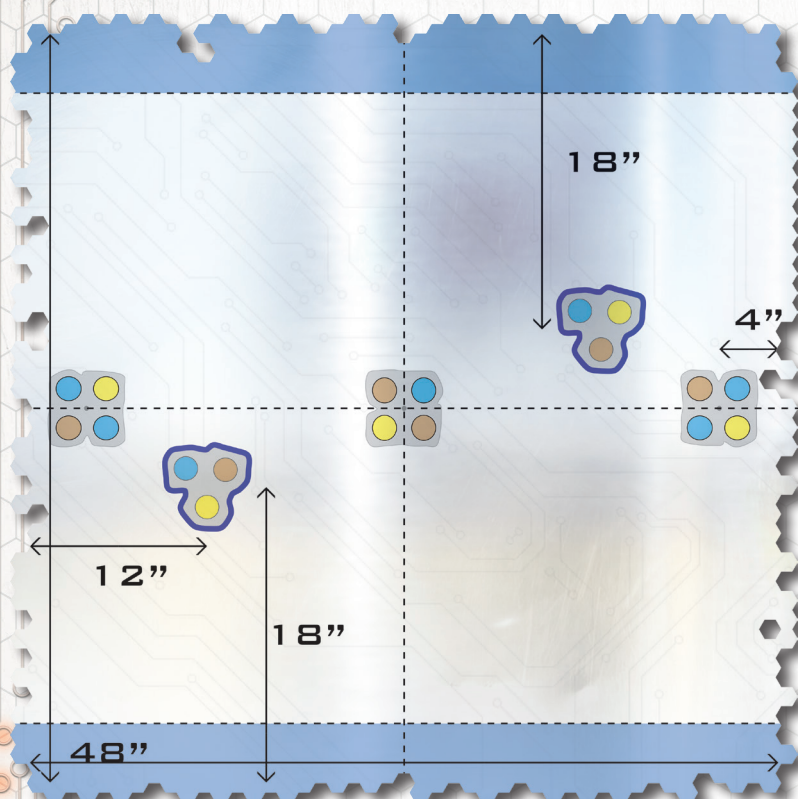# DROPFLEET
COMMANDER

CORE SCENARIOS

TTCOMBAT

Take & Hold

Your forces advance, ready to take the fight to the enemy on the surface and in the space above. But they are just as determined to hold the key strategic areas on this war-torn planet. Take the important landing sites and destroy their ships before they do the same to you!

Players
- 2 players.

Fleet List
- Standard.

Suggested Approach
- Column (opposing edges shown in blue).

Duration
- 6 turns.

Orbital Debris
- Debris Fields (2-5 Fine, 4-6 Dense).
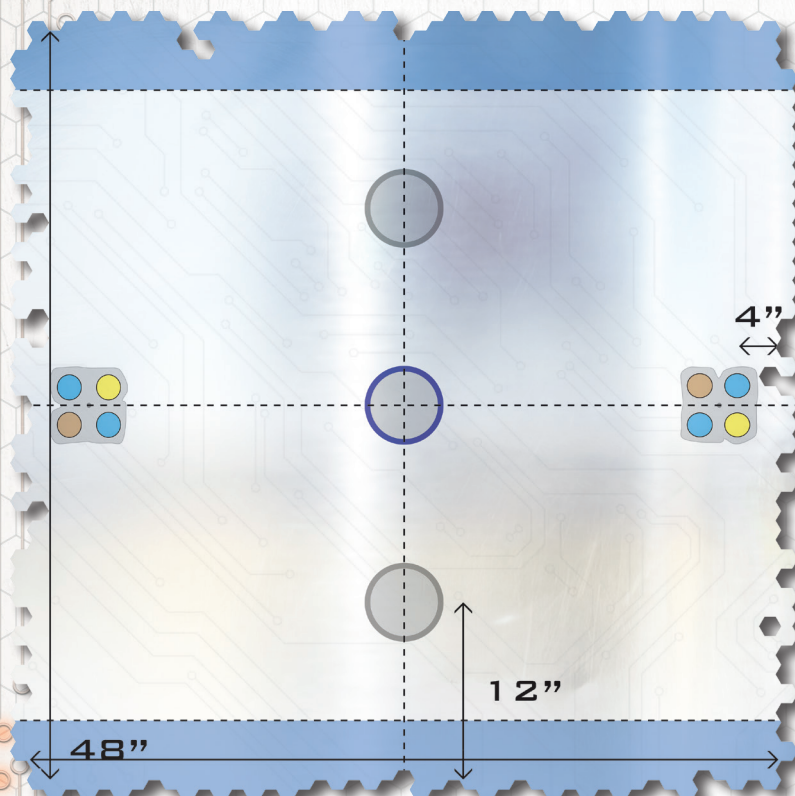
Victory Conditions
- Clusters (Standard Scoring, Critical Locations).

