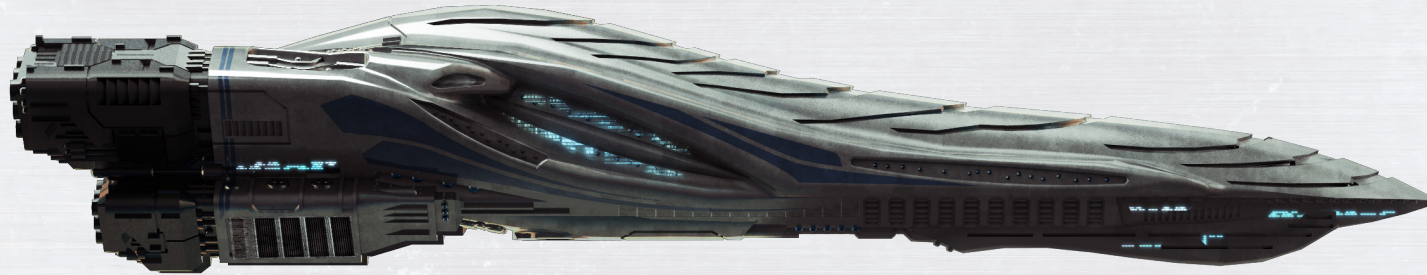


# PRINCESS CRUISE LINER



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

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

The Princess Class cruise liner was once a common site 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 are 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.



# SPECIAL: CIVILIAN TRANSPORT

Transports may never receive special orders, and unless otherwise stated in a scenario they always start in low orbit, and never suffer from orbital decay.

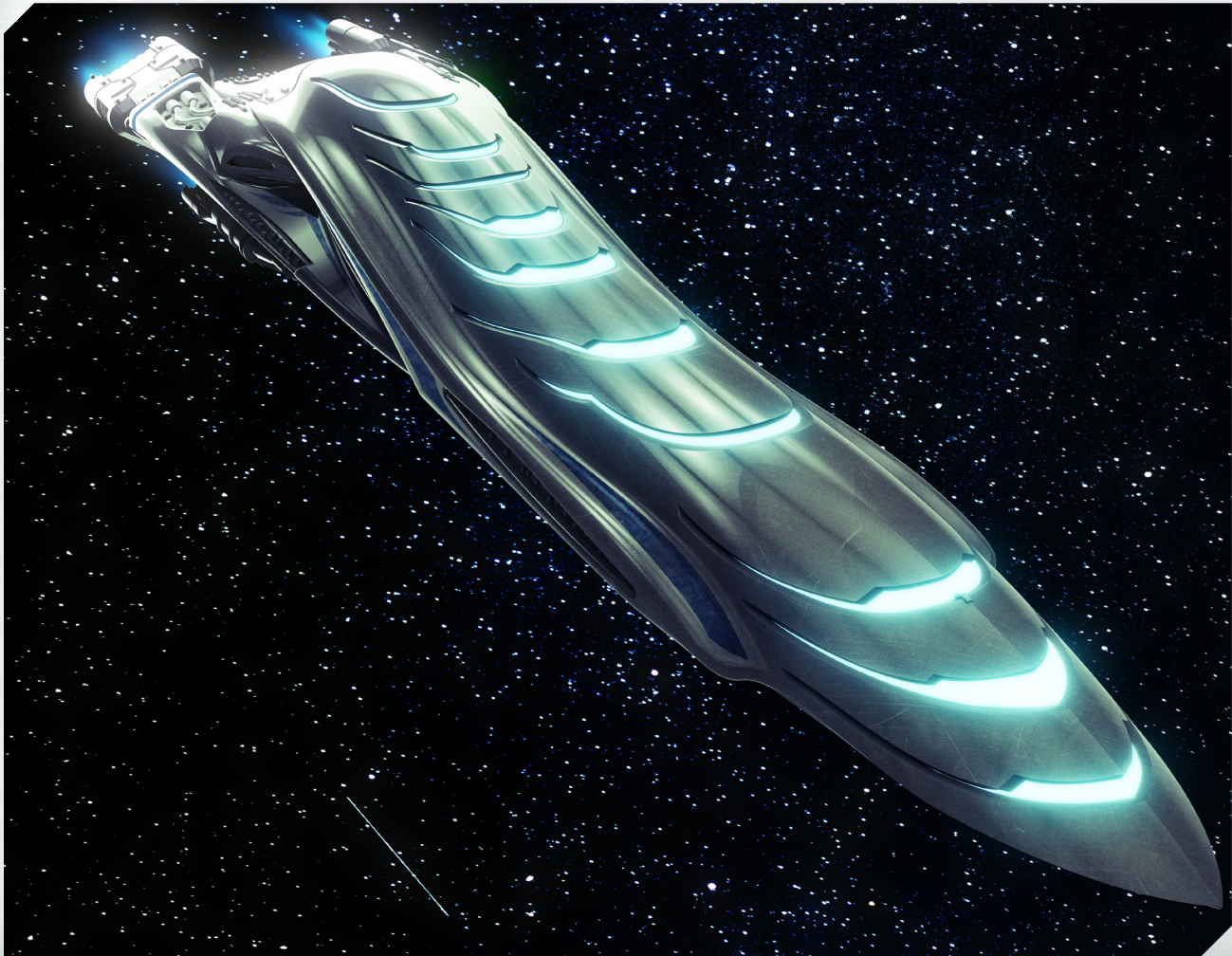
The transport may not be fired upon unless it is controlled by a player. Players may not fire upon a friendly transport. Civilian transports may not use the ramming rule.

