

SCORING

STANDARD SCORING ROUNDS 4 & 6

Dropsite	Control	Contested / Ruined
Small	2 VP	0 VP
Medium	3 VP	1 VP
Large	4 VP	2 VP

Control: Only you have Battalions and/or deployed Features on the Dropsite.

Contest: You and an opponent both have Battalions and/or deployed Features on it.

Ties: Kill Points: total points of Ships and Admirals destroyed.

SURVEY

Players are awarded **1 VP** whenever they Survey Dropsites. Any Capital Ship within **6"** of the Dropsite and able to fire Weapons may substitute all attacking and launching that round to Survey it. Each Dropsite may be Surveyed **once per player** per game.

DEPLOYMENT

CLOSE

All your Groups begin play off the table. When you activate a Group that is off-table, choose one:

- Activate it, choose to have it remain off the table; it has still activated this round.
- Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

SCENERY

Players alternate placing Micrometeor Clouds and Dense Debris Fields during pre-game setup, at least **4"** from board edges, deployment zones, and other scenery. Planetary Rings and Large Objects are fixed per the scenario layout. Scenery only affects Ships, Space Stations, and Assets in Orbit.

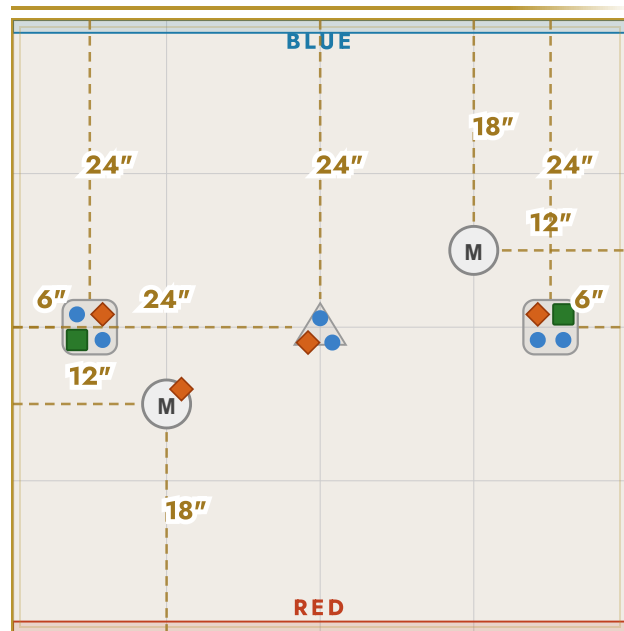
4x Micrometeor Cloud ; Ignore the target's Spikes when attacking through Micrometeor Clouds. Each Ship moved through this suffers **2 Kinetic hits**. After you move or place Assets into or through this, roll a dice. For each result of a **3+**, remove one of those Assets.

Usually areas of micrometeors or remnants of annihilated spacecraft. Typically 6"x3".

4x Dense Debris Field ; Ignore the target's Spikes and Signature when attacking through Dense Debris Fields. Each Ship moved through this suffers **2 Core hits**. After you move or place Assets into or through this, roll a dice. For each result of a **5+**, remove one of those Assets. *Chaotic expanses of tumbling chunks, from asteroids to shipwrecks. Typically 6"x3".*

STANDARD SCENARIO I

TAKE AND HOLD



2 Players · 6 Rounds

DROPSITES

2x Medium Space Station	6" 6" 15 4+ 4+
2x Large City	6" 0" 25 5+ 5+
1x Medium City	6" 0" 15 5+ 5+

FEATURES

Military Outpost 3+ 5+

Missile Halo: Scan 6" · Att 1 · Lock 2+ · Dmg 2 · Kinetic

Close Action · Escape Velocity

Orbital Defence Gun 5+ 3+

Orbital Gun: Scan 6" · Att 3 · Lock 3+ · Dmg 1 · Energy

Burnthrough-1 · Escape Velocity

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

◇ SCORING

RAZE

At the end of the game, players are awarded **double Standard Scoring** for each Dropsite that has been Levelled or Ruined that is **24" or more** away from their Deployment Zone, regardless of who Levelled or Ruined it. Players are also awarded **2 VP** for every **500 points** of Ships and Admirals they have destroyed.

Dropsite	Levelled	Ruined
Small	4 VP	0 VP
Medium	6 VP	2 VP
Large	8 VP	4 VP

Levelled = 0 Hull. **Ruined** = below half Hull.

