SCENARIO ONE: CRUISER CLASH

The great ships of the Gothic sector come to clash across the stars. Each fleet brings to bear the weight of their massive arsenals in an all out conflict that will leave the void littered with the wreckages of once great fleets. Thousands will perish and all that will remain is the laughter of thirsting gods.

FORCES

Each fleet has a force of equal size selected from their appropriate fleet list found later in this book. Players should agree on a mutually agreeable game size. 500 points is good for a first battle, while 1000 points is appropriate for a game that may take experienced players just over an hour. Even larger games can make for a full afternoon of fun. We recommend that if this is your first game, that you prohibit the selection of ships with launch bays, as well as escort ships - as each of these adds additional complexity to the game.

BATTLEZONE

If this is your first game, we recommend playing it out on an open battle-field, otherwise randomly select celestial phenomena using the rules found on page 45. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

SET-UP

The attacking player selects one of the long table edges and deploys their entire fleet within 30cm of the table edge. The defending player then deploys their fleet similarly on the opposite table edge.

FIRST TURN

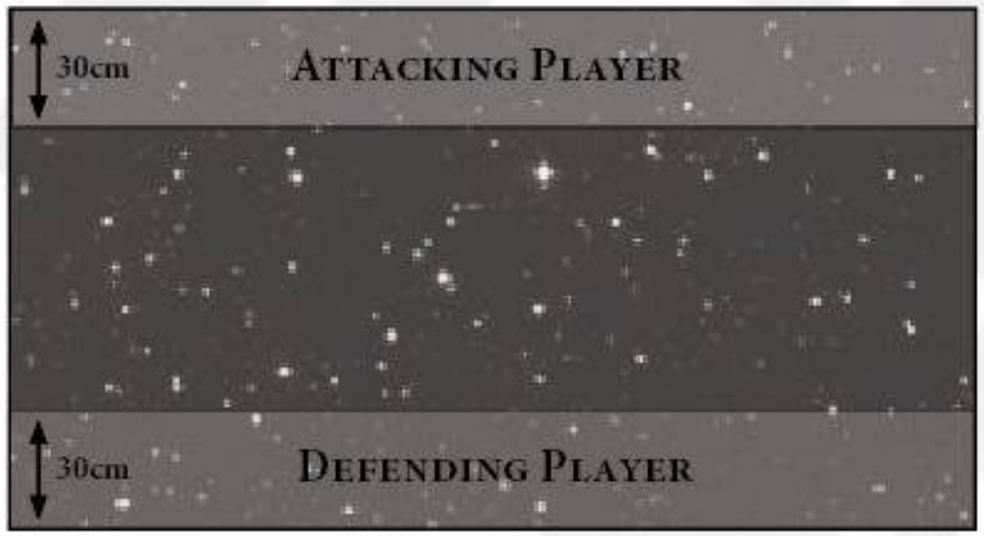
The attacking player rating takes first turn.

GAME LENGTH

the game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

At the end of the game, players should count up victory points following the rules found on plage 53. The player scoring the higher number of victory points is the winner. If this is your first game, do not use the rules for disengagement and simply award victory to the only player with ships remaining on the table.



SCENARIO TWO: LINE BREAKER

Defense platforms with long ranged weapons batteries have been set up on the edge of a planetary system. This first line of defense is able to keep raiders and enemy troop transports at bay, as well as lending their firepower to any defending fleet. The attacker must smash a hole in this blockade, before moving onwards into the system to continue their plunder. The defender has gathered a small fleet to help protect the defense platforms by driving off the attacking fleet.

FORCES

The attacking and defending players begin with fleets of equal sizes. The attacker builds their fleet as normal, while the defender must include one defense platform for each 200 points (or part their of) in their fleet. The defender spends their remaining points normally from their fleet list.

