

Scenarios

Effective Date: 03/01/2022

Below you will find the 4 scenarios for Standard play. Players may choose what scenario they play each game or may randomize the scenario as they see fit.

Assault at the Satellite Array

Scenario Setup

Take control of the Satellite Array before enemy forces do.

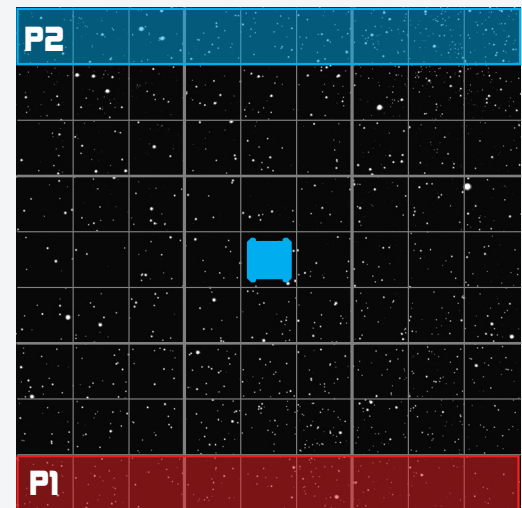
■ 5 satellites

Scenario Setup

PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

Players follow the Setup rules found in the Rules Reference, with the following exceptions.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one satellite in the center of the play area (Centered at range 4.5 of all board edges). Then, starting with the first player, players take turns placing the remaining four satellites at range 3 of the center satellite and beyond range 2 of each other satellite. The first satellite placed by each player must be placed at range 2–4 of their board edge. The second satellite placed by each player must be placed at range 2–4 of their opponent's board edge. Once all five satellites have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.



Scoring

- At the start of the game, each player earns mission points equal to their opponent's deficit.
- At the start of the End Phase, each player earns 1 mission point for each satellite under their control. A player controls a satellite if they have more ships at range 0–1 of the satellite than any other player. When determining control of a satellite, medium and large ships each count as two ships.
- When a ship is destroyed or removed from the game, the opposing player earns mission points equal to the squad point value of that ship.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature

A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Satellite

A satellite is a scenario feature.

Chance Engagement

Mission Objectives

Defeat enemy forces to force a retreat from the sector.

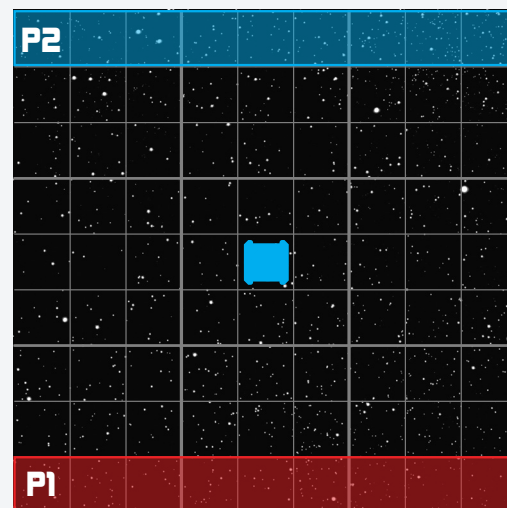
Scenario Setup

PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

■: 1 satellite

Players follow the Setup rules found in the Rules Reference, with the following exceptions.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one satellite in the center of the play area (Centered at range 4.5 of all board edges). Then, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.



Scoring

- At the start of the game, each player earns mission points equal to their opponent's deficit.
- At the start of the End Phase, a player earns 1 mission point if they control the satellite. A player controls the satellite if they are the only player that has ships at range 0–2 of the satellite.
- When a ship is reduced to half its health (combined total hull and shields, including any modifications to hull and shields via cards such as Hull upgrade or Shield upgrade), the opposing player immediately gains mission points equal to half the squad point value of the destroyed ship, rounded down.
- When an enemy ship is destroyed or removed from the game, the opposing player gains mission points equal to half the squad point value of that ship, rounded up.
 - If no mission points were scored earlier in the game from a ship that has been removed from the game being reduced to half its health, the opposing player gains mission points equal to the squad point value of that ship instead.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature

A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Satellite

A satellite is a scenario feature.

Salvage Mission

Mission Objectives

Retrieve as many supply caches as possible before the enemy.

Scenario Setup

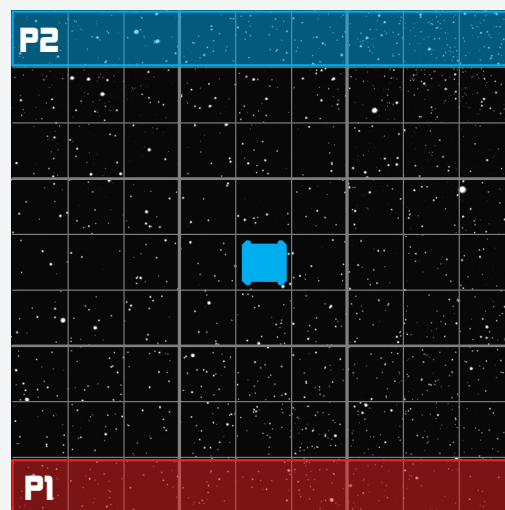
PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

■: 5 supply caches

Players follow the Setup rules found in the Rules Reference, with the following exceptions.