Only awarded for Dropsites **24" or more** from your Deployment Zone.

◇ DEPLOYMENT

DISTANT

All your Groups begin play off the table. You may activate and deploy Groups with Light tonnage in the 1st round. From the start of the 2nd round onwards, you may also activate Groups of Medium tonnage. From the start of the 3rd round onwards, you may activate any Group.

When you activate a Group that is off-table, choose one:

- ◆ Activate it, choose to have it remain off the table; it has still activated this round.
- ◆ Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

◇ SCENERY

Players alternate placing Micrometeor Clouds and Dense Debris Fields during pre-game setup, at least 4" from board edges, deployment zones, and other scenery. Planetary Rings and Large Objects are fixed per the scenario layout. Scenery only affects Ships, Space Stations, and Assets in Orbit.

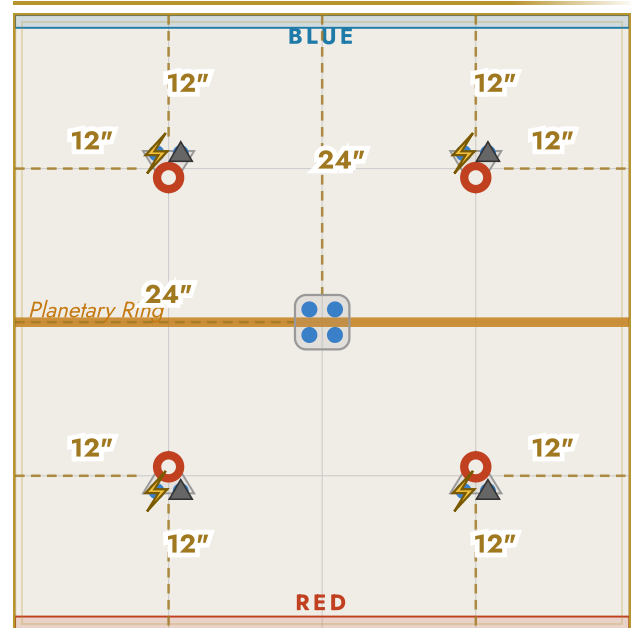
1× Planetary Ring ; Ignore the target's Spikes when attacking through this. After you move or place Assets into or through this, roll a dice. For each result of a **2+**, remove one of those Assets (placing any Battalions after rolling). Assets deploying Battalions to a Dropsite with its centre underneath a Planetary Ring ignore the Planetary Ring. *Ice, dust, and pebbles encircling a planet; a line with no thickness running across the table.*

4× Micrometeor Cloud ; Ignore the target's Spikes when attacking through Micrometeor Clouds. Each Ship moved through this suffers **2 Kinetic hits**. After you move or place Assets into or through this, roll a dice. For each result of a **3+**, remove one of those Assets.

Usually areas of micrometeors or remnants of annihilated spacecraft. Typically 6"×3".

STANDARD SCENARIO II

ERUPTING BATTLEFRONT



2 Players · 6 Rounds

DROPSITES

- 4× Medium City
- 1× Large City

- 6" 0" 15 5+ 5+
- 6" 0" 25 5+ 5+

FEATURES

Comms Station 5+ 4+

Comms Uplink: If you control this Dropsite, increase the amount of Ability Points you generate by 1. You can only be affected by Comms Uplink once each round.

Power Plant 4+ 5+

Volatile: When this Feature is destroyed, all Groups within 3" gain a Spike and this Feature's Dropsite takes an additional 2D3 damage.

Hangar 4+ 4+

Launch 2 Fighters & Bombers*

*This Feature's Fighters & Bombers use the Controlling players' Fighters & Bombers.

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

◇ SCORING

STANDARD SCORING ROUNDS 4 & 6

Dropsite	Control	Contested / Ruined
Small	2 VP	0 VP
Medium	3 VP	1 VP
Large	4 VP	2 VP

Control: Only you have Battalions and/or deployed Features on the Dropsite.

Contest: You and an opponent both have Battalions and/or deployed Features on it.

Ties: Kill Points: total points of Ships and Admirals destroyed.

ATTRITION

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

◇ DEPLOYMENT

DISTANT

All your Groups begin play off the table. You may activate and deploy Groups with Light tonnage in the 1st round. From the start of the 2nd round onwards, you may also activate Groups of Medium tonnage. From the start of the 3rd round onwards, you may activate any Group.