BATTLEZONE

Select celestial phenomena using the rules found on page 45. Use the outer reaches phenomena table when selecting terrain for your table. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

SET-UP

The Defending player selects one of the long edges of the table and sets up their force anywhere within 60cm. When placing defense platforms, these must be deployed at least 30cm from any table edge, at least 15cm from each other and outside of any celestial phenomena. The attacking player then deploys their force no more that 15cm from opposite table edge.

DEFENSE PLATFORMS

Defense platforms use the statistics for orbital defenses. They may be either weapons platforms, defense laser platforms, or torpedo launchers.

FIRST TURN

The attacking player takes the first turn.

GAME LENGTH

The game lasts until the attacking fleet has either disengaged, or is destroyed, or moved off the defenders table edge.

VICTORY CONDITIONS

The attacker wins if they are able to destroy all of the defense platforms and get at least one of their capital ships off the enemy table edge. Otherwise victory is awarded to the defender.

SCENARIO THREE : AMBUSH

Only those truly mad or desperate will attack a much larger fleet, but when the opportunity presents itself a carefully planned raid or ambush can devastate an opposing fleet with only a handful of ships. The raiders have no single target, only to deal as much damage as they can in as short a time as they are able. The defending fleet must weather the storm, before turning their superior firepower onto the raiders and eradicating them as retribution for their folly.

FORCES
Players should agree to a mutually agreeable points value for this game. The attacker however receives half the points of the defending player.

BATTLEZONE
Randomly select celestial phenomena using the rules found on page 45. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

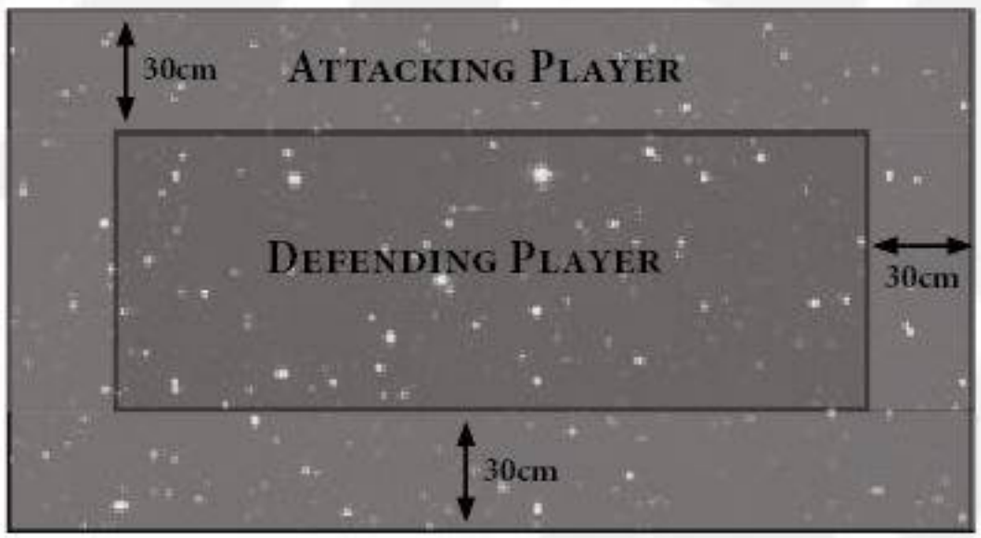
SET-UP
The defending player sets up their entire force in the center of the board, at least 30cm from any table edge. All ships and escort squadrons must be deployed facing the same direction, and must be set up no closer than 20cm apart from each other. The attacking player then deploys their entire force within 30cm of any table edge.

FIRST TURN
The attacking player takes the first turn.

SPECIAL RULES
The defending player is caught unaware. In their first turn they may not take any special orders, or attempt to disengage. Additionally they begin the game without their ordnance loaded, and will need to complete the reload ordinance special order to be able to launch any ordinance.

GAME LENGTH
the game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS
At the end of the game, players should count up victory points following the rules found on page 53. The player scoring the higher number of victory points is the winner. Ships which fly off of the table are considered to have successfully disengaged from the battle.



