



**Release 1
25 Jun '06**

Project Background

WARLORDS EVOLUTION represents a collision of galaxies, merging PDS battlespace presentation with Evillejedi's Star Wars Total Conversion.

For this preliminary release, a revamped ship-to-ship combat system is showcased. A variety of individual vessel duels are provided within the "Warlords Evolution" gametype accessible via the Skirmish vs CPU screen.

Developmental protocols exhibited in recent PDS releases imply the completion and perfection of individual ship combat before the evaluation of larger scale engagements – this is no different in Evolution where the main feature, the scenario "Escape from Hoth", represents the climatic point of this still-experimental "movie based" minimod. Development was halted after the construction of this scenario so as to allow for community feedback and migration of the project to exploit the availability of newer Star Wars: Warlords 3D resources.

As ship information and universe background for Star Wars are widely accessible, the rest of this document will be tailored to providing details on the aforementioned scenario.

“Escape from Hoth” Scenario Information

Background:

Although we have suffered a total defeat on Hoth, the Alliance is striving to retrieve as much men and materiel as possible before they are either overrun by Imperial forces, or the lockdown of Hoth orbit. The forces rescued during this evacuation operation will undoubtedly prove crucial in future offensives against the Empire.

However, the Fleet is stretched thin and the few capital taskgroups engaging the Imperial assault fleet will soon be forced to withdraw. The safety of our heavy equipment transporters now leaving Hoth low orbit cannot be guaranteed.

Admiral Ackbar will detach as many combat ready ships and starfighter squadrons as possible to reinforce the last of the evacuation convoys, after which they will have to run for deep space alone.

Mission Objective:

Task Group 12.15 is the last convoy out of Hoth – faster transport groups have already run the Imperial blockade. As we have embarked irreplaceable heavy construction equipment and ground to orbit artillery batteries, we have been assigned the heaviest escort force available.

However, the Imperials are no sloths and even now we have enemy capital ships closing in from multiple vectors. Our combat power, anchored around a single Mon Calamari cruiser, may be inadequate, but it will have to do - they are all we have.

All transports will maintain a close formation for maximum defensive power while the fighters and warships form a quick reaction force, engaging the most threatening Imperial forces in succession with datalinked fire control. This will no doubt affect our ships' individual survivability but will have the effect of concentrating the bulk of our offensive firepower on the enemy Star Destroyers which pose the greatest threat to the convoy.

Several Interdictor cruisers have been detected blocking our path to hyperspace – these are to be regarded as priority targets.

Gentlemen – we have only twenty minutes before we clear Hoth's gravity well, long live the Rebellion!

TG 12.15 Order of Battle

Escort Force

(Datagroup 1 – Quick Reaction Force)

1x MC80 Mon Calamari Cruiser

2x MC40 Mon Calamari Destroyers

2x Rebel Assault Frigates

18x Y-Wing Bombers

(Datagroup 2 – Light Combatants)

3x Nebulon-B Escort Frigates

3x Corellian Corvettes

(Datagroup 3 - Fighter Command)

36x A-Wing Fighters

24x X-Wing Fighters

Transport Group

(Datagroup 4 – Convoy)

4x Armed Transport Cruisers

2x Dreadnaughts

Imperial Forces, as of last Hoth Space Early Warning sweep

3x Imperator class Star Destroyers

3x Victory class Star Destroyers

6x Loronar Strike Cruisers

2x Carrack Light Cruisers

2x Interdictor Cruisers

1x Dreadnaught

160-plus fighters