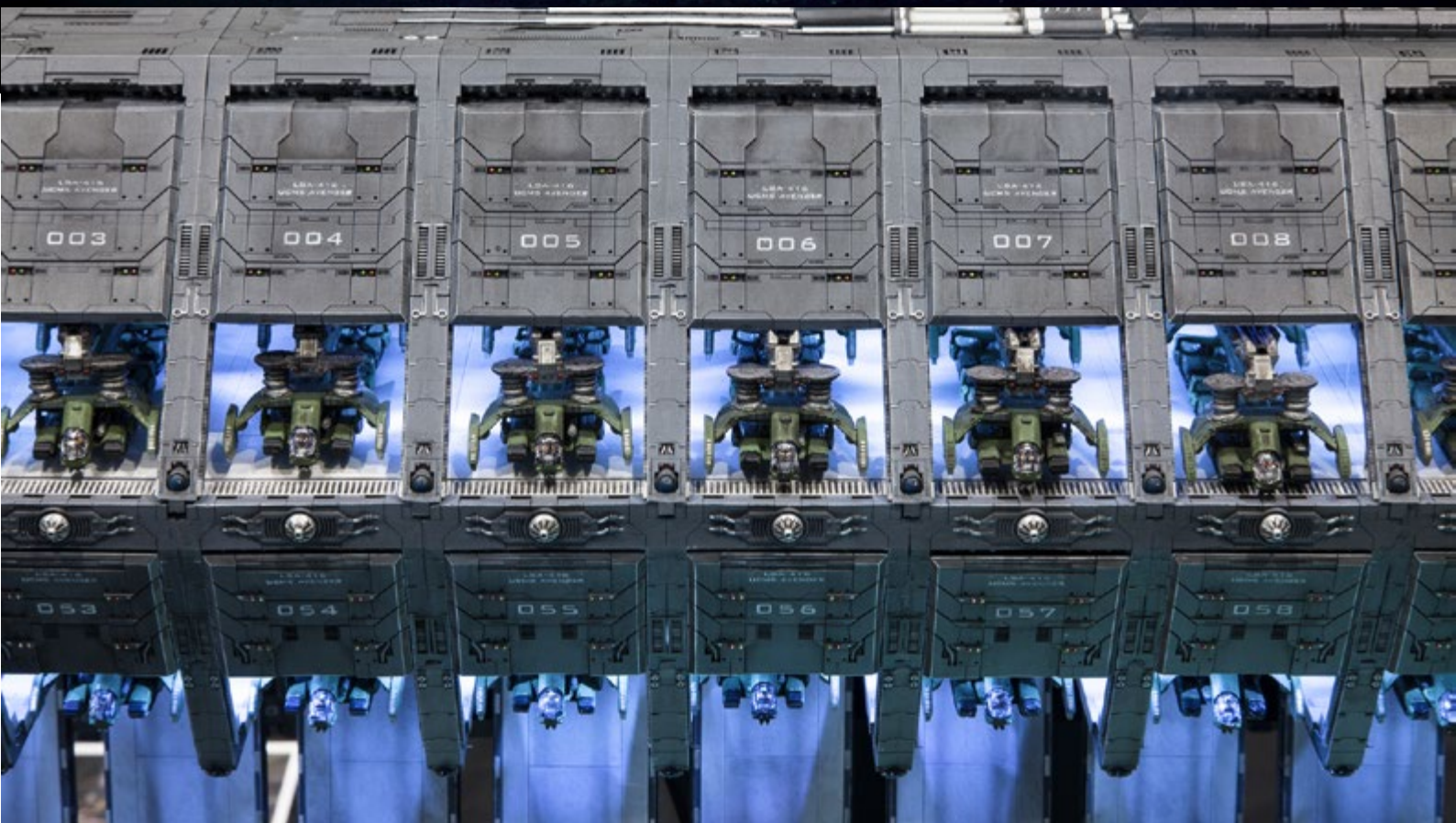


# HAWK WARGAMES UCMS AVENGER RULES



## BACKGROUND

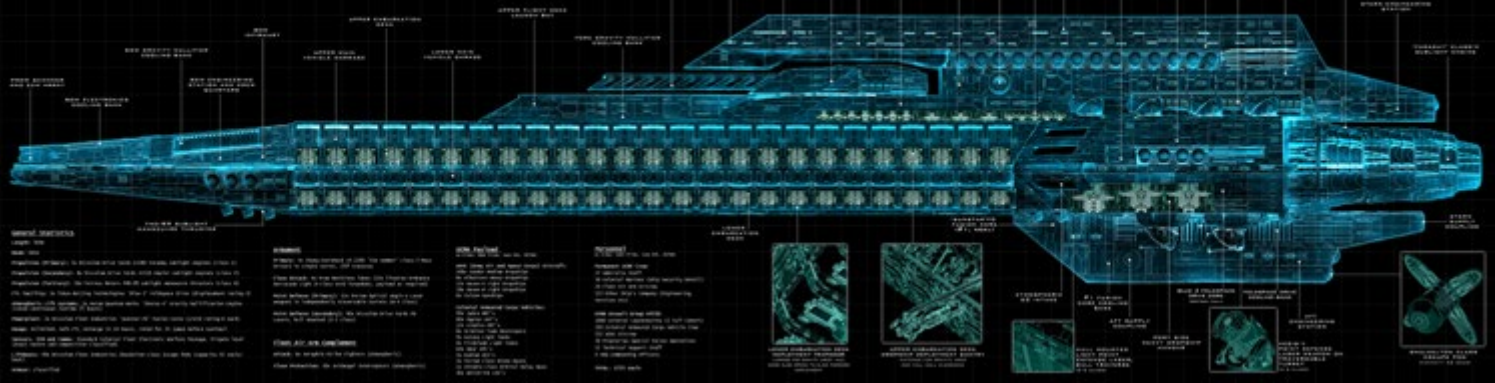
The New Orleans Class Strike Carrier is a first wave planetary assault vessel designed to deliver ground troops to hot combat zones. The class is a mainstay of almost all UCM fleets and is one of the most common vessels of frigate tonnage to see service in the Reconquest, with almost a thousand operational by 2671. The New Orleans is a relatively new class as its specifications were laid down late in the development of the UCM military machine to allow for the designs for its cargo to fully mature.

A New Orleans' formidable payload of armoured units and infantry are deployed by agile dropships, making it ideally suited to fluid, early stage combat operations where heavy enemy action is anticipated. It is one of the largest vessels the UCM has that is capable of atmospheric operations - an essential feature as most UCM dropships cannot operate in the void and must be dropped relatively close to the battlefield.

Very occasionally, Strike Carriers may be brought right up to the frontline to support surface operations. While a New Orleans' firepower may be considered pedestrian for deep space combat, when taken into the context of localised ground warfare, the level of ruination it can unleash is, frankly, darkly comical. It is a gigantic, obscene, floating apocalypse for the poor, hapless, soon to be cold bodies staring up in dreadful awe at its lethal majesty. Having the sun blocked out by your impending doom; thousands of tons of 564m long starship, is enough to make even the most crazed chainsaw wielding killer soil themselves in abject terror.



**LSA-416 UCMS AVENGER**  
NEW ORLEANS CLASS STRIKE CARRIER



NEW ORLEANS CLASS STRIKE CARRIER	A	MV	CM	DP	Pts	TYPE	CATEGORY	S+C	LZ	SPECIAL
	11*	120"	A	3554	100,001	REALLY BIG AIRCRAFT*	DEATH MACHINE*	N/A	CARTOON CUTOUT*	LOTS*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UF-2200 TRIPLE MASS DRIVER TURRET	14*	3	1+	∞	∞	60"	F/S	DEMOLISHER 300, DEVASTATOR 300, AREA*L
