

SCENARIO
EXPANSION

DROPFLEET
COMMANDER

APPROACH TYPE

The scenarios in this document make use of additional deployment types alongside those found in the core rules:

IMMINENT

Players using Imminent Deployment may only activate and deploy Groups with L and M Tonnage in the 1st round. From the start of the 2nd round onwards, they may activate Groups of H tonnage. From the start of the 3rd round onwards, they may activate any Group.

BACKLINE

Players using Backline Deployment may only activate and deploy Groups of H and C Tonnage the 1st round. From the start of the 2nd round onwards, they may activate any Group. Groups with the Vanguard-X special rule may use it as normal.

STAGGERED

Players using Staggered Deployment can only activate and deploy X Groups of their choice in the 1st round. Then they must activate and deploy an additional X Groups of their choice in the 2nd round. They must activate and deploy any remaining Groups in the 3rd round. Groups with the Vanguard-X special rule may use it as normal.

For Skirmish games, X is 1. For Clash games, X is 2. For Battle games, X is 3. For Reconquest games, X is 4 plus 1 for every 1000 points above 3001.

OBJECTIVES

Objectives in this document use the following Scoring methods.

NORMAL SCORING

Players are awarded the corresponding High Scoring when they Control a Scenario Objective and the corresponding Low Scoring when they Contest a Scenario Objective.

DROPSITE SIZE	HIGH SCORING	LOW SCORING
Small	2VP	0VP
Medium	3VP	1VP
Large	4VP	2VP

Normal Scoring awards VP during the Victory Points step of the End Phase on **rounds 4 and 6**.

DEMOLISH SCORING

Using the Normal Scoring table, players are immediately awarded the corresponding High Scoring when they have Levelled a Dropsite. Using the Normal Scoring table, players are immediately awarded the corresponding Low Scoring when they have Ruined a Dropsite.

FOCAL POINTS SCORING

Players total up the specified value of their Ships in range of the Focal Point. The players with the highest combined value within that distance gains 3VP. Any other player with at least half of that value within range of that Focal point gains 1VP. When calculating value, Ships use their High Value unless otherwise specified and Ships assigned an Admiral always use their High Value. Ships only count as being in a single Focal Point, if a Ship would be in range of two or more focal points, choose one for it to count towards.

DROPSITE SIZE	HIGH VALUE	LOW VALUE
Light	1	0
Medium	4	1
Heavy	7	3
Colossal	11	5

Focal Points award VP during the Victory Points step of the End Phase on **rounds 4 and 6**.

KILL POINTS SCORING

Players are awarded 2VP at the end of the game for every 500 points of Ships and Admirals they have destroyed.

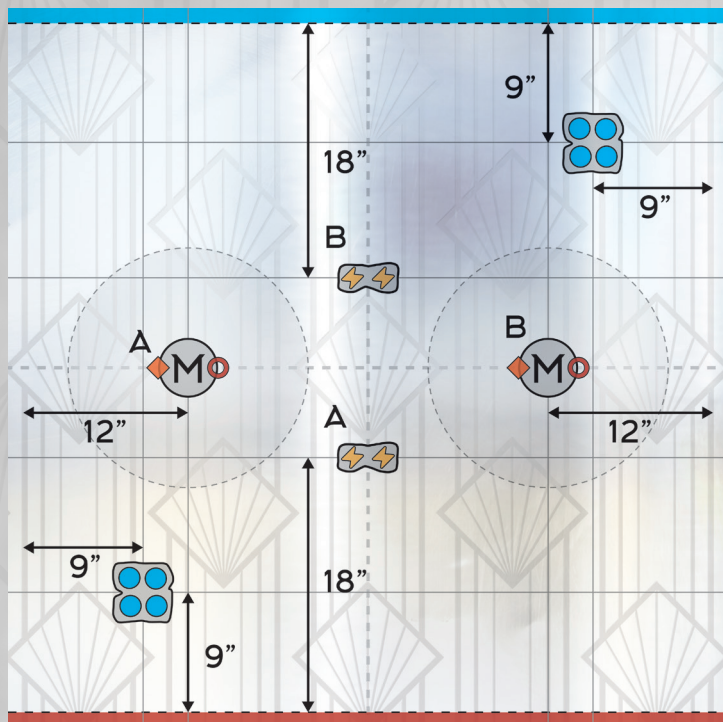
ASSESS SCORING

While on General Quarters, any Capital Ship within 6" of a Scenario Dropsite may choose to Assess that Dropsite before or after its movement. If it does, it cannot attack and cannot launch assets. Each Dropsite can only be Assessed by each player once and each Dropsite Assessed awards the Assessing player 1VP.