SCENARIO FOUR: CONVOY

Transport ships are easy prey for fleets of hungry warships. Convoys carry everything from food to slaves, and are necessary for the war effort in the endless conflicts across the galaxy. The Attacker has set up a blockade just outside of the system, ready to intercept the transports as they make their escape. The defender must work as an escort to the supply ships by driving off the attacking fleet.

FORCES

The attacking and defending players begin with fleets of equal sizes built normally from their fleet list. The defending player also begins with 1 free transport ship for every 100 points (or part their of) in their fleet.

BATTLEZONE

Select celestial phenomena using the rules found on page 45. Use the outer reaches phenomena table when selecting terrain for your table. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

VICTORY CONDITIONS

At the end of the game, players should count up victory points following the rules found on page 53. The player scoring the higher number of victory points is the winner. Each transport ship destroyed grants the attacking player 50 victory points. For each transport ship that makes it off of the attacking players table edge, the defending player receives 100 victory points.

SET-UP

The defender picks a table edge and deploys all of their fleet (except their transports) within 30cm of the board edge. The attacker then sets up their fleet between 15 and 45cm of the opposite table edge. Lastly the defender places all of their transports anywhere in their deployment area.

FIRST TURN

The defending player gets the first turn.

GAME LENGTH

The game lasts until all of the transports have either been destroyed or moved off of the enemy table edge. Transports removed by any other means are considered destroyed.

SCENARIO FIVE : SPACE ASSAULT

Space stations and orbital shipyards are the lifeblood of any space fleet. They are a place to repair, and refuel for the many warships of the Gothic sector and beyond. An attack on a space station will always be hard fought, but victory here will leave the enemy fleet in ruins and without a place to lick their wounds.

FORCES

Players should agree upon a mutually agreeable points value for the game. Somewhere between 750 and 1000 points is recommended for this scenario. The attackers fleet is chosen as normal. The defenders fleet must include a single space station in their force, and may include any number of orbital defense platforms as well.

BATTLEZONE

Randomly select celestial phenomena using the rules found on page 45. Use the *primary biosphere table* when selecting phenomena. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

SET-UP

The defending player picks a long table edge and then deploys their entire force within 30cm of that edge. They must deploy their space station exactly 30cm out and centered at the edge of their deployment area (be prepared to move any celestial phenomena over so it's at least 10cm away from the space station). The attacker then deploys their entire force within 30cm of the opposite table edge.

DEFENSE PLATFORMS

Defense platforms use the statistics for orbital defenses. They may be either weapons platforms, defense laser platforms, or torpedo launchers.

FIRST TURN

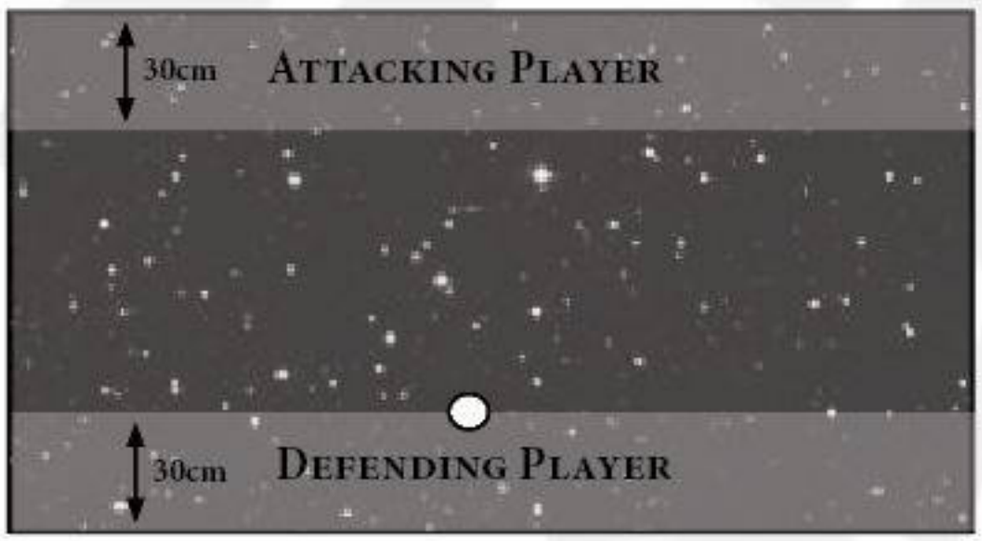
The attacking player takes the first turn.