Variant: "Double Down"
The two clusters (and their Critical Locations) either side of the centre cluster are worth double victory points.

Mixed Engagement

Hostilities over this world are centred around militarily significant space stations and their ground based supply clusters. Capture these stations and their support clusters before the enemy can, and turn the stations' guns on the enemy fleet.

PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Distant (opposing edges shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
- Debris Fields (2-5 Fine, 4-6 Dense).

VICTORY CONDITIONS
- Clusters (Standard Scoring, Critical Locations), Space Stations (Critical Locations). The Space Stations are all armed with 1 x Burnthrough armament and 1 x Close Action armament.

Variant: "Valuable Supplies"
The two Critical Locations in the clusters are worth double Victory Points.

Erupting Battlefront

What seemed like a Recon skirmish was in reality the prelude to a fleet sized engagement, with the foe making a play for key sectors on the surface. Capture and hold them quickly; your reinforcements are en-route, but so are the enemy's...
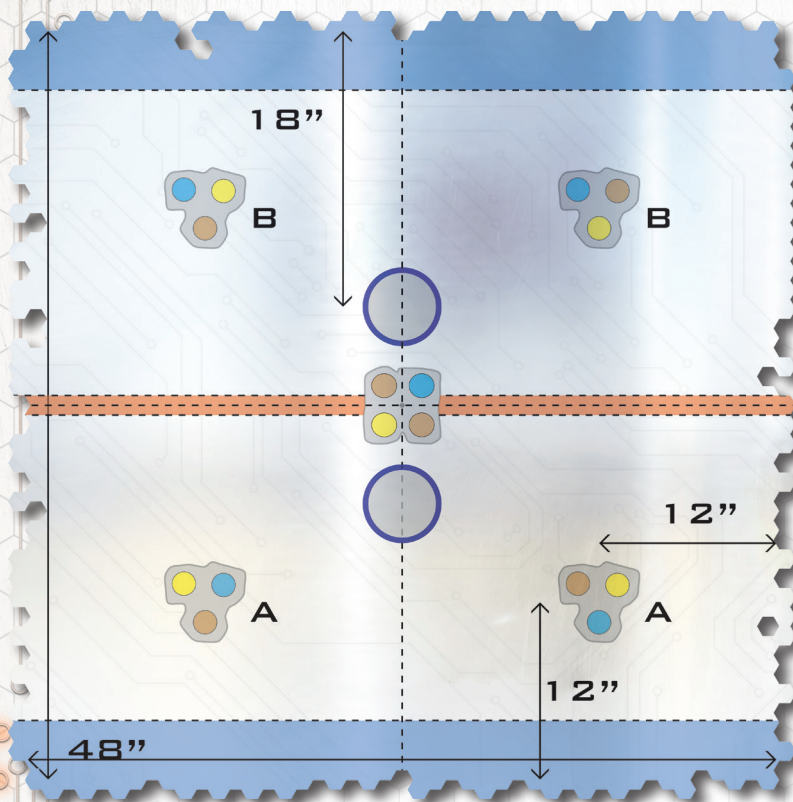
PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Rapid Reaction (opposing edges shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
- Planetary Ring.

VICTORY CONDITIONS
- Player 1: Gains 1vp for each Sector in B Clusters destroyed, B Clusters are Critical Locations and A Clusters follow standard scoring.
- Player 2: Gains 1vp for each Sector in A Clusters destroyed, A Clusters are also Critical Locations and B Clusters follow standard scoring.
- Both Players: C Clusters and Space Stations (Standard Scoring, Critical Locations).

Variant: "Punching Up"
Replace 2 of the Sectors in the central Cluster with Orbital Guns.

