

# DROPFLEET

COMMANDER



## CIVILIAN SHIP SCENARIOS

## **CIVILIAN SHIPS**

The Civilian Ships in these scenarios can be represented by any of the stat sheets presented in this document. While they were designed with the Princess Liner in mind, players may want to use a different Civilian Ship as an additional variant for each of these scenarios.

## **CIVILIAN TRANSPORT**

This ship cannot receive Special Orders and unless otherwise stated in a scenario they always start in Low Orbit.

This ship does not suffer from Orbital Decay.

This ship may not be fired upon unless it is controlled by a player. Players may not fire upon a friendly Civilian Transport.

This ship cannot be the target of Command Cards.

## **BOARDABLE**

This ship may be assigned Bulk Landers and Dropships as if it were a space station, but cannot have Defence Batteries.

If you begin the turn with either Armour or Infantry in a this ship and there are no enemy Ground Assets in this ship, you control this ship and may move and fire with it as if it were a part of your fleet.

If you control this ship, it becomes part of the first friendly Battlegroup that activates this turn (with no changes to its SR) and stays as part of that Battlegroup as long as it is under your control. If you lose and then regain control of this ship, it becomes a part of the first friendly Battlegroup that activates the turn after it is re-captured.

If there are friendly and enemy Ground Assets on this ship, it is not controlled by either side and may not be moved or fire its weapons.

## **BLOOMING**

Other friendly ships within 6" of this Ship are Hidden within its Bloom. Enemy ships targeting these Hidden ships ignore any Minor Spikes when measuring Weapons Range. However, Major Spikes are still used as normal.

This special rule ceases to function while this Ship is not controlled.

## **ELITE FIGHTER ESCORT**

At the start of each turn, place 3 Elite Fighter tokens next to this ship. The controlling player may use any number of these Elite Fighter tokens to add 3 dice per token to this ships PD characteristic against a single attack from Launch Assets or Close Action weapons.

The controlling player may use an Elite Fighter token to defend against enemy Bulk Landers and Dropships, counting as a Defence Battery against Bulk Landers and Dropships launched by a single Carrier.

# PRINCESS CRUISE LINER

## CIVILIAN LINER



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PRINCESS CRUISE LINER	4"	3"	10"	12	4+	2	1-4	M	ATMOSPHERIC, BOARDABLE, FULL CLOAK, CIVILIAN TRANSPORT

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
ASTERIOD CLEARANCE LASERS	4+	2	1	F/S/R	CLOSE ACTION

**Known Ships of the Class:** *Gin and Jump*, *Queen Belle*, *There and Back Again*, *Paperlad* (logistics retro-fit), *Going Nowhere* (prison retro-fit), *Laps of Luxury* (VIP transportation retro-fit)

The Princess Class cruise liner was once a common sight in the space around the Cradle World and close to the more picturesque spatial anomalies available to humanity at the time. They were the hallmark of class and distinction among many at the time, and while most were used by the pleasure seeking masses, some were personal transports for those able to afford such luxury and even as covers for covert diplomatic and espionage missions.

As with so many things, this ended quickly with the Scourge invasion. Ill-equipped to face up to even the lowliest Scourge frigate, Princess Class liners breaking orbit made for tempting and easy targets for the aliens. Most of those seconded to the evacuation effort were easy prey for the Scourge; packed to the seams with refugees, they were a cornucopia of pre-packaged hosts for the insidious race.

Those few liners that did escape only managed to do so due to their relatively low power output and small signature for a ship of their size - lacking high powered weapons, shields or point defences, they create very little return ping on most sensors.

Today there is little call for sight-seeing pleasure cruises while the fate of the galaxy hangs in the balance. The vast majority of Princess Class cruise liners still in service have been retro-fitted for VIP transportation, as mobile prison hulks, or interplanetary logistics vehicles. There are many more still hanging in the void - deserted, dormant, or endlessly orbiting the cradle worlds; the breath taking views they offer seen by none but the dead.