GAME LENGTH

the game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS

At the end of the game, players should count up victory points following the rules found on page 53. Additionally if the space station is destroyed award an additional 250 points to the attacker, if it is not destroyed award an additional 250 points to the defender. The player scoring the higher number of victory points is the winner.



SCENARIO SIX: RESCUE

One ship pursued by many sends out a desperate distress signal. Emperor be praised it is heard and answered as a defending fleet moves to intercept. However the gods are fickle and cruel. It may yet be too late to rescue the fleeing ship and the ensuing battle may cause more harm than good.

FORCES
Players should agree upon a mutually agreeable points value for the game. Somewhere around 1000 points is recommended for this scenario. The attackers fleet is chosen as normal.

BATTLEZONE
Randomly select celestial phenomena using the rules found on page 45. Use the *outer reaches phenomena* table when selecting phenomena. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

SET-UP
The defending player picks one of the short table edges as their deployment zone and deploys their fleet within 30cm. They then take their flagship and deploy it in the exact center of the table facing towards their deployment area. The attacking player then deploys their fleet within 30cm of the opposite table edge.

SPECIAL RULES
The defending flagship has been sabotaged and may only disengage the battle by leaving the board via their own table edge. Additionally the flagship may not be issued special orders during the defenders first turn.

FIRST TURN
The defending player gets the first turn.

GAME LENGTH
the game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS
At the end of the game, players should count up victory points following the rules found on page 53. Additionally the attacker receives double victory points for destroying defenders flagship.

SCENARIO SEVEN : WARP STORM

In the chaos of the warp there is little room for organized maneuver. Fleets who enter together are often split apart, arriving to the battle in different places or times. In the throws of a warp-storm this chaos only intensifies, often throwing opposing fleets together into a jumbled mess.

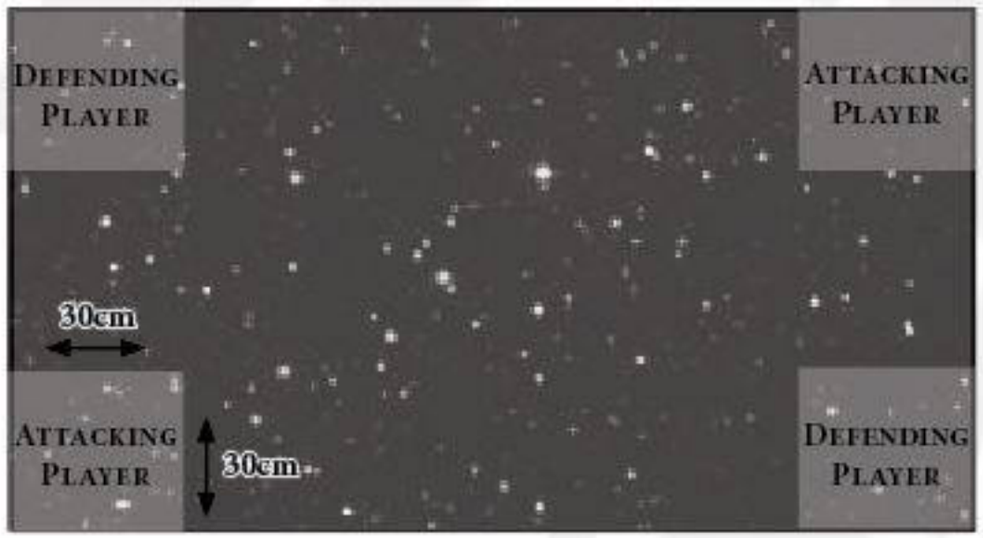
FORCES
Players should agree upon a mutually agreeable points value for the game. Somewhere between 750 and 1000 points is recommended for this scenario. Both players fleets is chosen as normal.

