

The Omerth Crusade

Year 2 Available Units

Class Name	Tech Era	CP	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Space Marines	I	10	HGRND	8	5/6	3	4	3	—	—	—	Marines, Shock, Compact
Cadian Imperial Guard	I	8	MGRND	5	2/6	4	2	2	—	—	—	Artillery
Thunderbolt	I	6	LFTR	1	1/6	2	2	0	—	—	—	
Lightning	I	6	LFTR	1	1/6	2	0	2	—	—	—	
Cobra	I	8	CT	2	1/6	2	2	1	2	1	0	
Falchion	I	8	CT	2	2/6	2	2	1	2	1	0	Missile
Sword	I	12	DD	5	2/6	3	3	2	3	2	1	Guardian (1)
Dauntless	I	16	CL	6	2/4	4	3	2	4	2	1	Scout (1)
Lunar	I	20	CA	8	4/3	6	5	2	5	3	2	Armor, Shields
Dictator	II	22	CA	8	2/3	7	3	2	5	3	6	Shields, Carrier
Ramilies	I	30	BASE	8	4/3	11	8	5	—	—	6	Armor

Class Name	Tech Era	CP	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Goff Ork Clan	I	8	MGRND	6	2/6	3	3	2	—	—	—	
Red Sunz Clan	I	6	LGRND	5	2/6	2	3	1	—	—	—	Shock
Fighta-Bomma	I	6	LFTR	1	1/6	2	1	1	—	—	—	
Boarding Boatz	I	6	LFTR	1	1/6	2	0	0	—	—	—	Boarding (1)
Brute	I	8	CT	3	2/6	3	1	1	2	1	0	Suicide, Boarding (1)
Savage	I	12	DD	5	3/6	4	2	1	3	2	0	Scout (1)
Ravager	I	12	DD	4	2/6	4	3	2	3	2	0	
Terrorship	I	20	CA	9	3/3	6	4	2	4	3	2	Assault (2), Carrier
Kill Kroozer	I	20	CA	8	2/3	6	5	3	4	3	0	
Space Hulk	1	32	DN	15	4/2	12	5	2	7	6	3	Assault (3), Carrier

The Omerth Crusade, Y2, Turn 1

Income Phase

Ork income (25-11+18)=32
Imperial income (25-11+2)=16

Purchase/Construct Phase

Imperials
Orks

Purchase Effects

Imperials 0/20 tech advancement
Orks 0/20 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperials
Orks

