

+++ ADMIRAL, TASKFORCE SHIP CAPTAIN'S EYES ONLY - ANOMALY DETECTED +++

A Lysander class lighter operating under the auspices of the Office of Naval Intelligence has detected an anomalous vessel in your combat zone. She is cruiser-sized, running dark and does not match any known signature. She approached at beyond-relativistic realspace speed, which is notionally impossible, slowed to combat speed above your planet of operations, and has been making multiple course changes. All attempts to hail her have failed. No conventional life signs were detected, but spectral analysis suggests the presence of unusually homogenous organic matter. ONI lost contact with our Lysander 17 minutes ago.

Proceed with your current mission, but additionally, and this is time-critical, obtain further intelligence about this vessel. Do not engage or attempt to hail. Do not approach to within visual range, where we risk deck crew making observations. Bridge crew should be made aware that any information gleaned is classified to level 6, and confined to quarters under guard for an indefinite period post-mission. Proceed with caution. We surmise the enemy is also attempting to research this vessel. You will be visited by a senior representative of ONI in due course. Out.



RULES:

The Anomaly may be added to almost any existing Dropfleet Commander scenario. First, replace a random cluster or space station with The Anomaly - the replaced cluster or space station must be further than 12" from any player's deployment zone/ board edge. The Anomaly should be placed in low orbit and facing a random cluster or space station, again, not one within 12" of any player's deployment zone/ board edge. If making the replacement would compromise the scenario, choose a different one to replace. If impossible, place The Anomaly in the centre of the table.

At the end of each Roundup Phase, The Anomaly should be moved 9" forward. If that move would take it within 6" of the cluster/ space station it is facing, it should stop there and be turned to face another random cluster or space station (any, this time). The Anomaly may not be targeted offensively and cannot take damage in any way.

Once per turn, you may active-scan The Anomaly. Once done, roll 1D6 and refer to the following table:

D6 ROLL	DISTANCE FROM SCANNING SHIP TO THE ANOMALY				
	OVER 36"	25-36"	13-24"	7-12"	0-6"
1	0 VP	0 VP	D	D	D
2	0 VP	0 VP	0 VP	D	D
3	0 VP	0 VP	0 VP	0 VP	D
4	0 VP	0 VP	1 VP	1 VP	2 VP
5	1 VP	1 VP	1 VP	2 VP	3 VP
6	1 VP	2 VP	2 VP	3 VP	4 VP

Either an amount of VP's are gained, or the scanning ship is rendered mysteriously inoperable (a result of 'D'). In which case, remove it from play, and do not roll on the Catastrophic Damage Table. Opponents score no Kill Points for this ship.

If any ship ends its move in high/low orbit within 3" of The Anomaly, its owner loses 1VP. Additionally, if The Anomaly's end of turn move places it within 3" of another ship in high/low orbit, that ship's owner loses 1VP.