# L-TYPE BARGE

## CIVILIAN HAULER



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
L-TYPE BARGE	4"	3"	10"	4	3+	1	1	L	ATMOSPHERIC, BOARDABLE, CIVILIAN TRANSPORT, REINFORCED ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
ASTEROID CLEARANCE LASERS	4+	2	1	F/S/R	CLOSE ACTION

### **Known Ships of the Class:** *Scum Runner, Box 'n' Go, Haulie, LK-5 (Kalium), Oxy-Box (Vega Scrapfleet)*

The L-Type Barge was one of the most ubiquitous civilian bulk transports seen during early expansion into the cradle worlds. While relatively cheap and easy to produce, its Foldspace and sublight drives were poor at the time and were quickly superseded by those installed on newer ships, like the Seneca Hauler. Despite its obsolete hardware the L-Type is much more durable than other ships its age. Featuring more internal bracing than necessary, it could simply weather any attempts to stop it from delivering its cargo.

It's this durability that saw many survive the Battle of Vega, though not all unscathed. While tough, this ship's foldspace drive takes an ungainly amount of time to fully spin up seeing many stranded over Vega while their fellow abandonists followed their enigmatic saviour. Now many of these form support ships in the Vega Scrapfleet, being retrofitted with surplus colonisation equipment, making full use of their cargo space.

Kalium still operates near pristine versions of these ships, suggesting that they still produce these in numbers. The Office of Naval Intelligence has identified no less than 6 unique L-Type Barges operating in the Kalium Navy, all operating within expected parameters of a ship their type. While new, Kalium has clearly neglected to bring these ships' design specs up to even its long standing contemporaries.

# NIRVANA

## BOTANICAL SHIP



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NIRVANA	4"	3"	9"	6	4+	2	1	L2	BLOOMING, BOARDABLE, CIVILIAN TRANSPORT

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
ASTEROID CLEARANCE LASERS	4+	2	1	F/S/R	CLOSE ACTION

### Known Ships of the Class: *Earth*, *Eden Prime*, *Asgard (destroyed)*, *Elysium (Kalium)*

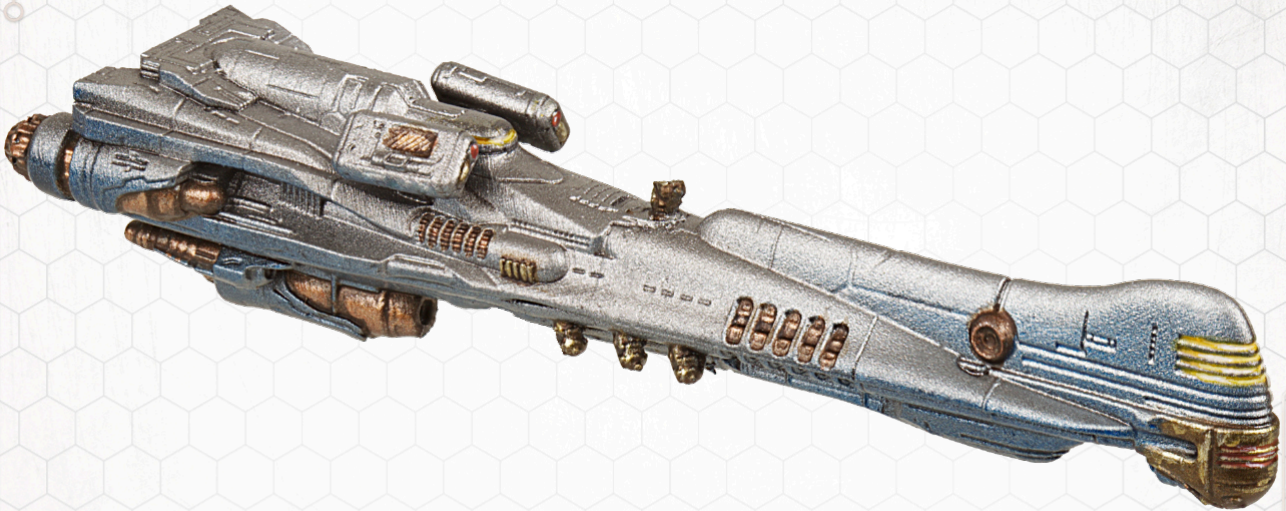
The Nirvana Class was designed as a mobile tourism hotspot. Each of the Cradle Worlds was represented in one ship of the class, with each rotating between systems to bring the sights of distant colonies close. Since the Scourge invasion, only four of these ships are accounted for. Earth and Eden Prime are currently in orbit around Aurum. Their serene presence is a reminder of the battle the UCM fight and are some of the most guarded civilian ships in orbit. The Asgard lies in ruins over Vega, an unfortunate victim of the first volley. Vent Cannon fire from the EAA Surtr's Wrath tore through its vulnerable dome, incinerating all within. No one knows the exact number as a precise crew compliment was not recorded, but it was suspected over 2000 souls lost their lives in that instant.