READY SALTED EARTH

Command has identified a pair of space stations of vital importance. These must be kept away from the enemy at all costs as they harbour valuable tactical information critical to the war effort.

Ground targets are of no consequence, only the orbital structures are to be captured or destroyed in the case of enemy superiority. Collateral damage is expected.



Players: 2.

Scenery: 4 Micrometeor Clouds, 2 Debris Fields.

Deployment: All players Imminent.

Scoring: Demolish Scoring.

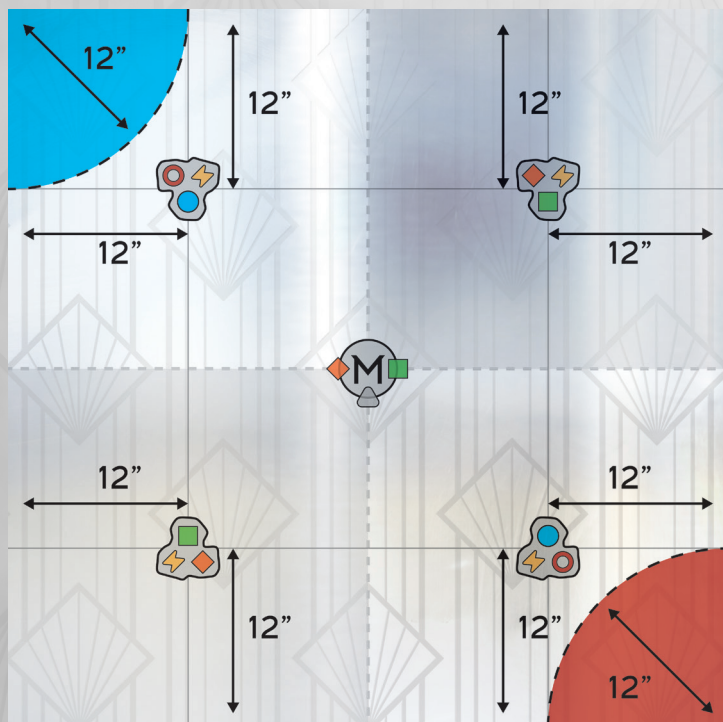
Scenario Space Stations are Focal Points with a range of 8". Ships with less than half their starting Hull remaining use their Low Value when calculating value. When a scenario Space Station is destroyed, replace it with a 4" Diameter Debris Field centred over the removed Space Station. Each Ship and Asset in this Debris Field when it is placed is treated as having moved through it. This Debris Field becomes a Focal Point to Ships in it.

Special Rules: Each Space Station is paired with the specified Small City. Space stations have a 5+ BS while its corresponding City has 1 or more Power plants.

ERUPTING QUARTERS

You have been tasked with achieving space superiority over a section of disabled orbital defence installations. While currently unpowered, you believe these defenses can be quickly brought online with enough manpower.

Make use of the ground installations to defend your orbital territory and strike outwards to the heart of your enemy. Defence is a secondary concern here, only the destruction of your enemy and capture of vital territory matters.



Players: 2.

Scenery: 4 Micrometeor Cloud, 4 Debris Fields.

Deployment: All players Imminent.

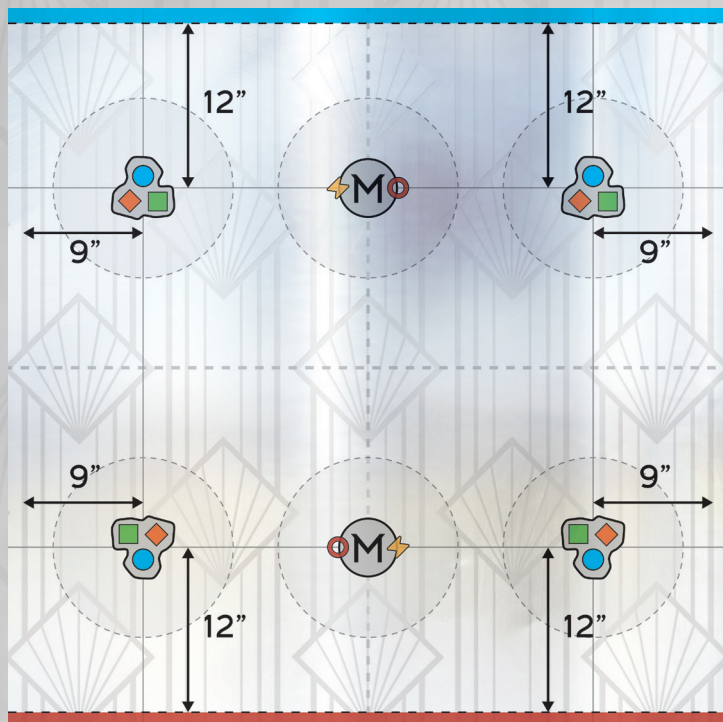
Scoring: Kill Points.

