

Jailbreak

We managed to rescue Uprising Two from the detention centre on Tartarus E before the Imperium worked out who they had captured. Unfortunately, the Annihilator arrived as we were making our exit and it has followed us. We're going to try to lose them in the asteroid belt of Rubb-L.

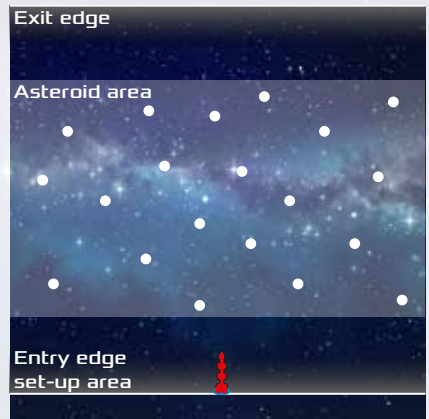
Fleets

The Imperium player starts with no ships on the board, but will need a dreadnought with its two fighter wings.

The Uprising player starts with a carrier (with only one of their fighter wings and no bomber wing).

Setup

Imperium player places 20 small pieces (such as coins) representing asteroids across the centre of the table, at least 10cm (4") apart from each other, then the Uprising player places their carrier within 5cm (2") of the entry edge. The Imperium player will place the dreadnought within 5cm (2") of the same edge at the start of the second turn.



Special rules

The Uprising player has to flick the carrier off the opposite edge of the table from the entry edge (where it counts as in hyperspace, not destroyed), if they do that they win. If the carrier is destroyed before it leaves the table then the Imperium player wins.

If a die hits an asteroid first, the asteroid is destroyed and no further damage is dealt.

If a ship is knocked into an asteroid by a die or another ship nothing happens. If a ship collides with an asteroid during its move then either:

- If it's a fighter wing, no damage is dealt to the wing or the asteroid, but the fighter's turn ends immediately.
- If it's a capital ship, the asteroid is destroyed and the ship suffers damage:
 - If it has shields up remove all shield cubes and the disc from the Shield Generator.
 - If the shields were down the ship is destroyed.