BARRACUDA CLASS -D VOID TORPEDO SPREAD, CLOSE ACTION TYPE	11	4	6+	∞	∞	60"	F/S/R	L-4, AREA-BM*, DEMOLISHER 10, DEVASTATOR 4
AEGIS-V LASER EMPLACEMENT, #1	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #2	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #3	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #4	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #5	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #6	13	1	6+	∞	∞	120"	F/S (RIGHT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #7	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #8	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #9	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #10	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #11	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
AEGIS-V LASER EMPLACEMENT, #12	13	1	6+	∞	∞	120"	F/S (LEFT)	DEMOLISHER-15, DEVASTATOR-10, AREA*S
NDY POINT DEFENCE LASER ARRAY, STARBOARD	9	45	3+	∞	∞	120"	F/S(LEFT)/R	STRAFE
NDY POINT DEFENCE LASER ARRAY, PORT	9	45	3+	∞	∞	120"	F/S(LEFT)/R	STRAFE

**Armour 11** - Shamefully feeble weapons of E9 or less cannot penetrate starship-grade armour and do no damage. Ever. Weapons of E12 or above damage on a 4+ and no more. That's just how it is.

**Energy 14** - Anything with A9 or less is damaged automatically by an E14 weapon and double damage is automatically inflicted. Against A10 or above targets, treat this as E13. Feel the noise.

**Area-BM** - Bloody Massive blast - Use the normal blast rules, except that the blast radius is 24". You might need to make your own comically large blast template, perhaps with a big middle finger painted in the centre, or yellow smiley, or whatever you feel might make your opponent cry. Your choice.

**Death Machine** - Fear it. If you take a New Orleans class Strike Carrier in your list, then this is your list. You really shouldn't need any more than this to level a 20'x20' gaming table replete with enemy forces and skyscrapers with 200dp, armour, force fields and the lot.

