

'EXPEDITIONARY RAID'

SCENARIO GUIDE

This is an ideal scenario to use in your first game of Dropfleet Commander. It is a balanced Scenario where both forces have the same aims. In this Scenario, some key sectors have been identified as potential landing zones for the main invasion. Secure these areas before the enemy has a chance to do the same!

The diagram below gives you an idea of how to set out the battlefield for this Scenario using the scenery and tokens provided in this starter set. You don't have to stick to this layout exactly - this is just intended to give you a good starting point!

PLAYER 1 TABLE EDGE



PLAYER 2 TABLE EDGE

KEY

Fine Debris Field

+1 penalty to Lock and -6" penalty to Scan if firing through.
2 Lock 3+ Damage 1 hits if moved through

Dense Debris Field

+2 penalty to Lock and -12" penalty to Scan if firing through.
2 Lock 2+ Damage 1 hits if moved through

Large Cluster

4VP for holding
2VP for contesting

Medium Cluster

3VP for holding
1VP for contesting

Industrial Sector

Hull 4, Armour 4+
Value 2

Commercial Sector

Hull 8, Armour 4+
Value 1

Military Sector

Hull 4, Armour 3+
Value 1

*Has special rule:
Defence Weapons (pg 74)*

Rules and Notes:

1) Use the fleets as shown on the Battlegroup Cards provided. These forces are well matched! Both fleets are already setup to use the 'Standard Fleet Roster' (pg 70).

2) Use the Battleline Approach Type for this scenario (pg 73)

3) The game lasts for a duration of 6 Turns.

4) All three Clusters follow the standard scoring method (pg 74) and are Critical Locations (pg 75)

5) The player with the most VP (Victory Points) at the end of Turn 6 wins the game. In the event of a tie, the player with the highest number of Kill Points (total points value of all destroyed enemy ships) wins the game.

6) This Scenario is based on 'Take and Hold' (pg 76). The full version contains the rules needed for larger games as well as a variant. The rules for this variant can also be used for 'Expeditionary Raid'.

7) Most full scenarios in the rulebook normally require a 4'x4' table. However, they can be played on the smaller board included with this starter set, providing that the distance between both players is 4'. Any Space Stations and Clusters on the sides of the board should be placed touching the edges (as above) if playing on a 3'x4' board.

THE TURN SEQUENCE - GUIDE

This sheet is intended as a quick reference guide to how a turn of Dropfleet Commander is played. It is not an exhaustive guide and contains some omissions (e.g. the steps involving Command Cards, since they are not included in the starter sets). The rules here are written in general terms and lack some specifics which may be relevant in larger games. If in doubt, refer to the main rules!

1: Planning Phase

A) Both players pick up their Battlegroup cards and stack them face down into strategy decks. When both players are ready the activation phase begins. Battlegroups that are unavailable to activate (usually for scenario reasons) may not be included in the strategy deck this turn.

D) Cleanup: Any affects that result from special rules or Command Cards are addressed now.

NB - Adding Admirals and Command Cards:

You'll notice that there are more steps (**B** and **C**) for the Planning Phase in the rulebook. These have been omitted here as games using the starter set can be played without Admirals and you will not be using Command Cards (pg 72). Command Card decks enhance the character of games and can be added later.

2: Activation Phase

A) Both players reveal the top card of their strategy decks.

B) Compare the Strategy Rating on the cards revealed. The player with the lower Strategy Rating chooses whether they will go first or second. In the event of a draw both players roll a D6 and the high roller chooses who goes first. If both players roll the same number, roll again until one player rolls higher.

C) The first player activates the Groups indicated on their Battlegroup card one-by-one in the order they choose and completes all of their **Actions** (see below).

D) The second player then activates the Groups indicated on their Battlegroup card one-by-one and completes all of their actions.

E) The Battlegroup cards are placed on the discard pile.

F) Return to **A)**. When both players have no Battlegroup cards left to reveal the game turn is over.

Actions

Actions are what ship/s actually do during this part of the turn sequence. They are completed in the following order:

a) Choose Ship's Orders - Each ship may choose to use a Special Order (pg 41) instead of using Standard Orders. Normally, only one Special Order type may be used within the same Battlegroup.

b) Movement - Each ship must normally move between half and the full amount allowed by its Thrust value (pg 44). A ship may usually make a single turn of up to 45 degrees at the beginning of its movement. A ship may also change Orbital Layer (pg 51) once at any time during its movement. Dropping a layer costs 0", going up a layer costs 4".

c) Firing - A ship may normally fire a single Weapons System (pgs 45-47). The Firing Procedure for doing this is shown on the right. *NB: Weapons with the Close Action rule may be fired in addition to a normal Weapons System.*

Firing Procedure:

1. Check detection range and arc.
2. Allocate Attack dice.
3. Roll to hit.
4. Total up Hull damage inflicted.
5. Roll saving throws and deduct Hull points.
6. Roll for crippling damage if Hull is reduced to 50% or less.
7. Roll for catastrophic damage effects if Hull is reduced to 0 or less.

3: Roundup Phase

A) Ground Combat. Resolve any ground asset movement and combats (pg 55).

B) Launch Assets. Deploy and resolve any launch assets (pg 59)

C) Damage Control. Roll for damage control on ships suffering from ongoing crippling damage results (eg fires - see pg 49).

D) Orbital Decay. Resolve any Orbital Decay (pg 51).

E) Collect Victory Points as indicated by the scenario being played (see pg 74).

F) Remove any excess dice and tokens from the table.

Some Essential Core Rules:

Weapon detection range is usually worked out by adding the firing ship's Scan value to the target's Signature value. If the target has a Minor Spike, add 6" to this, or 12" for a Major Spike. A Close Action Weapon's detection range is only ever the Scan value.

Measuring Distances in Dropfleet is almost always done from the centre of a model's flight stand. The only exception to this is Sectors (pg 55), where range is measured to any part of them.

Damage is worked out by rolling a number of D6's equal to a Weapon's Attack value against its Lock value. Equalling or beating this will inflict a number of hits equal to the Weapon's Damage value. Armour Saves (pg 47) may be taken to prevent damage from these hits. Beating the Lock value by 2 more more results in a Critical Hit, against which Armour Saves may not be taken.