Somehow, the Elysium resides above Kalium. No one is sure how exactly it found its way there, but it is suspected that it was simply circumstance. A chance jump to a random foldspace node prior to the formation of the UCM. It is unknown how many of the remaining Cradle World Nirvana's remain, as they have either fled to PHR territory at the Battle of Vega, been destroyed beyond recognition during the Scourge invasion, or usurped and absconded with by the Scourge for their own nefarious purposes.

The mystery of one of the remaining Nirvana's may soon be solved though. Recent reconnaissance by the Lysander class UCMF See No Evil has spotted what appears to be an inactive hull that matches the appearance of an unknown Nirvana class. The See No Evil was unable to investigate further as multiple unknown signatures were detected in system accelerating towards the See No Evil at ever faster relativistic speeds prompting a swift emergency random jump out.

# PRECEDENT ONE

## VIP TRANSPORT



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PRECEDENT ONE	6"	6"	8"	10	3+	6	1	L2	BOARDABLE, CIVILIAN TRANSPORT, ELITE FIGHTER ESCORT

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DETERRENCE MISSILES	3+	4	1	F/S	CLOSE ACTION

### Known Ships of the Class: *Precedent One*, *Diplomacy One*

During the Reconquest, fleetyards throughout the Colonies were hard at work constructing a multitude of civilian and logistical ships. While retrofits to the ageing Princess Liner had kept them operational for far longer than intended, their age was starting to catch up with them. The Precedent One was more of a propaganda project than anything else, a ship designed to ferry dignitaries to recaptured Cradle Worlds for diplomatic talks but would only ever be under a minimal amount of danger.

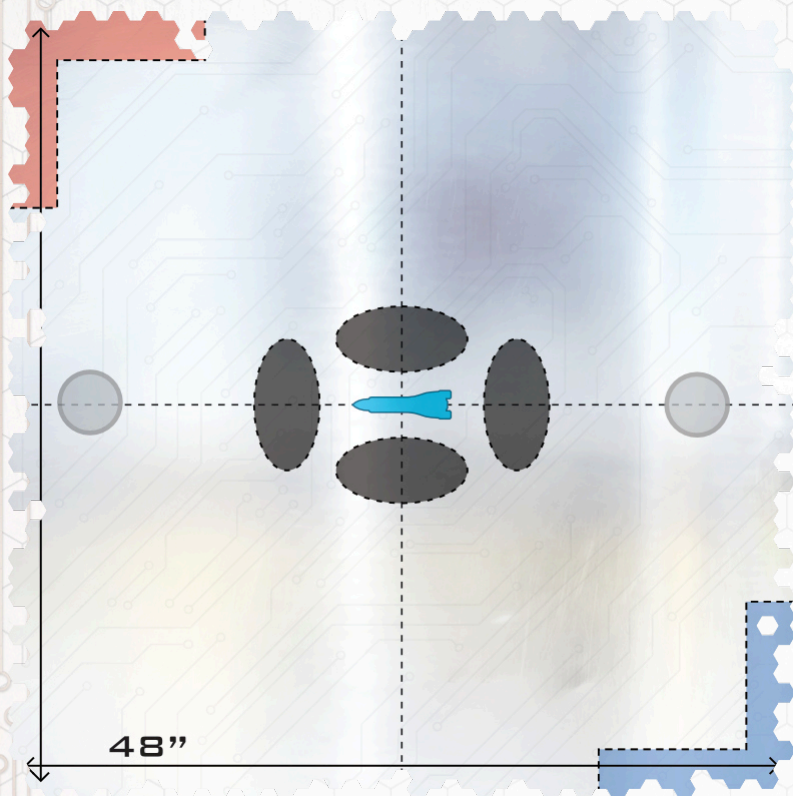
Despite their mundane duties the Precedent class was as defensible as any other UCM combat ship, featuring a more bespoke set of Aegis point defence lasers, the Precedent could shrug off as many close action weapons as a UCM Cruiser, though at a much higher per-laser expense. In addition to these, the Precedent class was also outfitted with missile tubes on its prow. While not spectacular weapons by any stretch of the imagination, these were outfitted with state of the art

Deterrence Missiles, a much more compact version of the weaponry used on UCM Frigates. Though these are comparatively more resource intensive to produce, it was deemed an acceptable expenditure for such a small production run to protect such an important ship.