When you activate a Group that is off-table, choose one:

- ◆ Activate it, choose to have it remain off the table; it has still activated this round.
- ◆ Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

◇ SCENERY

Players alternate placing Micrometeor Clouds and Dense Debris Fields during pre-game setup, at least 4" from board edges, deployment zones, and other scenery. Planetary Rings and Large Objects are fixed per the scenario layout. Scenery only affects Ships, Space Stations, and Assets in Orbit.

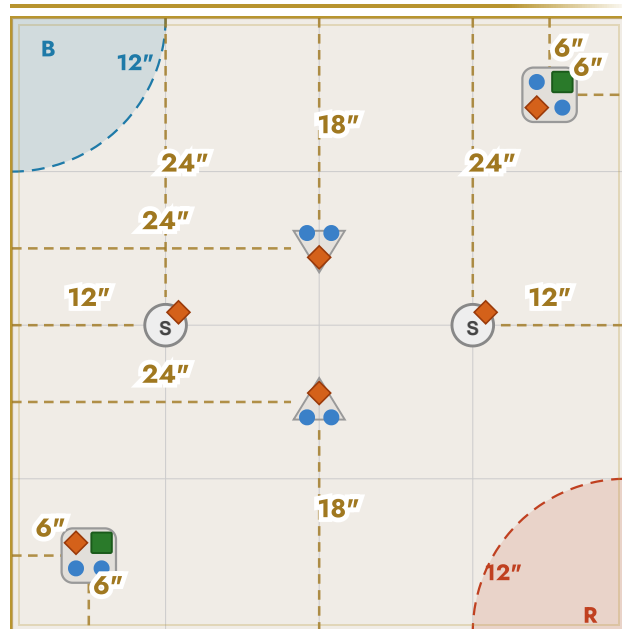
6x Micrometeor Cloud ; Ignore the target's Spikes when attacking through Micrometeor Clouds. Each Ship moved through this suffers **2 Kinetic hits**. After you move or place Assets into or through this, roll a dice. For each result of a **3+**, remove one of those Assets.

Usually areas of micrometeors or remnants of annihilated spacecraft. Typically 6"x3".

4x Dense Debris Field ; Ignore the target's Spikes and Signature when attacking through Dense Debris Fields. Each Ship moved through this suffers **2 Core hits**. After you move or place Assets into or through this, roll a dice. For each result of a **5+**, remove one of those Assets. *Chaotic expanses of tumbling chunks, from asteroids to shipwrecks. Typically 6"x3".*

STANDARD SCENARIO III

POWER GRAB



2 Players · 6 Rounds

DROPSITES

Ⓢ 2x Small Space Station	📶 6" 🎯 4" 🛡️ 10 🛡️ 4+
🏙️ 2x Large City	📶 6" 🎯 0" 🛡️ 25 🛡️ 5+
🏘️ 2x Medium City	📶 6" 🎯 0" 🛡️ 15 🛡️ 5+

FEATURES

◆ **Military Outpost** 🛡️ 3+ 🛡️ 5+

Missile Halo: Scan 6" · Att 1 · Lock 2+ · Dmg 2 · Kinetic

Close Action · Escape Velocity

🏰 **Orbital Defence Gun** 🛡️ 5+ 🛡️ 3+

Orbital Gun: Scan 6" · Att 3 · Lock 3+ · Dmg 1 · Energy

Burnthrough-1 · Escape Velocity

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

SCORING

STANDARD SCORING ROUNDS 4 & 6

Dropsite	Control	Contested / Ruined
Small	2 VP	0 VP
Medium	3 VP	1 VP
Large	4 VP	2 VP

Control: Only you have Battalions and/or deployed Features on the Dropsite.

Contest: You and an opponent both have Battalions and/or deployed Features on it.

Ties: Kill Points: total points of Ships and Admirals destroyed.

PROTECT

At the end of the first Planning Phase, you nominate a Dropsite. You are awarded additional Standard Scoring for controlling/contesting your nominated Dropsite if it is not Levelled or Ruined. At the end of the game, you are subtracted Standard Scoring if your Dropsite has been levelled.

DEPLOYMENT

DISTANT

All your Groups begin play off the table. You may activate and deploy Groups with Light tonnage in the 1st round. From the start of the 2nd round onwards, you may also activate Groups of Medium tonnage. From the start of the 3rd round onwards, you may activate any Group.