Each board quarter is a Focal Point. Friendly Ships with less than half their starting Hull remaining and friendly ships in board quarters containing your deployment zone use their Low Value when calculating value.

LATITUDINAL LANES

You are aware of enemy forces closing in and are able to muster forces to combat them, though both forces are disparate and will take time to fully gather at the AO.

Secure the focal points and assess the threat posed by your enemy.



Players: 2

Scenery: 6 Micrometeor Cloud, 2 Debris Fields.

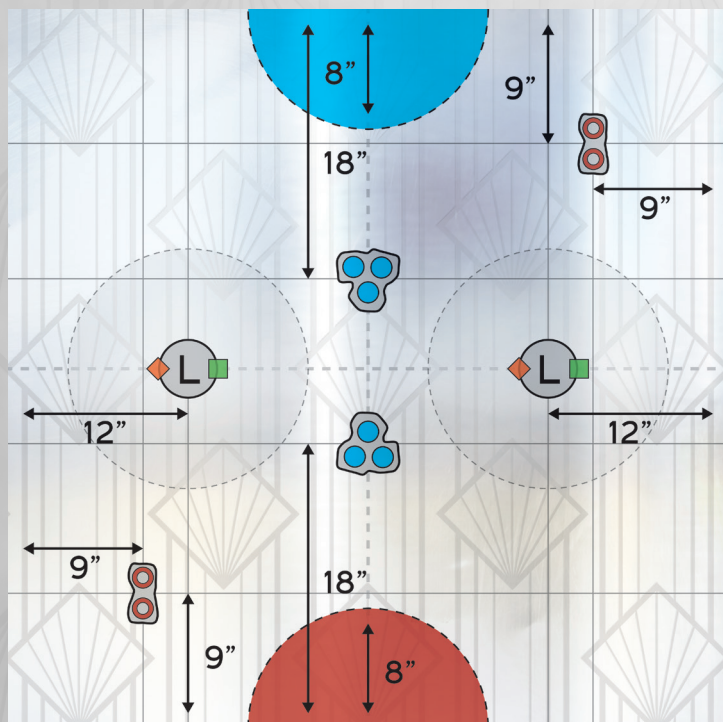
Deployment: All players Staggered.

Scoring: Players can Assess the three scenario Dropsites closest to their opponent's deployment zone.

Each scenario Dropsite is a Focal Point with a range of 6" centred on the Dropsite. Friendly Ships in range of the three scenario Dropsites closest to your deployment zone use their Low Value when calculating value.

LAGRANGE POINTS

Stuck between two command and control installations are a pair of orbital defence stations. These sites are the lynchpins of the local orbital defence grid and only a fleet based cordon can keep them at bay until the rest of the fleet can arrive to fully secure the area.



Players: 2

Scenery: 6 Micrometeor Cloud, 2 Debris Fields.

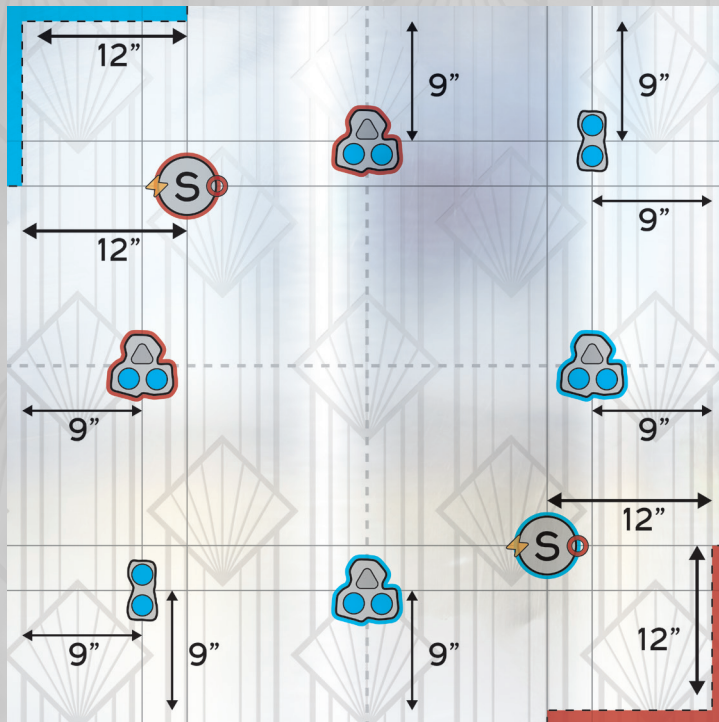
Deployment: All players Close.