Only three ships of the class have been completed, one of which is a designated transport of UCM High Council members. Another is tasked with transporting diplomats to the Cradle Worlds friendly to the UCM, while the third is held in a secure location, should a replacement or decoy be required for either of the two in service.

## RETRIEVING INTELLIGENCE

A long abandoned Diplomatic ship has been detected in an area of particularly dense orbital debris. Despite the risks, both sides have deemed it worthwhile to go after this potential treasure trove of intelligence. Capture the ship and uncover its secrets; in the dire circumstance that enemy will do so instead, then - and only then - you are authorised to destroy the ship rather than let it fall into the wrong hands.



### PLAYERS

- 2

### FLEET LIST

- Standard

### SUGGESTED APPROACH

- Column

### DURATION

- 6 turns

### ORBITAL DEBRIS

- Debris Fields (2-4 Fine, 4 Dense. Place the Fine fields as shown on the map. Place the Dense fields as usual).

### VICTORY CONDITIONS

- Space stations score as Medium Clusters. The Civilian Ship scores as follows:

**Hold:** 4VP.

Hold within 12" of your board edge: additional 2VP (for a total of 6VP).

**Contest:** 2VP Destroyed within 12" of the enemy board edge: 2VP.

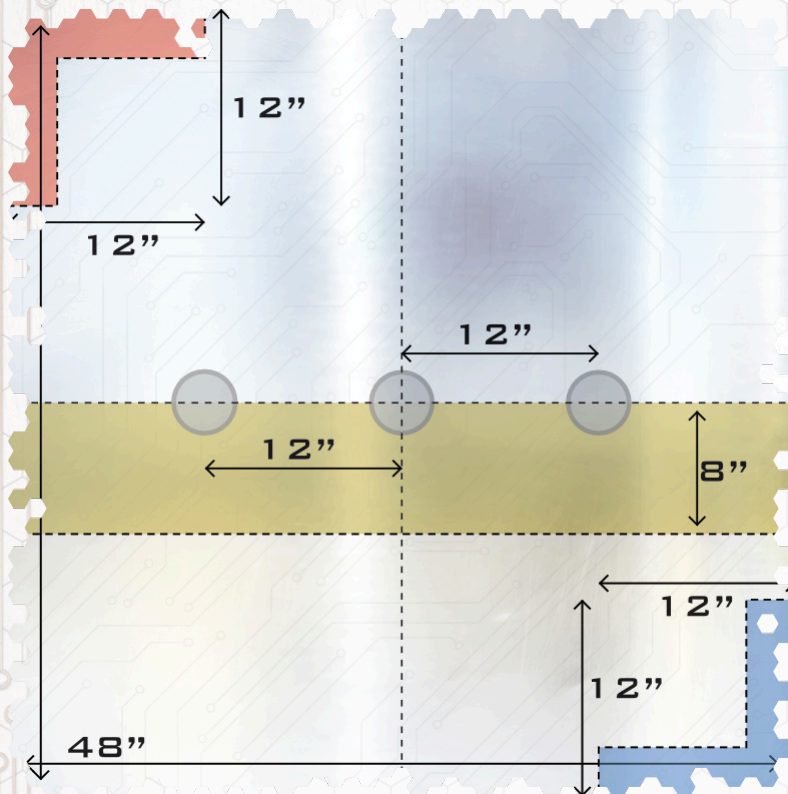
Destroyed at any other time: -2VP.

#### Variant: Hiding in the Rings

Add a Planetary Ring vertically through the centre line of the board (based on the scenario diagram). The Civilian Ship and any assets it creates ignore the Planetary Ring.

## MAKE THE RENDEZVOUS

It is critically important that the VIPs and their escorts get to the listening stations in orbit around this large moon. Once they make sense of the data stored there, it can be used to cripple enemy movements and give use the tactical advantage. But we have received word that the enemy has not been idle. Get the transport to the listening stations and deliver those VIPs before the enemy can stop you!