BATTLEZONE
Randomly select celestial phenomena using the rules found on page 45. Use the *deep space phenomena* table when selecting phenomena. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

GAME LENGTH
the game lasts until one fleet disengages or is destroyed.

VICTORY CONDITIONS
At the end of the game, players should count up victory points following the rules found on page 53. Given the chaos of the battlezone, disengaging comes with an additional risk. Any ship which disengages the battle must make a leadership test at the end of the game. On a failure they disappear into the warp and are considered destroyed.

SET-UP
The attacking player picks two opposite corners, both 30cm in as their deployment area. They then split their fleet in half (so that both sides have an equal number of cruisers and escort squadrons) and deploy each half in a different corner. The defender then splits their fleet in the same way and deploys the two halves into the remaining corners.



FIRST TURN
The attacking player takes the first turn.

SCENARIO EIGHT : PLANET STRIKE

After months of drawn out fighting, one fleet now looms over a crucial, populated planet. Conflict already rages below as subversion and treachery take hold in the minds of the citizenry. The time has come to split the planets outer defenses, bombard their strongholds and deploy drop-troops to crush the defenders once and for all.

FORCES

Players should agree upon a mutually agreeable points value for the game. Approximately 1000 points should be appropriate for this scenarios, but larger games may make for a full and fun afternoon. The Defending player receives an additional 20% of the games value to spend on planetary defenses and system ships. The Attacker receives one free transport ship for every 100 points (or part their of) in their fleet.

BATTLEZONE

Randomly phenomena using the rules found on page 45. Use the *Primary Biosphere* table when selecting phenomena. Place a single large planet centered at the edge of the defending players deployment area. It's recommended that the terrain be set up by a neutral third party.

SET-UP

The attacking player deploys their fleet first within 30cm of their short table edge, then the defender sets up within 45cm of theirs. Orbital defenses should be deployed within 15cm of the planet.

FIRST TURN

The attacking player takes the first turn.

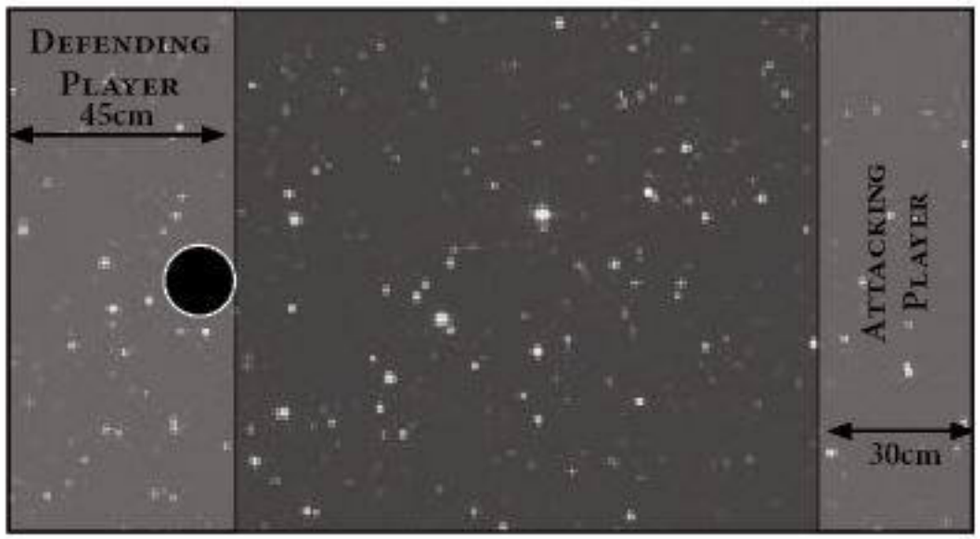
BOMBARDMENT

The attacking player scores *bombardment points* by moving their ships over top the planet. They must spend an entire turn without moving on top of the planet (usually by way of the burn retros special order). A ship which achieves this will earn bombardment points equal to their hits remaining during the defending players maintenance phase. Transports earn double their hits value during this process.

