS** in duration and will be announced to all forces.

9.2 Immediate Withdrawal

Escaping from overwhelming enemy forces isn't as easy as just turning around and running. Hyperdrives take a while to power up, and you're vulnerable to attack while they're doing so. 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.

In the event that the enemy do NOT have a powered up Interdictor you may follow the following rule. In the event that a Interdictor is present you will be unable to withdrawal.

What this means in game terms, is that in order to successfully withdraw from combat, you must detach at *least* enough ships to match a minimum of 20% of the total points value of the ships present on the enemy side – these ships are doomed to a fiery demise, but their sacrifice will allow the remainder of your force to disengage. If your force is worth less than 20% of the total value of the enemy force at the battle, you simply have no hope of escaping. Your forces are unable to disengage and you **MUST** enter combat and fight to the bitter end; or offer a unconditional surrender. Such surrender is a declaration that you will allow your fleet to be removed from the game.

9.3 Combat Methodology

9.3.1 Setup: A combat event will be declared, with the Gamemaster picking a SP FREE mission from the TC Battle Compendium, the defending player having determined the platform to be used (TIE, XvT, BoP, XWA).

9.3.2 Submissions:

- a) Each team will have **THREE** days to submit their files to the database, with no limit on how many pilots may fly. The **FOUR** highest scoring pilots (overall battle score) on each side will have their scores averaged together and reduced to a percentage / 2 against the HS of the battle at the commencement of hostilities.
- b) Each team will have **THREE** days to gain as many Legions of Combat or Legions of Skirmish as they can using recognized TC platforms (*including Star Wars: Squadrons*). At the end of the combat window 5% of this count will be used as a percentage for working out damage.

9.3.3 Scoring:

- a) **Single Player:** Each teams Top 4 scores will be reduced to an average / 2 of the existing High Score before combat begins (with a maximum of 100%). This will then be multiplied by the fleet value to create a score.
For Example: Team A may have produced 4 pilots flying 75%, 75%, 84% and 90% of the existing mission High Score. Their score would thus be averaged to $81\% / 2 = 40.5\%$ of the fleet total.
- b) **MP Scoring:** For Legions/MP activity, we take 5% of all Legions (LoC & LoS) scored by a side during the three day combat window and treat that as a percentage of their fleets **OWN** total present at the battle.
For Example: Team A has a fleet worth 6,000 points and scores 100 legions, therefore it does 300 points worth of damage to the enemy.
Calculation: 5% of 100 is 5, which we treat as 5% of 6000, i.e. 300.
- c) **Winner: The winner of each combat round is the team that has destroyed the greater number of points.**

9.3.4 Distributing Losses: Total lost points may be broken down into fighters as well as capital ships, allocated by the respective TFA to their own force, as long as the total loss of points is met. If you have damage to a capital ship we record how many points are remaining for any damaged craft have in the excel summary the Games Master sends out each turn.

As an example: a 1000 point VSD takes 700 points of damage and will only be able to sustain 300 more points of damage in future combat.

- 9.3.5 Bonuses:** If the winning fleet was 50% larger than their foe, they will be considered to have had sufficient ability to launch a second wave, inflicting a further 10% points loss on their opponent. If the winning fleet was twice the size or greater than their foe, they will be considered to have brought a crushing force to bear, inflicting a further 20% loss on their opponents.
- 9.3.6 Points:** If the winning fleet was smaller than their foe they will be considered to have won a dazzling victory despite the odds, with 50 victory points won to reflect their inspiring deeds. If the winning fleet was half the size or smaller than their foe, their deeds were all the more inspiring and 100 victory points will be awarded to the valiant winning team.
- 9.3.7 Control:** After attrition, the larger fleet takes/keeps the location.

10.0 Fog of War

- 10.0** Ships in deep space / transit will remain known only to the Task Force to which they belong.
- 10.1** Ships above worlds that have recently changed hands – full report of who and what is there.
- 10.2** Ships above worlds that have not been contested/been held for at least 2 turns – no report except for enemy presence detected.
- 10.3** Battle outcomes will be made public given battles takes place in view of the public!

11.0 Points – Winning & Losing

The wargame will last for a total of 30 turns (which does NOT equal 30 days since stoppage time has to be taken into account). At the end of this time, total Victory points will be calculated, and the winner declared.