### PLAYERS

- 1 Attacker
- 1 Defender or 1 Station Defender & 1 Civilian Ship Defender

### FLEET LIST

- Standard. In three player games, one player is the attacker, one the Station Defender and another the Cruiser Liner Defender. The Attacker's fleet should include 500 more points than the Defender(s).

### SUGGESTED APPROACH

- Attacker: Distant
- Defender & Civilian Ship Defender: Column
- Station Defender: Directly Deployed

### DURATION

- 6 turns

### ORBITAL DEBRIS

- Debris Fields (2-4 Fine, 4-6 Dense).

### VICTORY CONDITIONS

- Space Stations Count as Large, with 1 laser armament and 1 missile armament each. They score as below:
- The defenders gain 2VP each time they deploy an infantry token from the Civilian Ship into a space station. They also gain 1VP for each Space station controlled at the end of the game. The Civilian Ship may only deploy one infantry token per space station. The Defender(s) also gain 2VP at the end of the game if the Civilian Ship is not destroyed.
- The Attacker gains 2VP for each Space station destroyed at the end of the game. They gain 3VP for any Space station they control at the end of the game. If the Civilian Ship is destroyed, The Attacker gains 2VP.

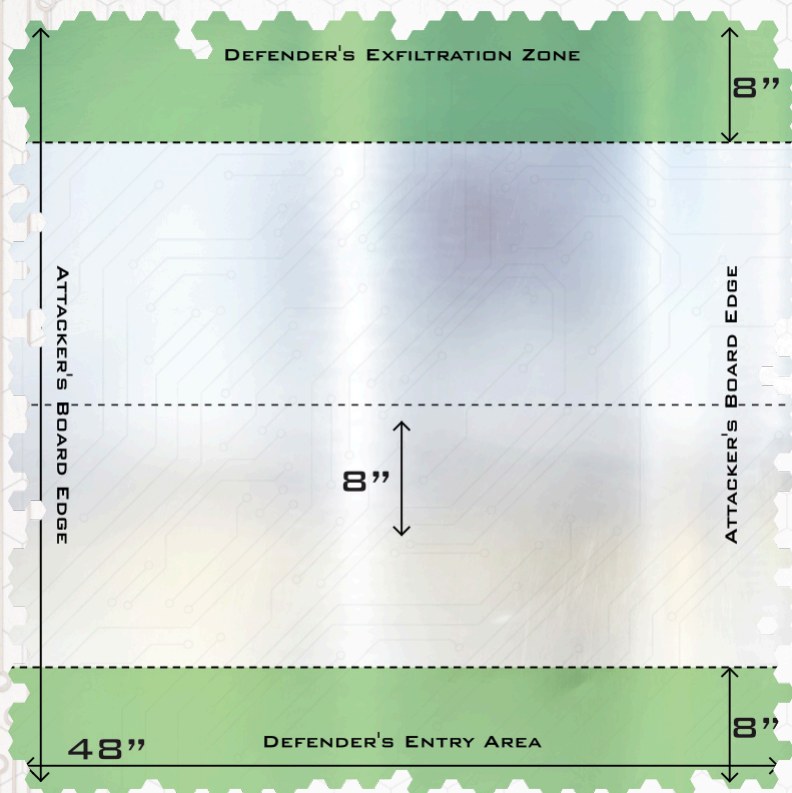
#### Variant: Defensive Formation

The Defender splits their battlegroups into thirds. Two thirds count as Civilian Ship Defenders. The remaining third counts as the Station Defenders. They must direct deploy in the area shown, round up the number of battlegroups in the station defender force if the battlegroups do not easily form thirds. The Civilian Ship joins the first battlegroup that the Civilian Ship Defence force deploys. It starts the game with three friendly infantry tokens on board. The Civilian Ship may not be boarded in this scenario. Each space station starts with one of the Station Defender's infantry tokens on board each station.



# MASS EXODUS

The enemy has you surrounded. You must make a desperate run to get your civilian ships to safety, though your opponent will not make it easy on you.



## PLAYERS

- 1 Attacker
- 1 Defender

## FLEET LIST

- Attacker: Standard
- Defender: Standard - each Battlegroup the defender has includes one Civilian Ship (of the Defender's choice). Each Civilian Ship starts with the following defender tokens in them: 2 Infantry and 2 Armour token from the Defender.