Scoring: Kill Points.

Each Large Station is a Focal Point with a range of 8". Crippled Ships use their Low Value when calculating value.

WHEN BACKFIELDS MEET

Somehow both you and your enemy have managed to sneak up on each other during a recon mission. Unfortunately both of you have had the misfortune of your heaviest elements meeting first while your vanguard plays catchup. Regardless of the circumstances you need to complete your mission before the enemy completes theirs, assess the oppositions ground strength and destroy it if necessary while keeping a foothold of your own safe.



Players: 2

Scenery: 2 Micrometeor Clouds, 6 Debris Fields.

Deployment: All players Backline.

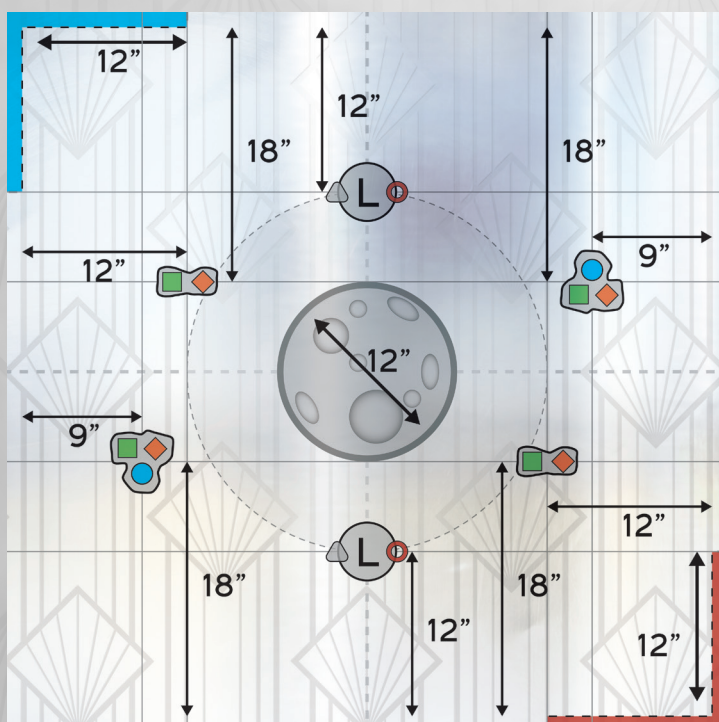
Scoring: Red players gain Normal Scoring from Blue and unmarked Cities. Blue players gain Normal Scoring from red and unmarked Cities.

All players Assess. Red players score double from red Dropsites. Blue players score double from blue Dropsites.

Red players may Demolish red Dropsites. Blue players may Demolish blue Dropsites.

VERY IMPORTANT MOON

The capture and control of a fortified moon is imperative to gaining greater control of the system. Maintaining a foothold on the ground will support your fleet elements with covering fire. You have repair and recovery ships in system and are instructed to fall back if ships can be preserved, while also moving combat capable ships to within touching distance of the moon.



Players: 2.

Scenery: 2 Micrometeor Clouds, 2 Debris Fields, 1 Large Object (12" diameter).

Deployment: All players Imminent.

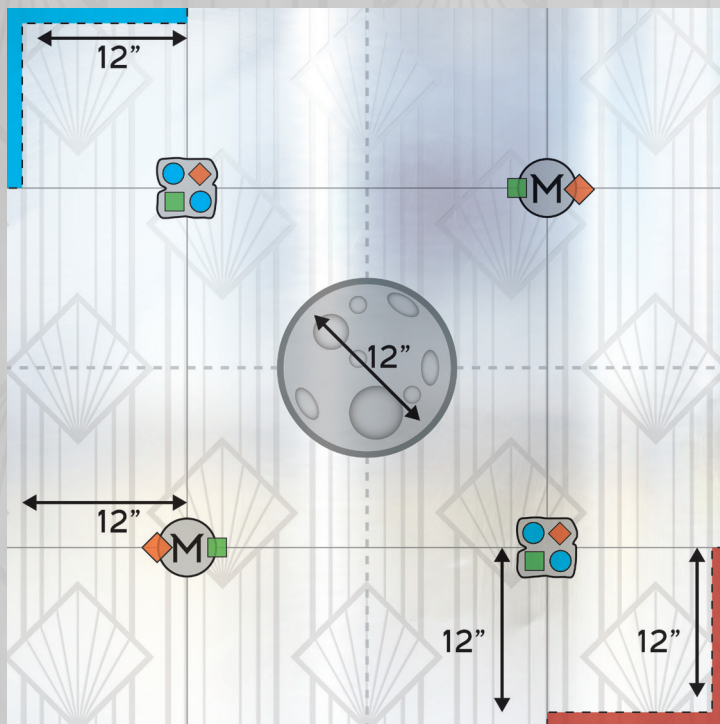
Scoring: Normal Scoring.