VICTORY CONDITIONS

The attacking player wins the scenario by scoring bombardment points on the planet, or by wiping out the defending fleet. The defending fleet must wipe out the attacking fleet before they are able to score sufficient bombardment points to secure the planet. Roll on the table below at the end of the game to see if the attackers ground forces are able to achieve victory.

Bombardment Points	D6 Result
0-5	Defender Victory
6-10	6+ Attacker Victory
11-15	5+ Attacker Victory
16-20	4+ Attacker Victory
21-25	3+ Attacker Victory
26-30	2+ Attacker Victory
31+	Attacker Victory



SCENARIO NINE : DOMINATION

Some fight to save what they hold dear while others fight to destroy that which they hate. Some fight for glory and some fore blood. All of these are but the feeble aspirations of soldiers. It is not enough simply to fight and kill ones enemies. True victory lies in the total domination of the entire sector.

FORCES

Players should agree upon a mutually agreeable points value for the game. Approximately 1000 points should be appropriate for these scenarios, but larger games may make for a full and fun afternoon.

BATTLEZONE

Randomly select a deployment layout on the opposite page and then place celestial phenomena using the rules found on page 45. Use the *Primary Biosphere* table when selecting phenomena. Celestial phenomena may not be set up within 15 cm of the objectives. Alternatively you can have a neutral party set up terrain for you in a manner that creates an interesting and visually appealing game board.

SET-UP

Follow the diagram on the opposite page placing objectives and marking deployment areas. The attacking player deploys their fleet first in a deployment area of their choosing. The defending player then sets up their fleet.

FIRST TURN

The attacking player takes the first turn.

GAME LENGTH

the game lasts until one fleet disengages or is destroyed, or if one player is able to score 10 points off of the available objectives.

VICTORY CONDITIONS

Objective markers mark a point on the battlefield and can not be relocated or destroyed. At the end of a players turn following the maintenance phase they may check to score any number of objectives on the board. A player scores an objective point if they have a ship within 15cm of the objective and their opponent does not (measure from the center of the objective to the stem of the ship).

COMPETITIVE PLAY

This scenario has been designed with competitive play in mind and as such lacks some level of narrative relevance. It is designed to put players on equal footing, while forcing them to play tactically and aggressively. It is intended that these scenarios be played on a board of 180x120cm, though scenarios one through four can be played on boards of 120x120cm making for a tighter and more volatile game..

DOMINATION DEPLOYMENTS

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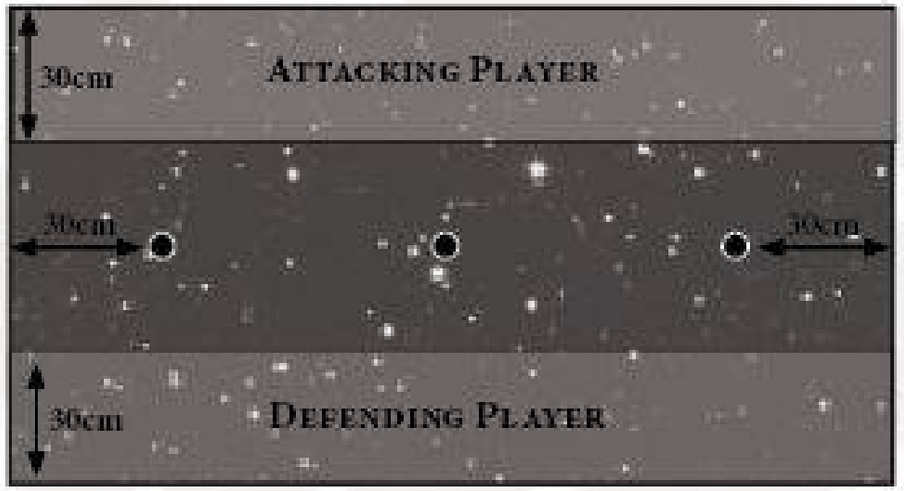