When you activate a Group that is off-table, choose one:

- Activate it, choose to have it remain off the table; it has still activated this round.
- Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

SCENERY

Players alternate placing Micrometeor Clouds and Dense Debris Fields during pre-game setup, at least 4" from board edges, deployment zones, and other scenery. Planetary Rings and Large Objects are fixed per the scenario layout. Scenery only affects Ships, Space Stations, and Assets in Orbit.

2-5* Micrometeor Cloud ; Ignore the target's Spikes when attacking through Micrometeor Clouds. Each Ship moved through this suffers **2 Kinetic hits**. After you move or place Assets into or through this, roll a dice. For each result of a **3+**, remove one of those Assets.

Usually areas of micrometeors or remnants of annihilated spacecraft. Typically 6"×3".

4-6* Dense Debris Field ; Ignore the target's Spikes and Signature when attacking through Dense Debris Fields. Each Ship moved through this suffers **2 Core hits**. After you move or place Assets into or through this, roll a dice. For each result of a **5+**, remove one of those Assets.

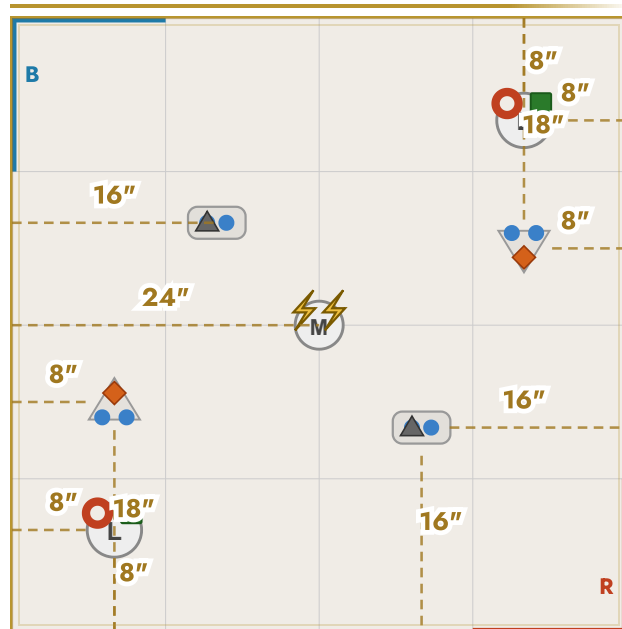
Chaotic expanses of tumbling chunks, from asteroids to shipwrecks. Typically 6"×3".

SPECIAL RULES

Special Rule: Instead of its normal effect, destroying a Power Plant Feature does not deal its usual additional damage to the Medium Space Station. Instead, all Groups within **6"** gain two Spikes and all Ships within **6"** gain a **Scanners Offline** token.

STANDARD SCENARIO IV

SHOCK AND YAW



2 Players · 6 Rounds

DROPSITES

(L) 2x Large Space Station	📶 6" 🎯 8" 🛡️ 25 🛡️ 4+ 🛡️ 4+
(M) 1x Medium Space Station	📶 6" 🎯 6" 🛡️ 15 🛡️ 4+ 🛡️ 4+
🏙️ 2x Medium City	📶 6" 🎯 0" 🛡️ 15 🛡️ 5+ 🛡️ 5+
🏠 2x Small City	📶 6" 🎯 0" 🛡️ 10 🛡️ 5+ 🛡️ 5+

FEATURES

🔱 **Military Outpost** 🛡️ 3+ 🛡️ 5+

Missile Halo: Scan 6" · Att 1 · Lock 2+ · Dmg 2 · Kinetic

Close Action · Escape Velocity

📶 **Comms Station** 🛡️ 5+ 🛡️ 4+

Comms Uplink: If you control this Dropsite, increase the amount of Ability Points you generate by 1. You can only be affected by Comms Uplink once each round.

🔱 **Orbital Defence Gun** 🛡️ 5+ 🛡️ 3+

Orbital Gun: Scan 6" · Att 3 · Lock 3+ · Dmg 1 · Energy

Burnthrough-1 · Escape Velocity

⚡ **Power Plant** 🛡️ 4+ 🛡️ 5+

Modified Volatile: When destroyed, instead of normal damage all Groups within **6"** gain two Spikes and all Ships within **6"** gain a **Scanners Offline** token.