## SUGGESTED APPROACH

- Attacker - Distant. Battlegroups may deploy from either table edge.
- Defender - All Battlegroups Direct Deploy in the entry area (up to 8" from the defender's entry area).

## DURATION

- 6 turns

## ORBITAL DEBRIS

- Debris Fields (2-4 Fine, 4-6 Dense).

## VICTORY CONDITIONS

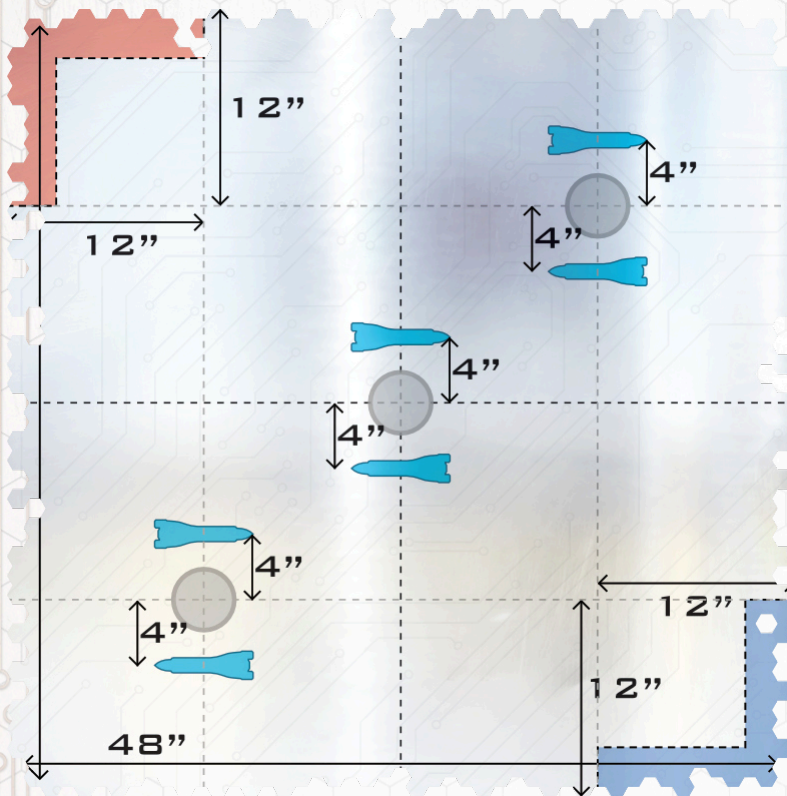
- The Attacker scores 2 VPs for each Civilian Ship that is destroyed. Civilian Ships may be boarded; The Attacker scores 3 VPs for each Civilian Ship that they control at the end of the game, and 1 VP for each Civilian Ship that is contested. The Defender scores 3 VPs for each Civilian Ship that is either controlled or contested that is in the exfiltration zone (8" from the board edge - see map) at the end of the game. At the end of the game, The Defender instead scores 2 VPs for each controlled Civilian Ship that is not in the exfiltration zone, and 1 VP for each Contested Civilian Ship that is not in the exfiltration zone.

### Variant: Critical Personnel

The Attacker only scores 1VP for each Civilian Ship destroyed. While controlled by the defender, each Civilian Ship counts as having a Defence Battery.

## SHIPYARD RAID

A shipyard has been left unguarded with several operational civilian ships still docked to it. With current losses and shipping hazards, every last craft with cargo space and a working foldspace drive is a valuable asset. Retrieve these ships and secure them before the enemy does. Failing that, ensure that none of these ships fall into enemy hands.



### PLAYERS

- 2

### FLEET LIST

- Standard.

### SUGGESTED APPROACH

- Column

### DURATION

- 6 turns

### ORBITAL DEBRIS

- Debris Fields (2-4 Fine, 4-6 Dense).

### VICTORY CONDITIONS

- Space Stations Count as Medium Clusters, with 2 missile armaments each.
- Each Civilian Ship that ends the turn within 4" of your deployment zone is removed from the game and scores 2 VP.
- Each Civilian Ship destroyed scores the player that destroyed it 1VP.

Variant: Absolute Capture.

Each Civilian Ship destroyed is no longer worth VP. Civilian Ships are not removed from play when within 4" of a deployment zone. Instead, at the end of the game, players gain 1VP for each Civilian Ship they control.