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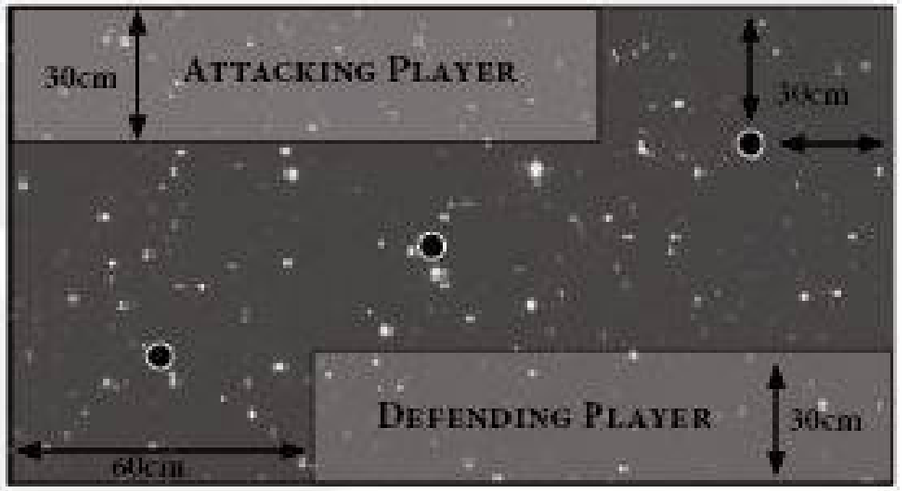

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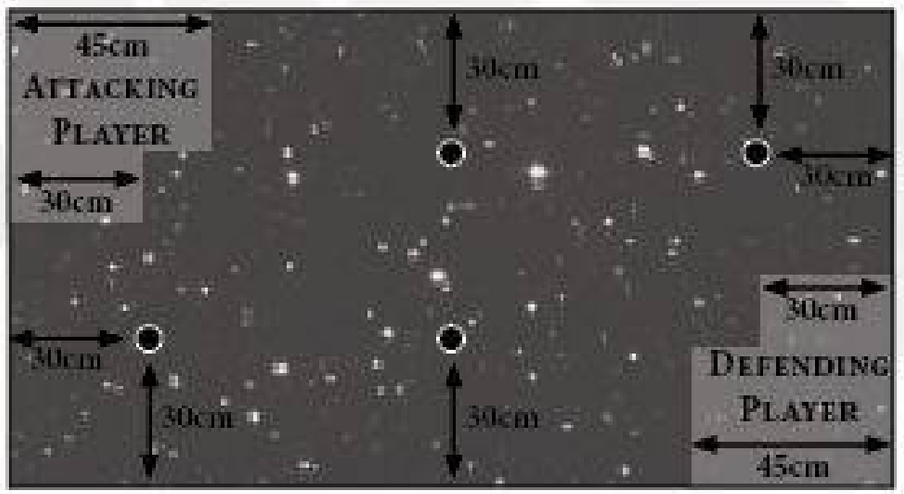