STATION ASSAULT

This planet sports a highly complex and deadly set of orbital defences that are ready to be turned against the enemy. Seize them and put their fearsome weaponry to good use against the oncoming foe before they can return the favour!
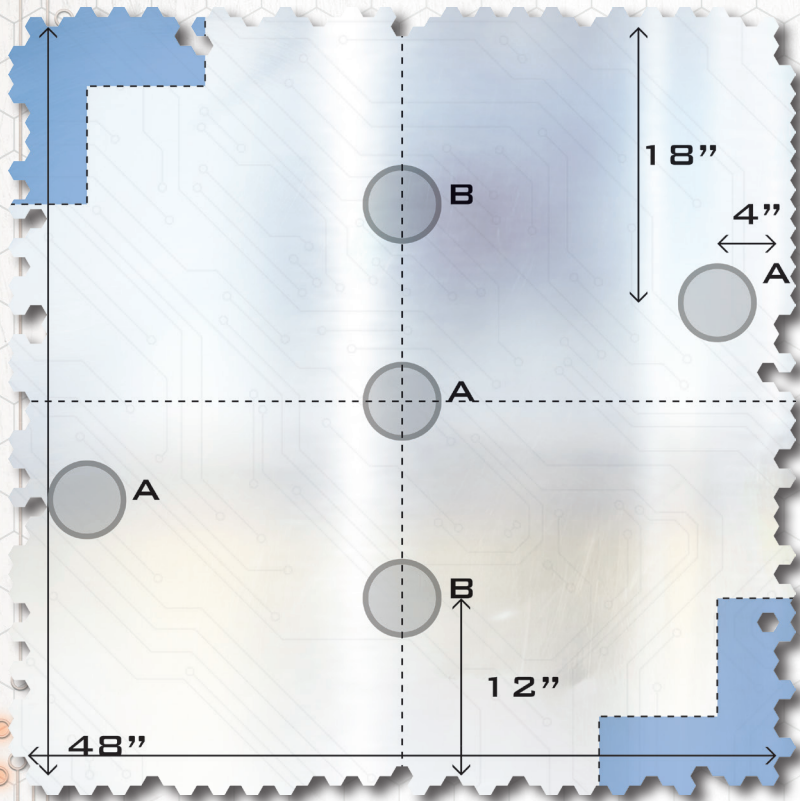
PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Battle Line (12" along opposing board corners shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
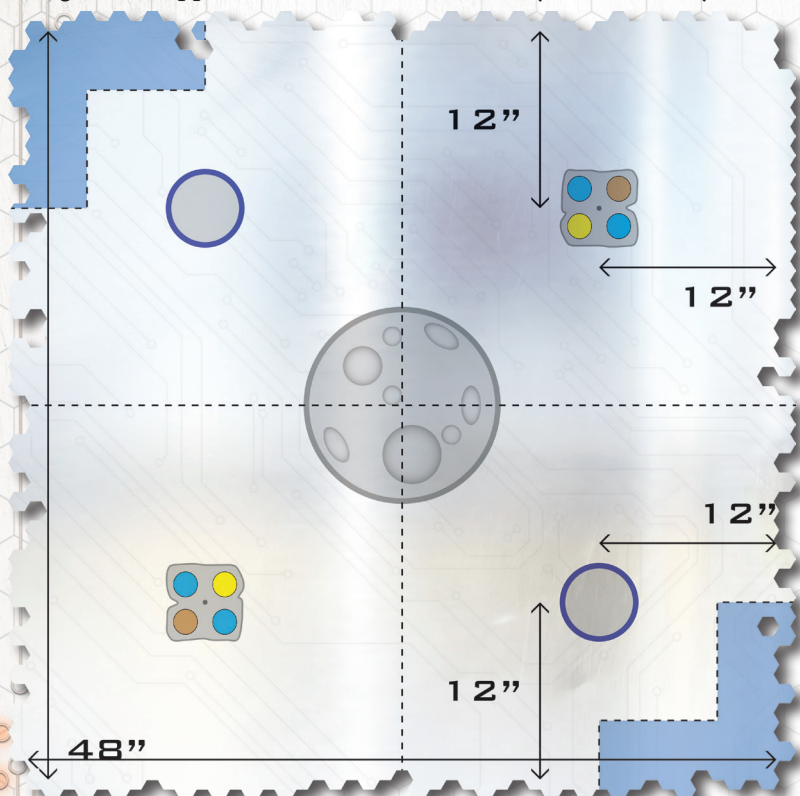- Debris Fields (2-5 Fine, 4-6 Dense).

VICTORY CONDITIONS
- Space Stations score as Medium Clusters, B Space Stations Score as Medium Clusters and Critical Locations.

Variant: "Armed Space Stations!"
All A Space Stations are armed with 1 Mass Driver armament and 1 Close Action armament. All B Space Stations are armed with 1 Burnthrough armament and 1 Close Action armament.

Moonshot

Operations in strategically useful cities on the ground have be hampered by the presence of a large solid object in orbit, allowing light enemy fleets to engage in hit and run attacks and use piratical tactics. Such a physical impediment to orbital combat must not be used by the enemy to delay conquest of the surface. Hold the space stations and ground support clusters close to it to deny the adversary this advantage.

PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Battle Line (12" along opposing board corners shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
- Debris Fields (0-2 Fine, 2-4 Dense), LSO (12" Diameter).
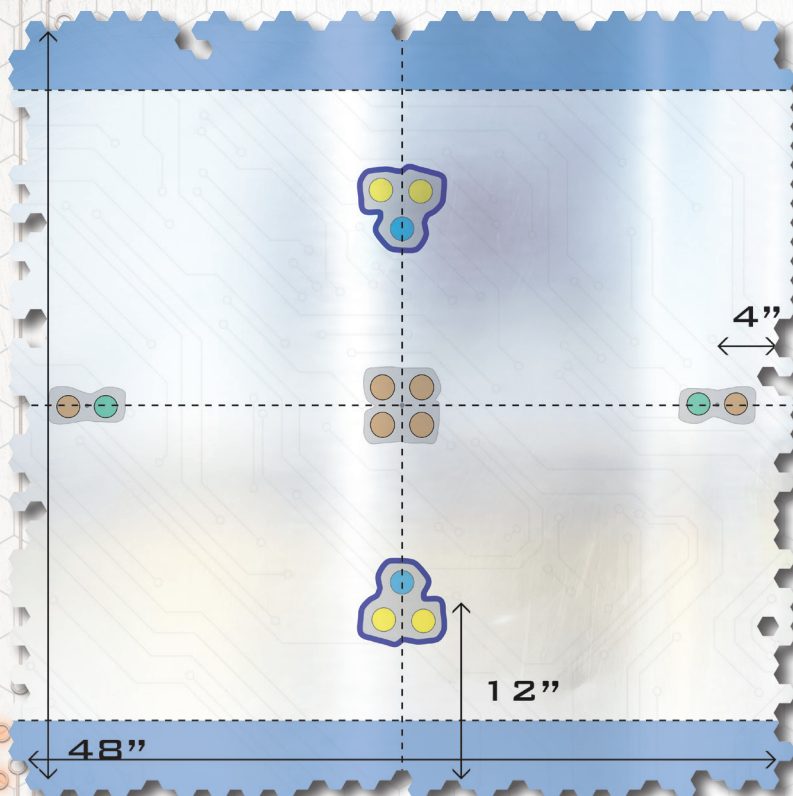
VICTORY CONDITIONS
- Clusters (Standard Scoring, Critical Locations), Space Stations (Score as Medium Clusters and Critical Locations). In addition, players are awarded Victory Points for the following Kill Points.

KILL POINTS	VICTORY POINTS
600+	2
760+	3
1000+	5

Variant: "Extra Large Solid Object"
Make the LSO 18" in diameter.

Grid Control

Central to command's plan for the region and holding onto this planet is a complex grid of defence weapons, manufacturing areas and military complexes. Approach these important clusters and either control them or pound them to dust to deny them to the enemy.

PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Column (opposing edges shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
- Debris Fields (2-5 Fine, 4-6 Dense).
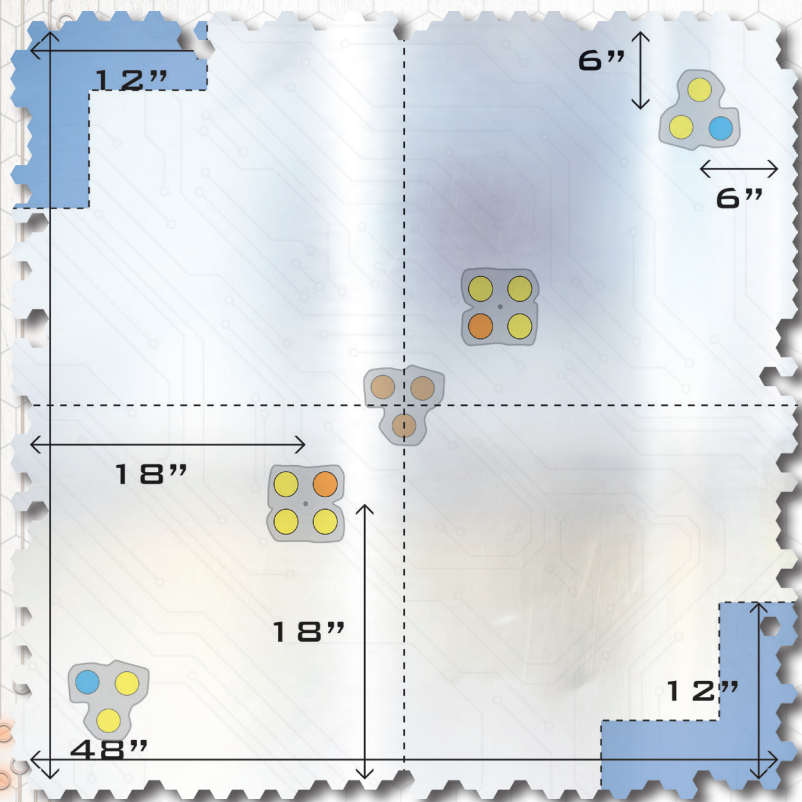
VICTORY CONDITIONS
- Clusters (Standard Scoring, Critical Locations), Clash and Battle Clusters (Score double as Clusters and Critical Locations).