The Large Object is a Focal Point, with a range of 6" from its edge.

At the end of the game, players score 1VP for each of their Groups on the table containing a Crippled Ship outside of the Focal Point's range.

MOONSHOT

Operations in strategically useful cities on the ground have been 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

Scenery: 0-2 Micrometeor Clouds, 2-4 Debris Fields, 1 Large Object (12" diameter).

Deployment: All players Close.

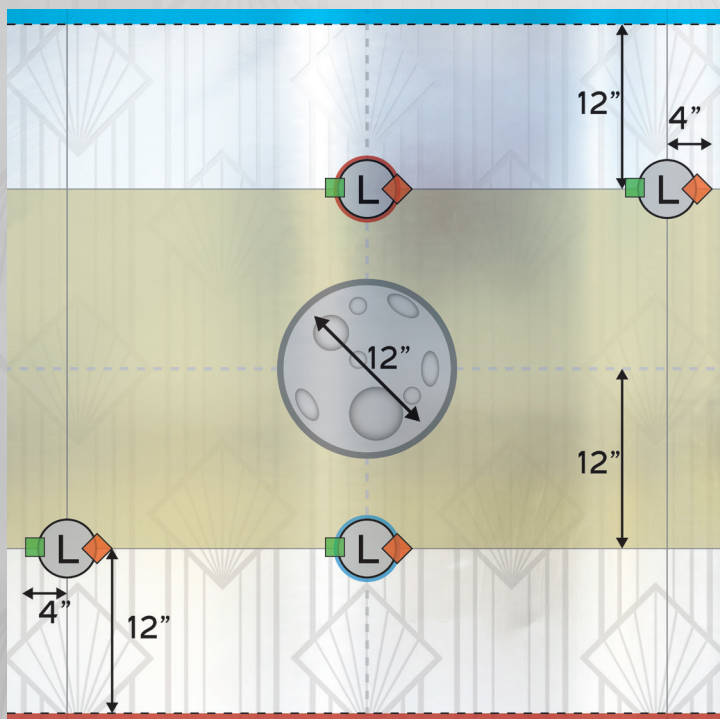
Scoring: Kill Points.

Players score Normal Scoring from Scenario Dropsites.

Each Scenario Dropsite is a Focal Point with a range of 6".

MOONWRECK

In the aftermath of a large fleet engagement over a moon, debris circles the region. Your fleet is to traverse its orbit and reclaim the heavily armed space stations which were abandoned during the engagement. As valuable assets, the enemy will surely want to do the same.



Players: 2.

Scenery: 4-7 Micrometeor Clouds, 7-9 Debris Fields, 1 Large Object (12" diameter).

Deployment: All players Distant.

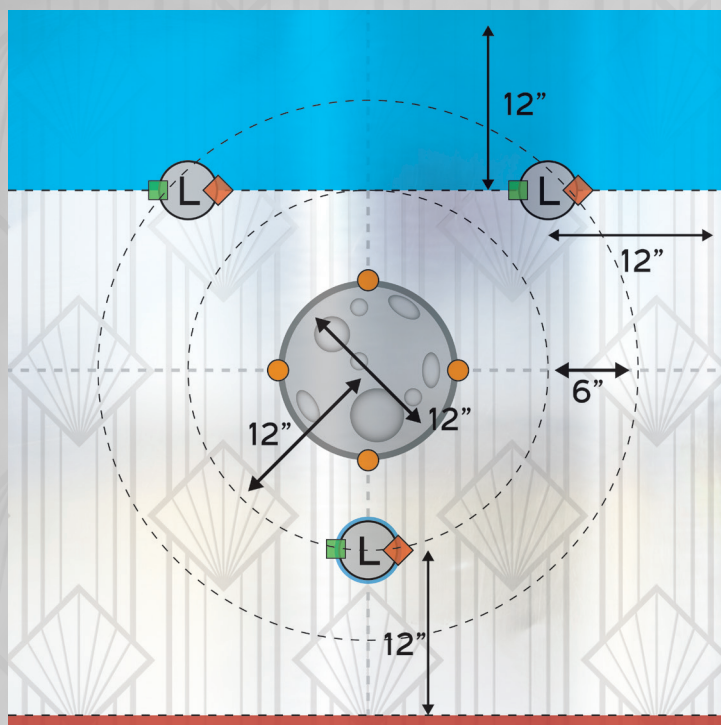
Scoring: Players may Demolish the highlighted Dropsites in their opponent's board half.