Generate new systems

None

Encounters Phase

None

Generate and fight Scenarios

None

Supply/Repair/Raid Phase

None

New Unit Placement

None

Special Phases

None

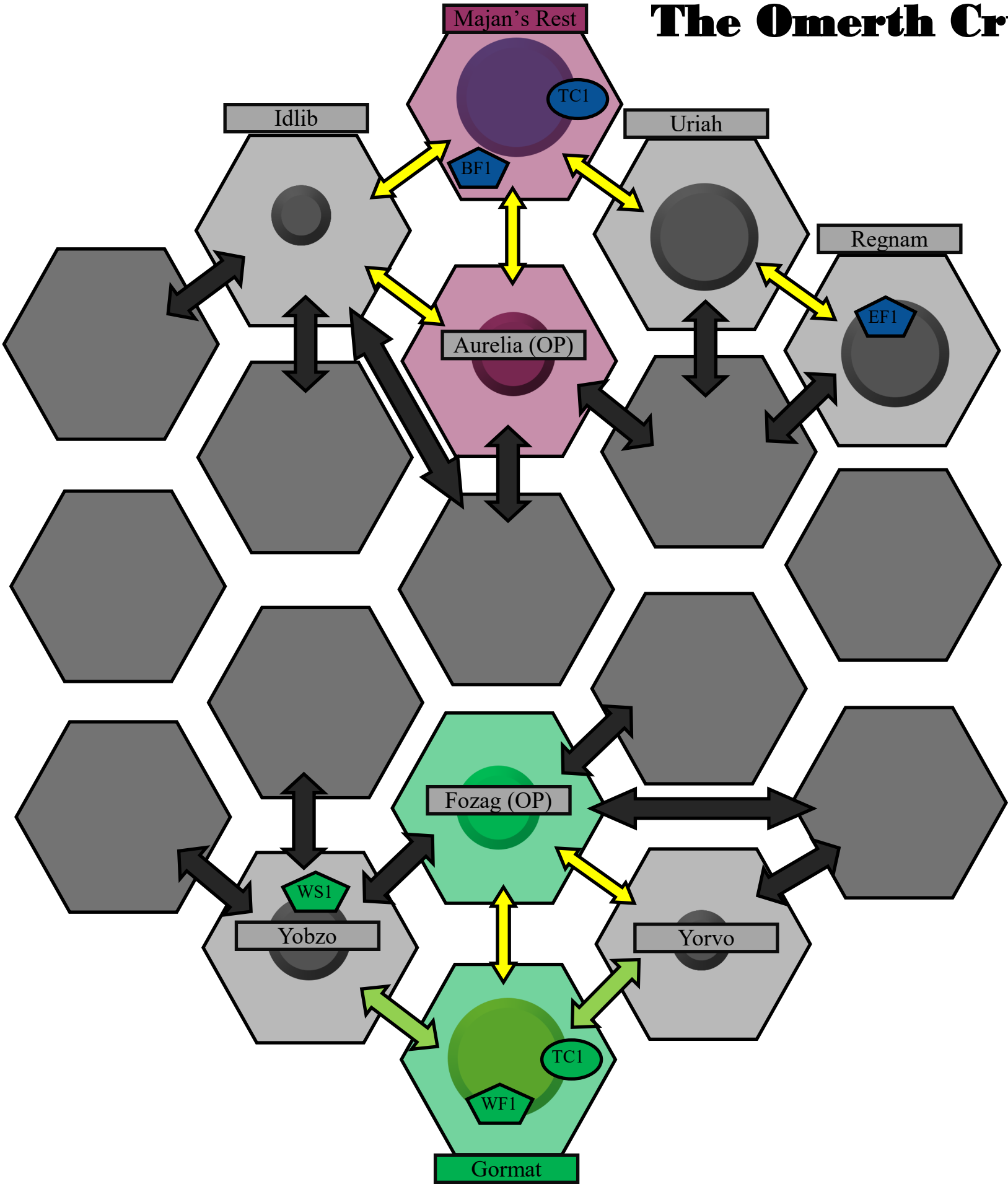
Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes	Class Name	Maint	No
1st Exploration Fleet	Dauntless CL x4	4 Capacity, x4 Lightning	Scout x4	Space Marines	5/6	0
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	3 Capacity, x3 Lightning	Scout x1	Cadian Imperial Guard	2/6	6
				Thunderbolt	1/6	0
				Lightning	1/6	9
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	5 Capacity, x2 Lightning		Cobra	1/6	6
				Falchion	2/6	0
				Sword	2/6	0
Trade Convoy 1	Trade Convoy		+10% raid chance to sys- tem	Dauntless	2/4	5
				Lunar	4/3	1
				Dictator	4/3	0
				Ramilies	4/3	0
				Transport Convoy		
				Trade Convoy		1
				Colony Convoy		
					-14	

System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	5	20	5
						-14	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes	Class Name	Maint	No.
WAAGHScouts 1	Savage x5		Scout x5	Goff Ork Clan	2/6	0
WAAGHFleet 1	Space Hulk x1 Savagex1 Brute Ramship x5	3 Capacity, x3 Fightabomma	Scout x1	Red Sunz Clan	2/6	6
				Fighta-Bomma	1/6	8
				Boarding Boatz	1/6	0
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 5x Fightabomma		Brute	2/6	5
				Savage	3/6	6
				Ravager	2/6	0
Trade Convoy 1	Trade Convoy		+10% raid chance to sys- tem	Terrorship	3/3	0
				Kill Kroozer	2/3	0
				Space Hulk	4/2	1
				Transport Convoy		
				Trade Convoy		1
				Colony Convoy	13	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	5	20	5
						-13	

The Omerth Crusade, Y2, Turn 1



Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x4	4 Capacity, x4 Lightning	Scout x4
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	3 Capacity, x3 Lightning	Scout x1
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	5 Capacity, x2 Lightning	
Trade Convoy 1	Trade Convoy		+10% raid chance to system

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1 Brute Ramship x5	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 5x Fightabomma	
Trade Convoy 1	Trade Convoy		+10% raid chance to system