Variant: "Orbital Installation"
Replace Central Cluster with a Large Space Station with 4 Burnthrough Armaments. Additionally, replace Clash and Battle Clusters with Medium Space Stations with 2 Mass Driver armaments.

POWER GRAB

This region's main weakness is intermittent and shifting power supply, often generated by unstable power sources. Holding these generators could deliver the whole region, but denying them to the opposing forces is the long term aim, one way or another.

PLAYERS
- 2 players.

FLEET LIST
- Standard.

SUGGESTED APPROACH
- Column (12" along opposing board corners shown in blue).

DURATION
- 6 turns.

ORBITAL DEBRIS
- Debris Fields (2-8 Fine, 6-10 Dense).
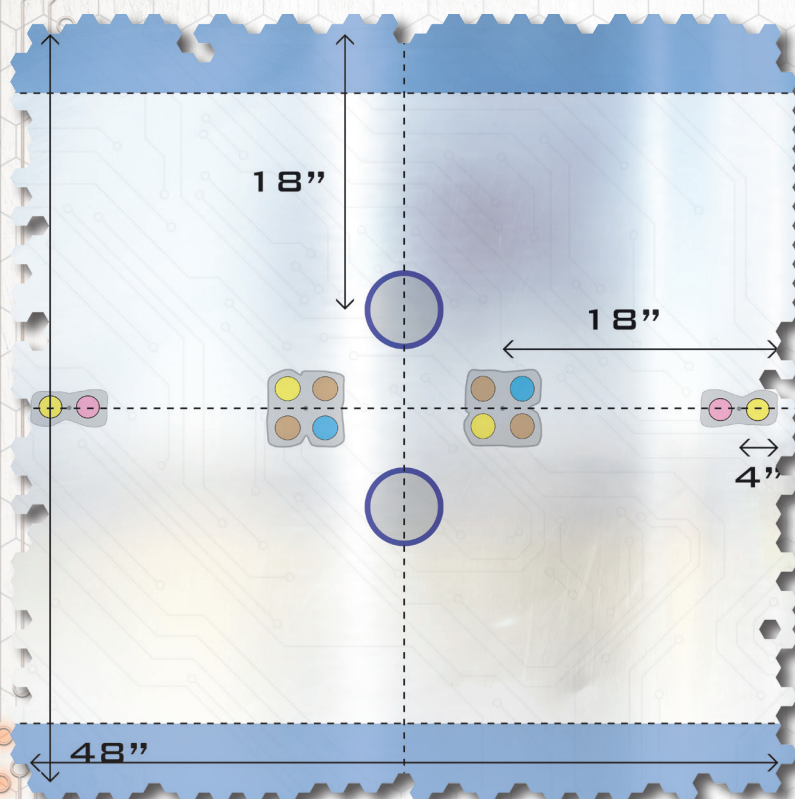
VICTORY CONDITIONS
- Clusters (Standard Scoring, Critical Locations). Clusters Containing Power Plants are worth double Victory Points but nothing if the Power Plant is Destroyed.

Variant: "Bifuricate"
Remove the Debris Fields and place a Planetary Ring Vertically through the centre of the table.

DEFENCE RELAY

The heavily defended Defence Relay in the area grants a huge advantage to opposing fleets, not least because of the highly advanced comms sectors interlinked with its systems. Capture them and the associated space stations to gain the upper hand in this region of space over the planet.

VICTORY CONDITIONS

• Clusters (Standard Scoring, Critical Locations), Space Stations (Score as Medium Clusters, Critical Locations). You lose 4 Victory Points for destroying a Comms Station Sector, however if you control a Comms Station Sector on turn 6 then you gain an additional 5 Victory Points for each one you control. The Space Stations are each armed with 1 Burnthough armament, 1 Mass Driver armament and 1 Close Action Armament.

Variant: "Surface to Space"
Replace the Space Stations with Medium Clusters, each containing 1 Orbital Defence Sector and 2 Military Sectors.