11.0 World Points

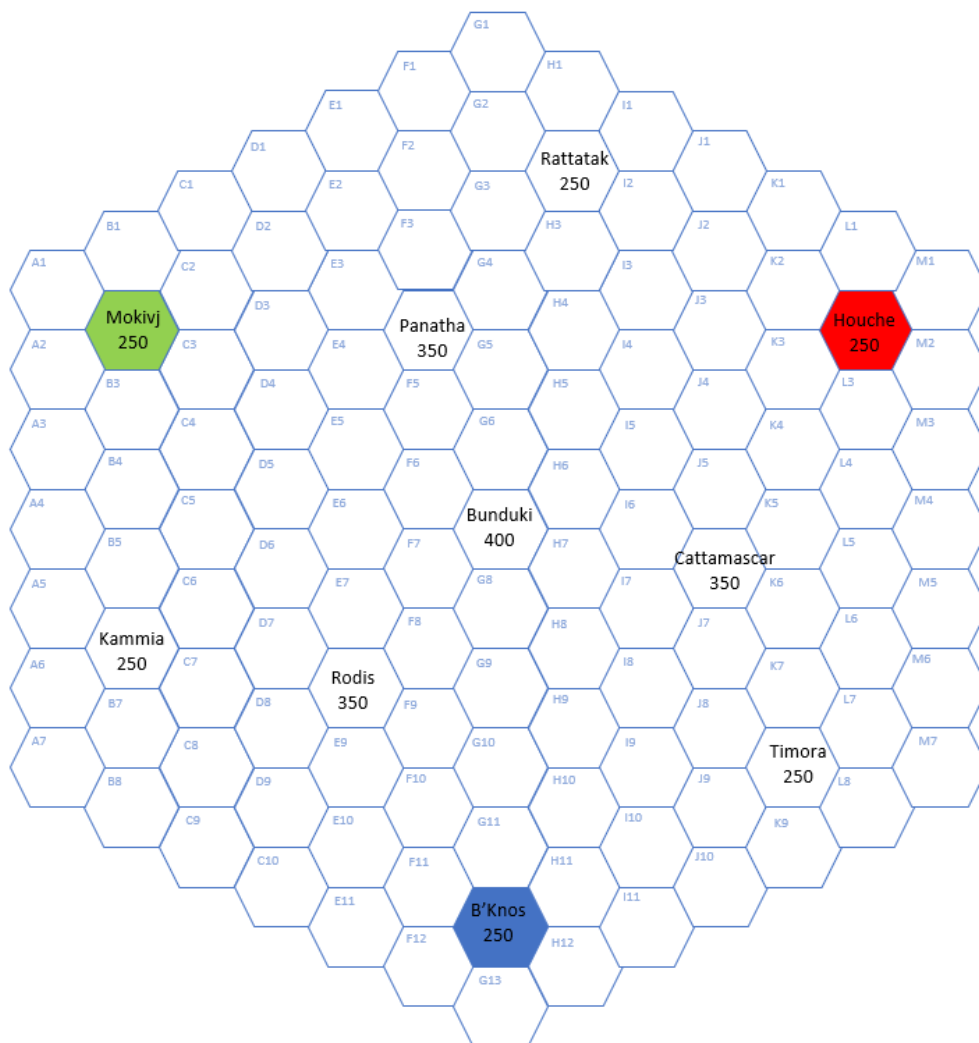
Each world generates a number of points per turn – these are accumulated on a per-turn basis as long as the world is held by your team. If a world is lost to the opponent you will keep points generated previously, but it will now generate points for the opponent.

11.1 Battle Points

Teams will gain points for victory in battle according to the following table:

- For destroying a SSD, a team will receive 300 points.
- For destroying an ISD, a team will receive 100 points.
- For destroying any other Capital class ship or platform/station, a team receives 50 points.
- For destroying an enemy Squadron (in its entirety), a team will receive 10 points.
- For destroying an opposing team's Flagship, a team receives an additional 100 points.
- SP and MP battle bonuses, as described in the battle section.

13.0 Battle Map



CRAFT POINTS LIST:

https://drive.google.com/file/d/1s19TGA-fECpifDaO6-iJA_TSK02NCzAv/view?usp=sharing

Points list begins on page 222 of the PDF (listed as 213 on the actual document).

Eg. A Single TIE Fighter is 70 points (a squadron is $12 \times 70 = 840$)