**LZ- Cartoon Cutout**- The New Orleans does not need to land to deploy its dropships, which are deployed as if the whole model is a table edge and they are entering the table from readiness. If you do feel like landing, just for kicks, then all buildings and units underneath a New-Orleans shaped and sized LZ template are automatically destroyed and yes, you may land on



buildings and units. You may land on friendly units too, but try not to, it isn't nice, despite the fact that pitiful ground forces are beneath the ship's notice. Only the NDY point defence lasers may be fired if landed.

**Really Big Aircraft** - That's what this monstrosity is really. For line of sight and range finding purposes, use the actual model. All weapons (not just AA ones) may fire at the New Orleans and always hit on a 2+. All weapon's R(C) values are doubled up to a maximum of their R(F) values when firing at the New Orleans. It's big - deal with it, you'll be fine. Measure all ranges and line of sight when shooting its weapons from the centre of the model. Use the 'stock' 'flight stand' to determine the Strike Carrier's altitude. You will need to move many things out of the way to place it on the table. Or not. It's quite heavy and will crush most miniatures underneath it. Again, your choice.

**Payload** - Since it would take half a book to detail all the wonderful transport options this thing may take, we've decided to save ourselves the effort and give you a stock option which you may take for a cool 24,898pts, just in case you feel the ship itself isn't enough to annihilate absolutely everything around. You don't get a discount here FYI, that's what they cost and you don't need one. Organise these into whatever Battlegroups you feel like. We doubt maximum tactical efficiency will matter much, frankly.

- 102 Sabre MBT's in 31 Condor medium dropships and 1 Albatross Heavy Dropship
- 102 Rapier AAT's in 28 Condor medium dropships and 2 Albatross Heavy Dropships
- 64 Bear APC's in 32 Condor medium dropships. Each Bear contains 1 squad of 3 bases of Colonial Legionnaires (that's 960, basically a full cohort of smug UCM infantry grunts, btw).
- 4 Kodiak ACV's in 4 Condor medium dropships.
- 2 Ferrum class Drone bases in 2 Albatross Heavy Dropships
- 20 Gladius HBT's in 4 Condor medium dropships and 2 Albatross Heavy Dropships
- 8 Scimitar HBT's in 1 Condor medium dropship and 1 Albatross Heavy Dropship
- 36 Wolverine LAV's (with whatever weapons you like) in 18 Raven-B light dropships
- 3 squads of 2 bases of Praetorians in 3 Raven-A light dropships
- 4 squads of 2 bases of Colonial Legionnaires in 4 Raven-A light dropships (that's the lucky 40 comprising the rest of the cohort who've bribed their CO and get to travel in style)
- 6 Falcon Gunships
- 6 Seraphim Strike Fighters (once deployed, these operate using the normal rules)
- 10 Archangel Interceptors (once deployed, these operate using the normal rules)

*(All dropships come with the missile pod upgrade included of course, because why not? They'll clearly be enough to tip the likely precarious balance in your favour.)*





**DESTROYED STRIKE CARRIER TABLE**

D6 ROLL	1-3	4,5	6
<b>RESULT</b>	<p><b>CRASH LANDING:</b> THE SHIP CRASHES IN MUCH THE SAME MANNER AS A MAJESTIC FIERY COMET DESCENDS UNTO A FIELD OF MARSHMALLOWS. PLACE THE CARTOON CUTOUT LZ TEMPLATE UNDERNEATH THE MODEL TO SEE WHAT'S IRREVOCABLY SQUISHED TO DEATH, INSTANTLY.</p>	<p><b>RAINING DEBRIS:</b> THE SUPERSTRUCTURE GIVES WAY AND EXPLODES INTO TOWER BLOCK SIZED CHUNKS. SURVIVAL IS QUESTIONABLE. EACH STRUCTURE AND UNIT ON THE TABLE IS DESTROYED ON A ROLL OF 4 OR MORE ON 3 COMBINED D6. ANYTHING LEFT ALIVE IS BLESSED BY THE GODS OF GAMING.</p>	<p><b>CABLOOWHEEEEEEEEEEE!!:</b> THE SHIP'S DRIVES DETONATE IN AN APOCALYPTIC, GRID REFERENCE ENCOMPASSING PLASMA-BALL OF DEATH. EVERYONE LOSES. BURN THE TABLE AFTERWARDS FOR EFFECT.</p>







**When/ If Destroyed** -Firstly - what the hell did your opponent take and what were you doing all game!?! Anyway, if the Strike Carrier is destroyed, roll a single solid gold D6 on the following table:

**Always Look on the Bright Side of Life** - If you don't grin maniacally during deployment or during the first turn, you lose the game automatically. As a gamer, you are not worthy if such be thy nature. If you win the game (which might just be possible) you must show SOME humility in your seal bashing endeavours.