Civilian Transports may be boarded in the same way that space stations may be boarded. If you begin the turn with either Armour or Infantry in a civilian transport and no enemy units in the transport, you control the transport, and may move and fire with it as if it were a part of your fleet (command cards may not be played on the transport, or on units inside it).

It becomes a part of first friendly battlegroup that activates this turn, and stays as a part of that battlegroup as long as it is under your control. If you lose and then regain control of the transport, it becomes a part of first friendly battlegroup that activates the turn after it is re-captured.

If there are enemy forces and friendly forces on the transport, it is not controlled by either side, and may not be moved or fire its weapons.

Due to their lack of military design and relatively low speed, Civilian Transports may be boarded during the launch assets phase, even if controlled by an enemy player, in the same way as a space station or sector.



KEY				
Sector		HULL	ARM	VAL Special Rules
Commercial		8	4+	1 N/A
Industrial		4	4+	2 N/A
Military		4	3+	1 Defence Weapons
Orbital Defence		6	3+	1 Orbital Gun
Power Plant		6	4+	4 Volatile
Comms Station		4	5+	1 Scanner Uplink
Moon (LSO)				
	Cluster (of Sectors)			
	Clusters for Clash and Battle sized games			
	Space Station			
	Space Station for Clash and Battle sized games			
	Dense Debris Field			