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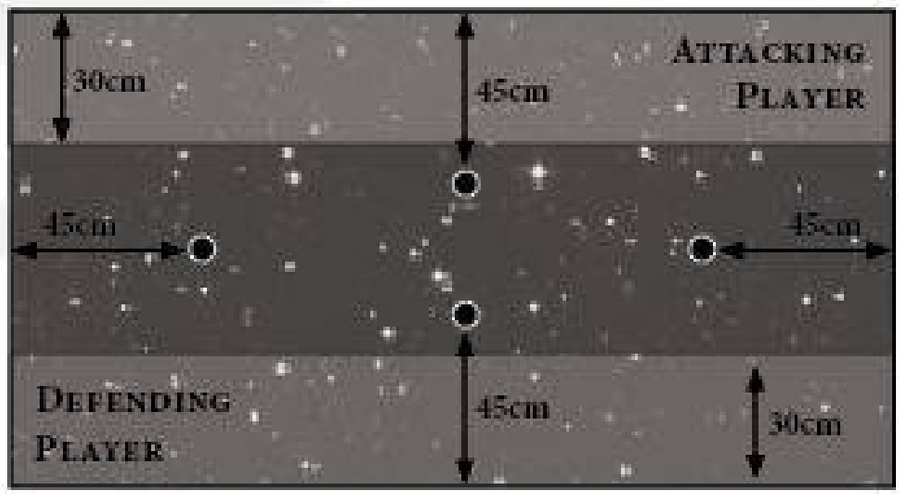

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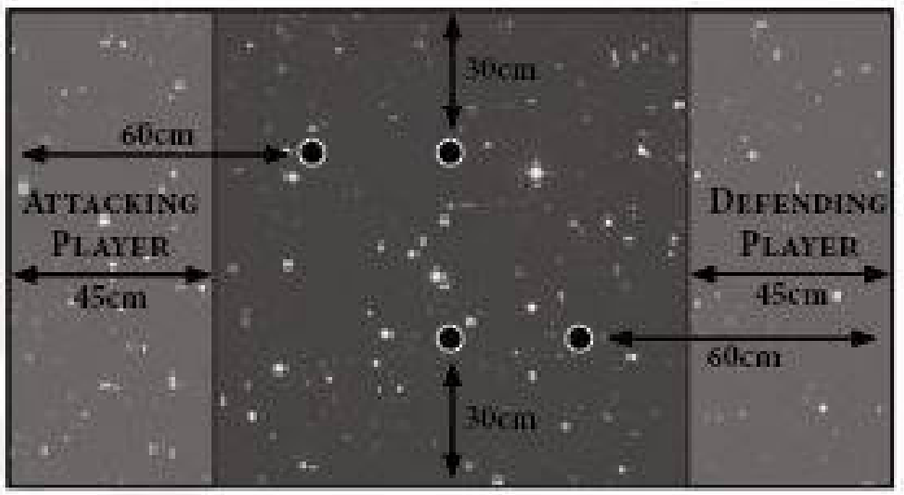
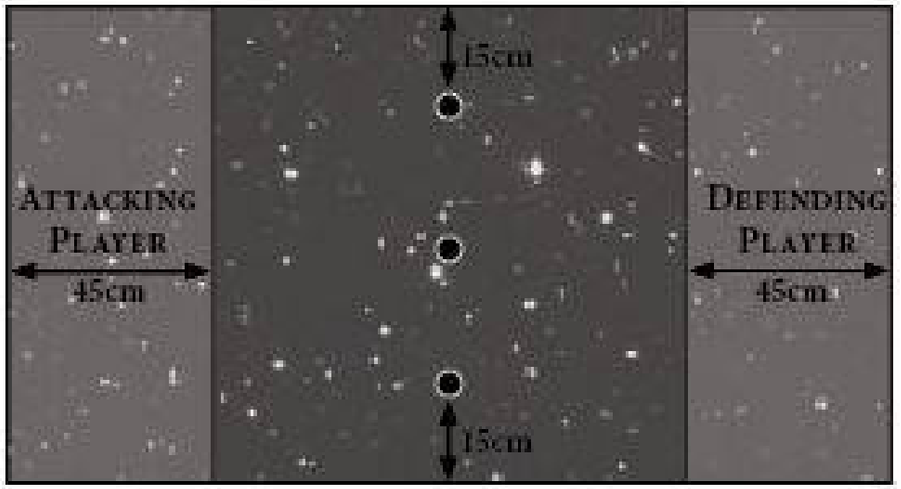
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