Players score Normal Scoring from Scenario Dropsites.

Each Dropsite is a Focal Point with a range of 6".

MOONBREAKER

Several mining installations have been converted into military complexes on an unstable moon over an uninhabited planet. Your task is to capture or destroy the moon. The moon's current owners are unlikely to let it fall easily and are already entrenched and waiting for anyone that seeks to capture the moon.



Players: 1 Attacker in red, 1 Defender in blue.

Scenery: 0-2 Micrometeor Clouds, 2-4 Debris Fields, 1 Large Object (12" diameter).

Deployment: Red player Staggered. Blue player Directly Deployed.

Scoring: Normal Scoring.

Each yellow location on the Large Object is a separate Small City that cannot have any features for any reason (including deploying to it). Players may deploy Battalions to these as if they were not overlapping scenery.

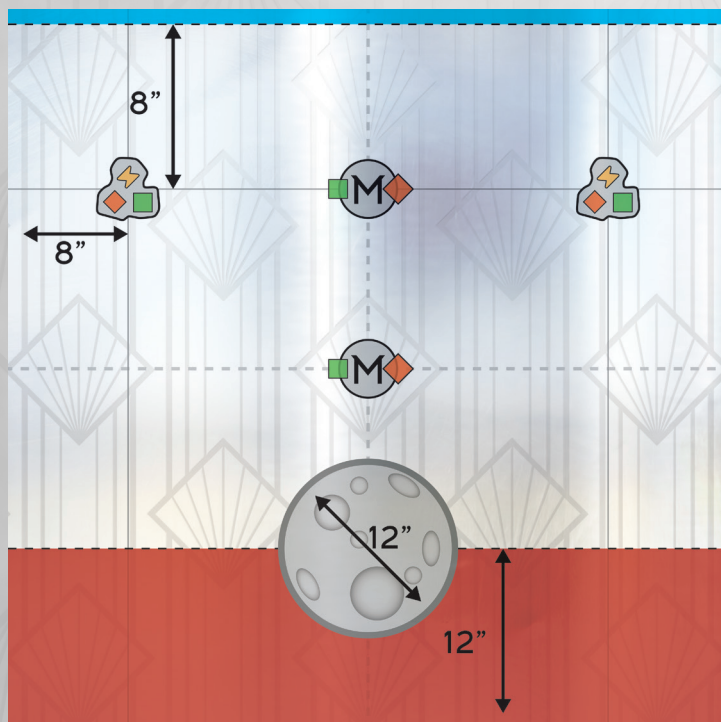
A player scores Normal Scoring at the end of the game if they control the majority of Dropsites on the Large Object.

Red players can Demolish the yellow Dropsites. When all Dropsites on the Large Object become Levelled, the Large Object breaks apart. The following round, the middle 12" of the table is treated as a Micrometeor Cloud. Ships moving through this Micrometeor Cloud suffer 1 Kinetic and 1 Energy hit instead.

This distance increases by 6" at the start of each round.

MOONGUARD

Your fleet has been tasked with securing a pair of militarised clusters. With careful planning and an approach from behind the planets moon you catch the enemy off guard and position your fleet before the enemy can react.



Players: 1 Attacker in red, 1 Defender in blue.

The Defender should have 25% more points than the Attacker (this does not change the game size).

Scenery: 0-2 Micrometeor Clouds, 2-4 Debris Fields, 1 Large Object (12" diameter).

Deployment: Red player Directly Deployed, blue player Imminent.