# SCENARIO 1

## 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 Princess Cruise liner scores as follows:

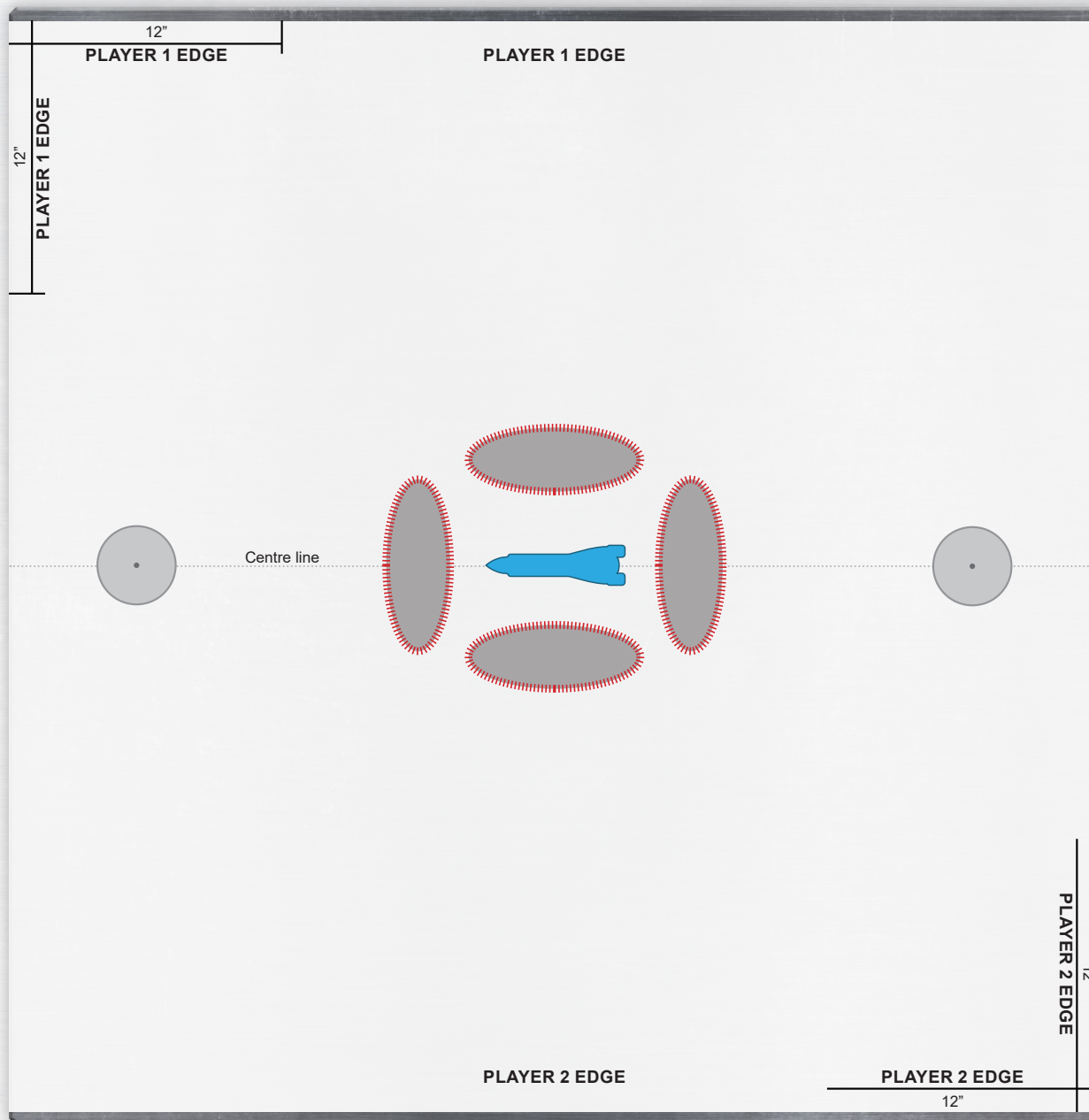
**Hold:** 4VP

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





# SCENARIO 1 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: 2-3

**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).

**Attacker** – Distant

**Defender** – Station Defender: .

**Cruiser Liner Defender:** Column

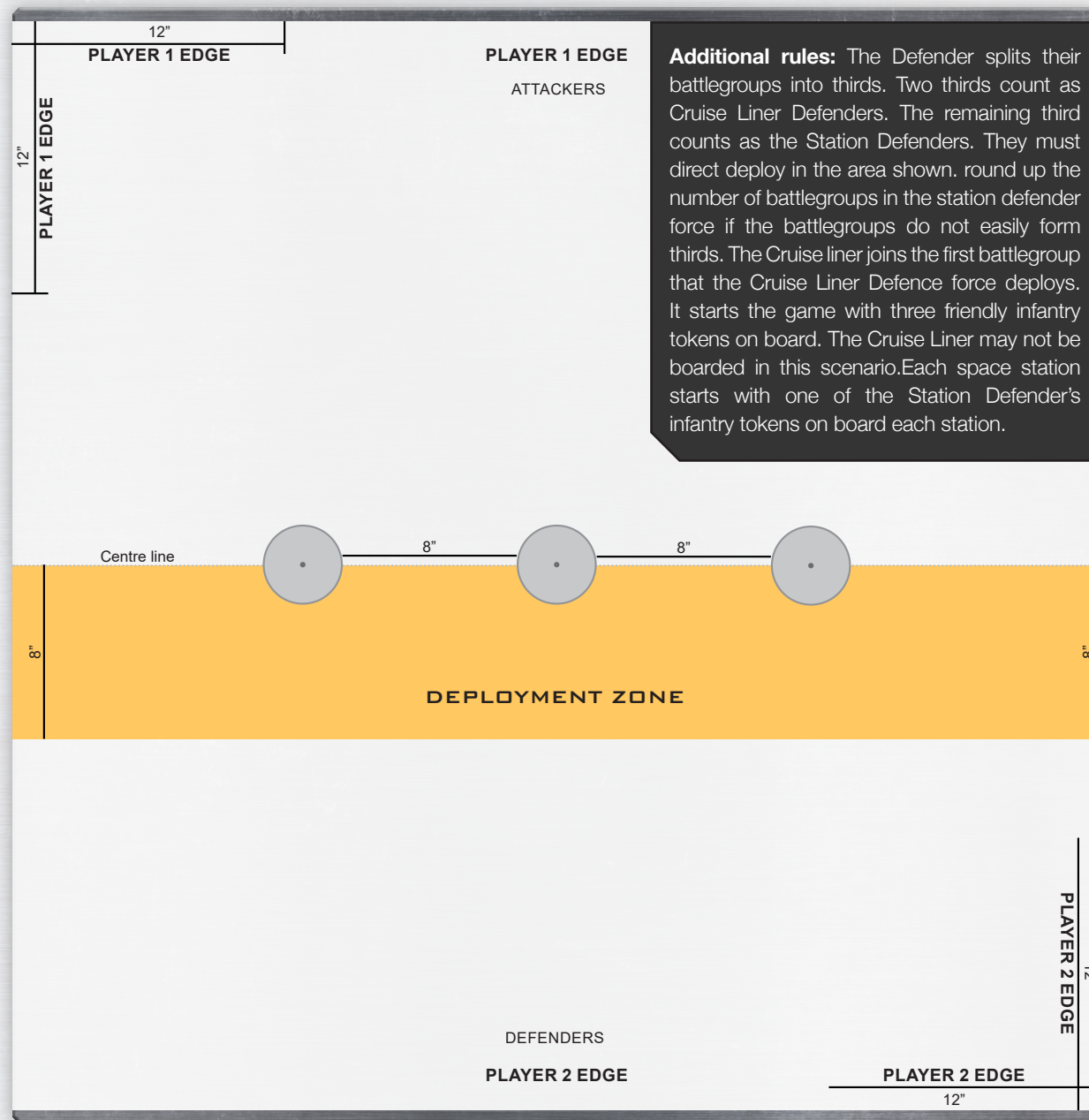
**Orbital Debris:** Debris fields (2-4 Fine, 4-6 Dense).

## 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 Cruiser Liner into a space station. They also gain 1VP for each Space station controlled at the end of the game. The Cruiser Liner may only deploy one infantry token per space station. The Defender(s) also gain 2VP at the end of the game if the Cruiser Liner 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 Cruiser Liner is destroyed, The Attacker gains 2VP.



**Additional rules:** The Defender splits their battlegroups into thirds. Two thirds count as Cruiser Liner 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 Cruiser liner joins the first battlegroup that the Cruiser Liner Defence force deploys. It starts the game with three friendly infantry tokens on board. The Cruiser Liner may not be boarded in this scenario. Each space station starts with one of the Station Defender's infantry tokens on board each station.



## SCENARIO 3

# MASS EXODUS

Start line direct deploy – 6" on – column. End line 6" of end of board.  
One Cruise Liner Per Battlegroup

**Players: 2**

**Fleet list:**

**Attacker** – Standard

**Defender** – Standard

– each Battlegroup the defender has includes one Civilian transport (Cruise Liner). Each Cruise liner 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).

**Orbital Debris:** Debris fields (2-4 Fine, 4-6 Dense).

**Victory conditions:**

The Attacker scores 2 VPs for each Cruiser Liner that is destroyed. Cruise liners may be boarded; The Attacker scores 3 VPs for each Cruise Liner that they control at the end of the game, and 1 VP for each cruise liner that is contested. The Defender scores 3VPs for each Cruise Liner 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 2VPs for each controlled Cruise liner that is not in the exfiltration zone, and 1VP for each Contested Cruise liner that is not in the exfiltration zone.