🏠 **Hangar** 🛡️ 4+ 🛡️ 4+

Launch 2 Fighters & Bombers*

*This Feature's Fighters & Bombers use the Controlling players' Fighters & Bombers.

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

◇ SCORING

RAZE

At the end of the game, players are awarded **double Standard Scoring** for each Dropsite that has been Levelled or Ruined that is **24"** or more away from their Deployment Zone, regardless of who Levelled or Ruined it. Players are also awarded **2 VP** for every **500 points** of Ships and Admirals they have destroyed.

Dropsite	Levelled	Ruined
Small	4 VP	0 VP
Medium	6 VP	2 VP
Large	8 VP	4 VP

Levelled = 0 Hull. **Ruined** = below half Hull.

Only awarded for Dropsites **24"** or more from your Deployment Zone.

◇ DEPLOYMENT

DISTANT

All your Groups begin play off the table. You may activate and deploy Groups with Light tonnage in the 1st round. From the start of the 2nd round onwards, you may also activate Groups of Medium tonnage. From the start of the 3rd round onwards, you may activate any Group.

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◇ SCENERY

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2-5× Micrometeor Cloud ; Ignore the target's Spikes when attacking through Micrometeor Clouds. Each Ship moved through this suffers **2 Kinetic hits**. After you move or place Assets into or through this, roll a dice. For each result of a **3+**, remove one of those Assets.

Usually areas of micrometeors or remnants of annihilated spacecraft. Typically 6"×3".

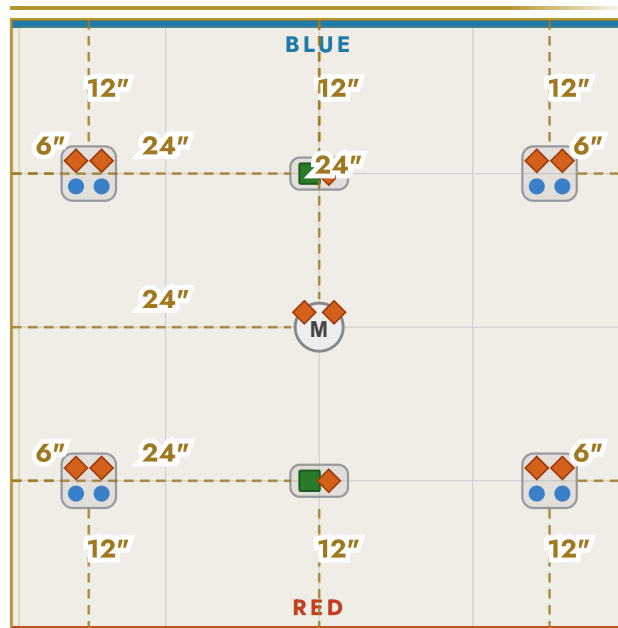
4-6× Dense Debris Field ; Ignore the target's Spikes and Signature when attacking through Dense Debris Fields. Each Ship moved through this suffers **2 Core hits**. After you move or place Assets into or through this, roll a dice. For each result of a **5+**, remove one of those Assets. *Chaotic expanses of tumbling chunks, from asteroids to shipwrecks. Typically 6"×3".*

◇ OPTIONAL VARIANT

Optional Variant: The Medium Space Station replaces its two Military Outposts with **two Hangars**.

STANDARD SCENARIO V

ORBITAL SUPPORT



2 Players · 6 Rounds

DROPSITES

4× Large City	6" 0" 25 5+ 5+
2× Small City	6" 0" 10 5+ 5+
1× Medium Space Station	6" 6" 15 4+ 4+

FEATURES

Military Outpost 3+ 5+

Missile Halo: Scan 6" · Att 1 · Lock 2+ · Dmg 2 · Kinetic

Close Action · Escape Velocity

Orbital Defence Gun 5+ 3+

Orbital Gun: Scan 6" · Att 3 · Lock 3+ · Dmg 1 · Energy

Burnthrough-1 · Escape Velocity

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

◇ SCORING

RED (ATTACKERS): RAZE

At game end: double Standard Scoring for each Dropsite Levelled or Ruined **24"**+ from their DZ, regardless of who destroyed it. Plus **2 VP** per **500 pts** of Ships and Admirals destroyed.

Dropsite	Levelled	Ruined
Small	4 VP	0 VP
Medium	6 VP	2 VP
Large	8 VP	4 VP

Levelled = 0 Hull. **Ruined** = below half Hull.