Determine Player Order: At the end of the Determine Player Order step of Setup, the first player becomes the red player, and the second player becomes the blue player. Each player flips their player markers to the matching color side.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one supply cache in the center of the play area (centered at range 4.5 of all board edges). Then, starting with the first player, players take turns placing the remaining four supply caches at range 3 of the center supply cache marker and beyond range 2 of each other supply cache. The first supply cache placed by each player must be placed at range 2–4 of their board edge. The second supply cache placed by each player must be placed at range 2–4 of their opponent's board edge. Once all five supply caches have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping any supply cache.



Scoring

- At the start of the game, each player earns mission points equal to their opponent's deficit.
- At the start of the End Phase, earn 1 mission point for each supply cache on a friendly ship's card.
- When a ship is destroyed or removed from the game, the opposing player earns mission points equal to the squad point value of that ship.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature

A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Supply Cache

A supply cache is a scenario feature.

Scenario Action: [Tow]

Scenario actions are white actions that are available to every ship in the play area during scenario play. A ship can perform a scenario action only during its Perform Action step. Therefore, a ship cannot perform a scenario action if it is granted an action at any other time.

Tow: When a ship performs a tow action, choose a supply cache at range 0–1. Remove the chosen supply cache from the play area and place it on the ship's card. A ship can have only one supply cache on its card. Then, place one of your player markers next to the ship's miniature to show that it is towing a supply cache. If there is no supply cache in range, the action fails.

At the end of a ship's activation, a ship may choose to jettison its supply cache. If it does, remove the supply cache from the ship's card, then the opposing player places it in the play area anywhere in the play area at range 1 of that ship.

While a ship is towing a supply cache, it cannot execute advanced maneuvers, perform ⬆ actions, or be coordinated.

If a ship that is towing a supply cache reveals an advanced maneuver, it performs a stress maneuver instead. If a ship **must** perform an advanced

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maneuver, it jettisons its supply cache, as described above, before executing the maneuver.

When a ship that is towing a supply cache suffers a ✱ damage or is destroyed, the supply cache is jettisoned. Remove the supply cache from the ship's card, then the opposing player places the marker in the play area at range 1 of that ship.

When a ship that is towing a supply cache is placed in reserves, the supply cache is jettisoned from the ship's position before the ship is placed on its ship card.

When a ship that is towing a supply cache flees the battlefield, the supply cache is jettisoned from the ship's position before it executed its maneuver.


Scramble the Transmissions

Mission Objectives

Scramble the transmissions from the satellites to deny enemy forces valuable information.

Scenario Setup

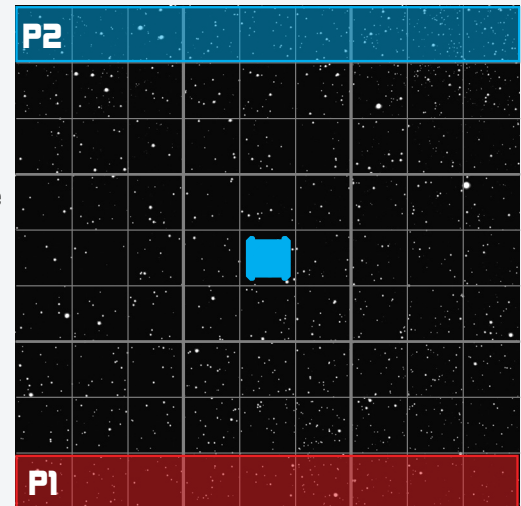
PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

: 5 satellites

Players follow the Setup rules found in the Rules Reference, with the following exceptions:

Determine Player Order: At the end of the Determine Player Order step of Setup, the first player becomes the red player, and the second player becomes the blue player. Each player flips their player markers to the matching color side.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one satellite in the center of the play area (centered at range 4.5 of all board edges). Then, starting with the first player, players take turns placing the remaining four satellites at range 3 of the center satellite and beyond range 2 of each other satellite. The first satellite placed by each player must be placed at range 2–4 of their board edge. The second satellite placed by each player must be placed at range 2–4 of their opponent's board edge. Once all five satellites have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.



Scoring

- At the start of the game, each player earns mission points equal to their opponent's deficit.
- At the start of the End Phase, each player earns 1 mission point for each satellite they control. The player whose marker is on each satellite controls that objective.
- When a ship is destroyed or removed from the game, the opposing player earns mission points equal to the squad point value of that ship.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature




A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Satellite

A satellite is a scenario feature and may only have one player marker on it at a time.

Scenario Action: [Scramble]

Scenario actions are white actions that are available to every ship in the play area during scenario play. A ship can perform a scenario action only during its Perform Action step. Therefore, a ship cannot perform a scenario action if it is granted an action at any other time.

Scramble: When a ship performs a scramble action, choose a satellite at range 0–1 and place one of your player markers on the chosen satellite. If the chosen satellite has another player's marker on it, roll an attack die. On a , , or  result, replace their marker with one of your own. On a blank result, remove the opposing player's marker but do not replace it with your own. If there is no satellite in range, the action fails.

While a satellite is marked with a player's marker, that player controls the satellite.