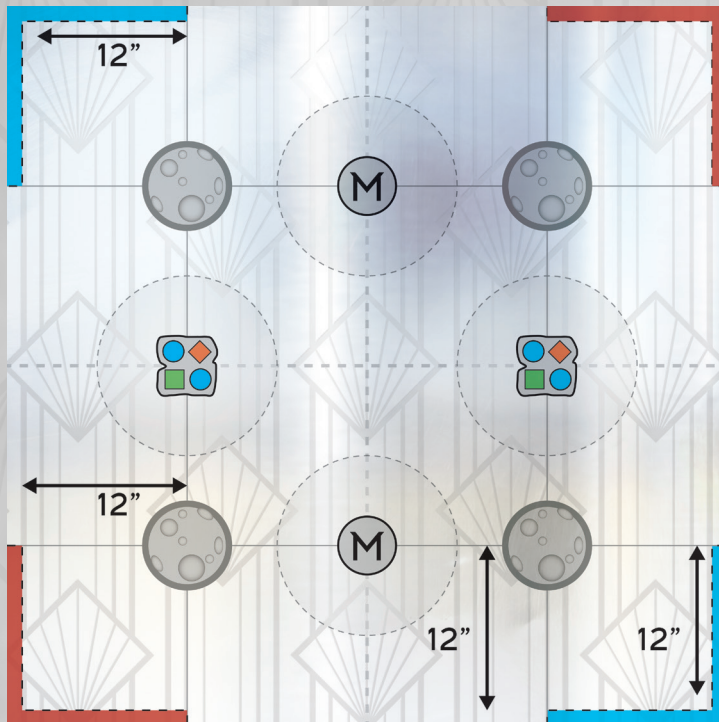
Scoring: Normal Scoring.

Each player may choose from either: Annihilate, Take Prizes, or Decapitate. They have that secondary objective in addition to their normal Secondary Objectives.

Players may score an additional Secondary Objective at the end of the game, though identical Secondary Objectives must be completed separately (i.e. 2 Admirals must be killed to score Decapitate twice).

MOONSWIPE

Several moons loom over a crucial location. Their orbital patterns have long been lost to time and pose no small hazard to your fleet. This location must be claimed at all costs, while the moons provide you with a modicum of cover, they will surely do the same for the enemy.



Players: 2-4

Scenery: 0-2 Micrometeor Clouds, 2-4 Debris Fields, 4 Large Objects (6" diameter).

Deployment: 2 players 12" along opposite corners (shown in blue). 3-4 players 12" along board corners (shown in red and blue).

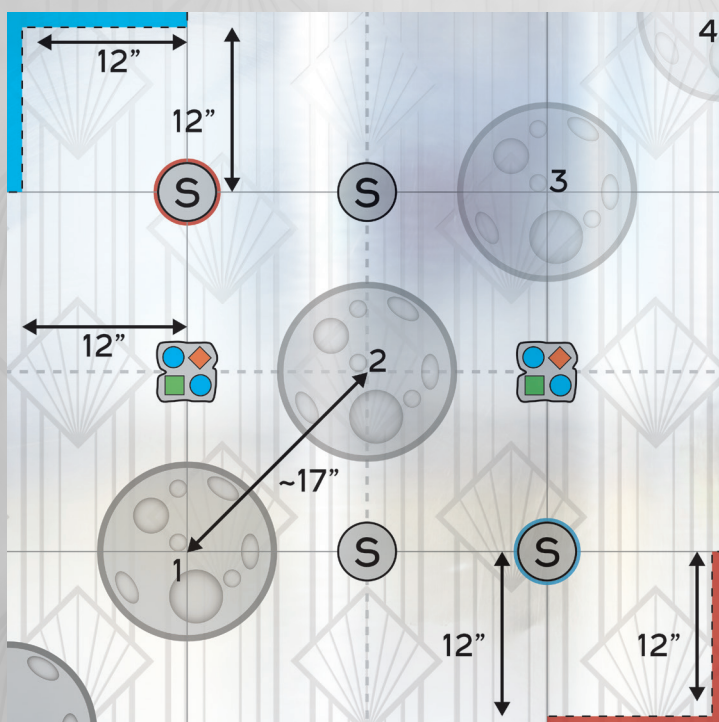
Scoring: Players score Normal Scoring from Cities.

Each Dropsite is a Focal Point with a range of 6".

Special Rules: Before deployment, each player alternates moving a Large Object up to 6" in any direction until all Large Objects have been moved. The Large Objects cannot be placed over any part of a City or any part of a Space Station's base.

MOONSKIPPER

A fast moving moon is no excuse to falter. Secure assets on your side of its orbit and cross its path to strike at the enemy. Careful application of ships will be key, you only have a small vanguard to gain a foothold on these key assets. Fortunately by the time the bulk of your fleet arrives, the danger from the moon will be mostly passed.



Players: 2.

Scenery: 2-4 Micrometeor Clouds, 2-4 Debris Fields, 1 Large Object (12" diameter).

Deployment: All players Staggered.