Only awarded for Dropsites **24"** or more from your Deployment Zone.

BLUE (DEFENDERS): PROTECT

At the end of the first Planning Phase, you nominate a Dropsite. You are awarded additional Standard Scoring for controlling/contesting your nominated Dropsite if it is not Levelled or Ruined. At the end of the game, you are subtracted Standard Scoring if your Dropsite has been levelled.

STANDARD SCORING ROUNDS 4 & 6

Dropsite	Control	Contested / Ruined
Small	2 VP	0 VP
Medium	3 VP	1 VP
Large	4 VP	2 VP

Control: Only you have Battalions and/or deployed Features on the Dropsite.

Contest: You and an opponent both have Battalions and/or deployed Features on it.

Ties: Kill Points: total points of Ships and Admirals destroyed.

◇ DEPLOYMENT

RED (ATTACKERS): CLOSE

All your Groups begin play off the table. When you activate a Group that is off-table, choose one:

- ◆ Activate it, choose to have it remain off the table; it has still activated this round.
- ◆ Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

BLUE (DEFENDERS): DIRECTLY DEPLOYS

At least 50% of your Groups must be entirely within **18"** of the central Large Object before the start of the 1st round. Groups not deployed cannot be activated during the 1st round.

From the 2nd round onwards, you may activate Groups not on the table. To do this, choose an off-table Group, then choose one:

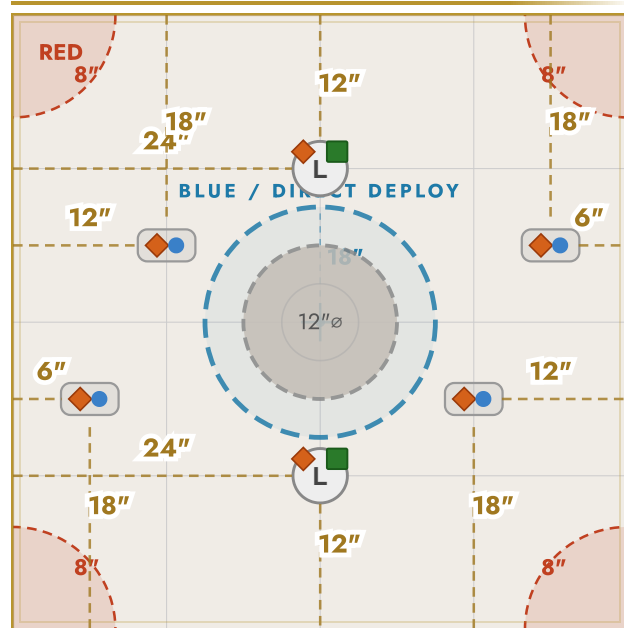
- ◆ Activate it, choose to have it remain off the table; it has still activated this round.
- ◆ Deploy it on the game table, with all ships in Coherency, with all stems in the Deployment Zone, then continue its activation as normal.

◇ SPECIAL RULES

Special Rule: At the start of the first Planning Phase of the game, the team in Blue may place one additional **Military Outpost** in any Dropsite.

STANDARD SCENARIO VI

ENTRAPMOONT



2-4 Players · 6 Rounds

DROPSITES

2x Large Space Station	6" 8" 25 4+ 4+
2x Large City	6" 0" 25 5+ 5+
2x Small City	6" 0" 10 5+ 5+

FEATURES

Military Outpost 3+ 5+

Missile Halo: Scan 6" · Att 1 · Lock 2+ · Dmg 2 · Kinetic

Close Action · Escape Velocity

Orbital Defence Gun 5+ 3+

Orbital Gun: Scan 6" · Att 3 · Lock 3+ · Dmg 1 · Energy

Burnthrough-1 · Escape Velocity

Close Action: This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

Escape Velocity: This weapon ignores the penalty for attacking Ships in Orbit and treats all Ships in Atmosphere as non-Descent Ships, reducing its Lock by 1 when attacking Ships in Atmosphere. Close Action weapons with this rule may be used against targets in Orbit while the attacking Ship is in Atmosphere.

Burnthrough-1: Each critical hit reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack.

◇ SCENERY

1x Large Object (12" diameter); Fixed per map. Blocks LoS. Ships/Assets placed on it are **destroyed**.

6x Micrometeor Cloud; Ignore Spikes when firing through. Each Ship passing through takes **2 Kinetic hits**. Assets: roll per asset, **3+** removes it.