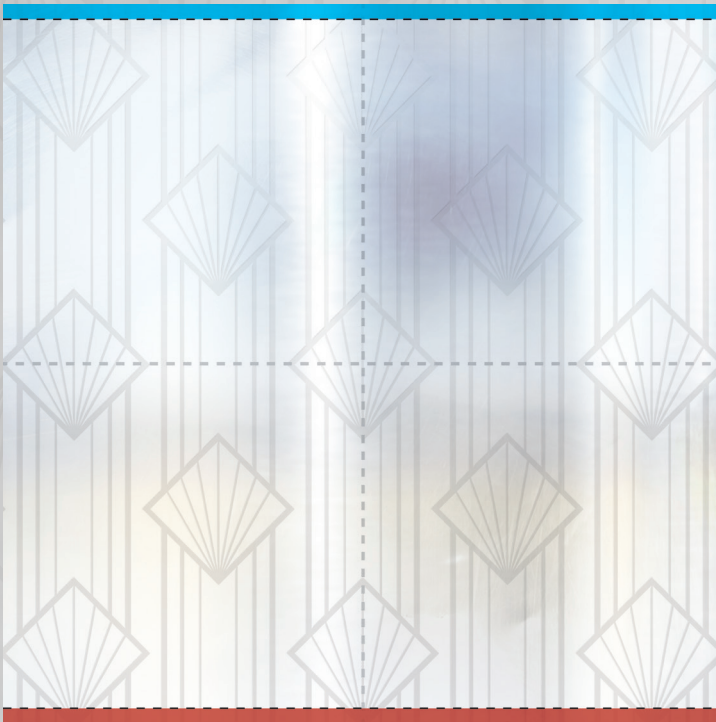
Scoring: Normal Scoring.

The marked Space Station closest to your opponent's deployment zone is a Focal Point with a range of 6".

Special Rules: The Large Object begins the 1st round in the bottom left corner as shown. Before the Cleanup step of the End Phase, move the Large Object in a straight line to the next position (shown 1-4). Any Ships in Orbit in the 12" wide path of the Large Object is destroyed.

ONE WITH (ALMOST) NOTHING

I don't know who you are. I don't know why I'm here. All I know is that I must kill.



Players: 2.

Scenery: D3 Micrometeor Clouds per player and D3 Debris Fields per player (roll once per type).

Deployment: All players Staggered.

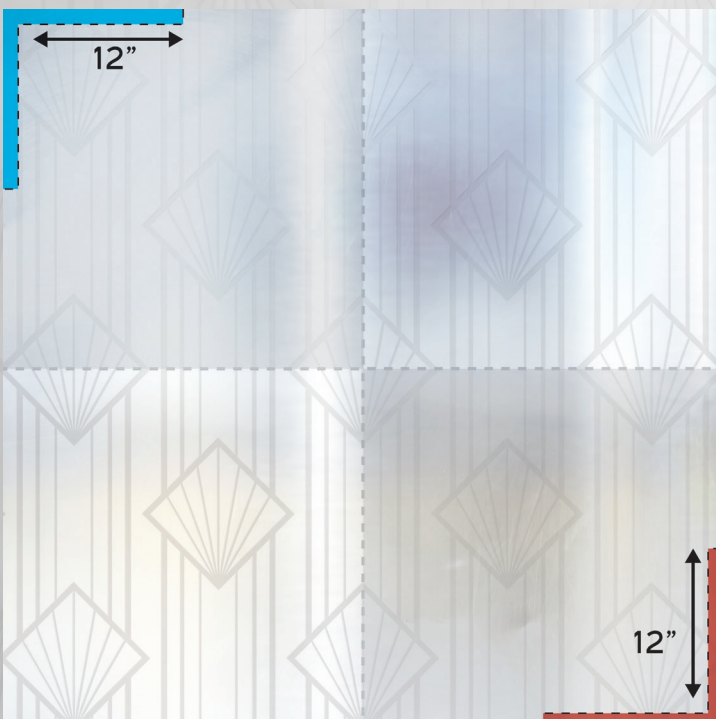
Scoring: Kill Points.

Players are awarded 1 additional VP at the end of the game for each Admiral they have destroyed.

Special Rules: Only Orbit is used. Orbital Decay tokens cause a Ship to take D3 damage at the end of its activation. Colossal Ships take 2D3 damage instead.

(ALMOST) NOTHING AT ALL

Two fleets face off over absolutely nothing of import. Both fleets really, really want what's not theirs.



Players: 2.

Scenery: 4 Micrometeor Clouds, 4 Debris Fields, 2 8" Large Objects. Scenery cannot be placed within 8" of any Deployment Zone.

Deployment: All players Staggered.

Scoring: Your opponent's board quarter is a Focal Point. Friendly Crippled Ships use their Low Value when calculating value.

Special Rules: Only Orbit is used. Orbital Decay tokens cause a Ship to take D3 damage at the end of its activation. Colossal Ships take 2D3 damage instead.