
SCENARIOS

ASSAULT ON PLUTO BASE (2192)

Submitted by Les Braun

Planet bombs launched from the Gamilon base on Pluto were causing great devastation on Earth and poisoning the planet with radioactivity. Earth Defense Command decided the destruction of this base would be given top priority. A massive force, made up from the bulk of the entire space fleet, was assembled. This offensive would use over a hundred ships in a 3-pronged attack designed to penetrate the Gamilon Pluto Defense Line in order to reach the base on the planets surface.

The EDF attack began with two smaller forces attacking the Defense Line from locations flanking the point where the main thrust was to occur. Their purpose was to draw off significant Gamilon elements from this middle section. Once this happened, the main EDF force moved forward to punch through the weakened area to begin the assault on the Pluto base. Unfortunately for the EDF, the untimely arrival of a routine reinforcement group from Gamilon would tip the scales against them.

EDF Forces (see special rules below)

Flanking Force A

9 SCG Mogami
21 TDD Lightning

Flanking Force B

12 SCG Mogami
18 TDD Lightning

Main Force

24 SCG Mogami
24 TDD Lightning

Gamilon Forces (see special rules below)

Opposing Force A

1 HSSCV Vindictive (with 48 Destructor SFD fighters)
16 SDD Exterminator
8 HSCSG Eliminator
8 SDDM Eradicator
4 HSSDD Dominator

Opposing Force B

1 SBB Conqueror
20 SDD Exterminator
8 HSCSG Eliminator
4 SDDM Eradicator
4 HSSDD Dominator

Opposing Main Force

1 HSSCV Vindictive (with 48 Destructor SFD fighters)
8 SDD Exterminator
4 HSCSG Eliminator
4 SDDM Eradicator
4 HSSDD Dominator
4 PAV Planetary Assault Vessel

Gamilon Pluto base with:

4 GM1 Giant Missiles (speed 10)
200 hull boxes (for damage purposes)

Reinforcement Group (arrives on turn 4)

1 SBB Conqueror
2 HSSCV Vindictive (with 24 Destructor SFD, 12 Viper AVB,
12 SDD Exterminator and 12 Prowler P each)
4 HSCSG Eliminator
4 SDDM Eradicator
1 HMT Transport
2 HSLMT Transports
2 SPT Tankers

Set up

This game is played in 3 sections. These are labeled section A, middle section, and section B. The battles in sections A and B are fought first (see special rules). Once the outcome in those sections has been determined, the fight in the middle section is played out. The forces in sections A and B are placed at opposite ends of the playing field within 5 hexes of the map edge. All ships are moving speed 3. The middle section includes the planet Pluto. Pluto is 7 total hexes in size and is placed 10 hexes in from the Gamilon player's side of the map. The initial Gamilon ships opposing the EDF main force in this section may be placed anywhere on the map, speed zero. The reinforcement group arrives on turn 4 on the Gamilon player's edge of the map moving at a speed of 3. The EDF player enters the map edge opposite from Pluto on turn 1, all ships speed 3. They must proceed to Pluto in order to attack the base. As the base is difficult to locate, any EDF ship must enter orbit around Pluto (2 or less hexes away) in order to attack the base.

Special Rules

Use the included corrected WDFs for all ships. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove half of each Gamilon ship types from each force (but not fighters), rounding up (1 stays at 1). This reduction does not apply to the Gamilon reinforcement group. The battles fought in sections A and B by the EDF are purely diversionary. The EDF must keep the Gamilon forces engaged for at least 10 turns in each section. If they fail to do this, 1/2 of the remaining Gamilon forces from the failing section may be added to the initial forces protecting Pluto. If by some wild chance the EDF player defeats all Gamilon forces in one (or both) of these sections, all surviving EDF ships from that section may be added to the main force attacking Pluto (in what ever condition they were in when the battle ended).

Victory Conditions

The EDF must destroy the Gamilon base on Pluto to win. The Gamilons must defeat (destroy, drive off, or capture) the EDF force to win. This is a very tough game to win for the EDF player. 'Historically' this would be just the first of many increasingly desperate attempts by the EDF to destroy the base.

SCENARIOS

NEW BLOOD

(2174)

Submitted by Les Braun

A small Gamilon reconnaissance group on patrol near Uranus encounters an Earth squadron of Mogami class warships for the first time. These new ships are a vast improvement over the hodge-podge equipment Earth has previously been fielding. The Gamilons quickly find themselves exchanging fire with ships that are on equal footing for the first time.

EDF Forces

3 SCG Mogami

(see special rules below)

Gamilon Forces

2 HSCSG Eliminator

1 HSSDD Dominator

(see special rules below)

Set up

Place the Gamilon and Earth forces within 25 hexes of each other near the center on the map. All ships are moving speed 3.

Special Rules

Use the included corrected WDFs for all ships. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove the Gamilon HSSDD.

Victory Conditions

One side must defeat (destroy, drive off, or capture) the other to win.

SCENARIOS

ENGAGEMENT NEAR NEPTUNE (2189)

Submitted by Les Braun

In late 2189 Earth Defense Command sent a large task force to intercept a Gamilon fleet spotted advancing toward Earth in the vicinity of Neptune. This was one of the first battles between sizable Gamilon and Earth forces.

EDF Forces

12 SCG Mogami
12 TDD Lightning
(see special rules below)

Gamilon Forces

1 SBB Conqueror
2 HSSCV Vindictive (with 24 Destructor SFD, 12 Viper AVB,
4 SDD Exterminator and 12 Prowler P each)
2 HSCSG Eliminator
2 SDDM Eradicator
2 HSSDD Dominator
4 PAV Planetary Assault Vehicle
(see special rules below)

Set up

Both forces are set up on opposite sides of the map. All ships are moving speed 3.

Special Rules

Use the included corrected WDFs for all ships. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove the following Gamilon ships: 1 HSSCV, 2 SDD, and 2 HSSDD.

Victory Conditions

One side must defeat (destroy, drive off, or capture) the other to win.

SCENARIOS

DESTROY PLANET 10 (2193)

Submitted by Les Braun

The planet Minerva, the 10th in Earth's solar system, was discovered shortly before the planet Brumas (the 11th planet). Ongoing resistance by Earth forces in the year 2193 to Gamilon attacks was annoying Leader Desslok. The planet bombs launched from Pluto were only stiffening the Earthlings resolve. So he ordered a dramatic demonstration of Gamilon's power to shock Earth into surrendering. He sent a task force to Planet 10 (as the Gamilons called it) to destroy it. This show of force would demonstrate the true strength of Gamilon and the hopelessness of continued resistance. The EDF detected the Gamilon force and believing it to be a heavily escorted supply convoy bound for Pluto, sent a fleet to intercept it.

EDF Forces

6 SCG Mogami
12 TDD Lightning
(see special rules below)

Gamilon Forces

8 SDD Exterminator
4 HSCSG Eliminator
4 SDDM Eradicator
4 HSSDD Dominator
4 HSLMT Transports + 4 HMT Transports
(see special rules below)

Set up

The planet Minerva is located in the center hex of the map. Place the Gamilon force within 4 hexes of one edge of the playing field. Place the EDF force within 4 hexes of the opposite edge of the playing field. All ships are moving speed 3.

Special Rules

Use the included corrected WDFs for all ships. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove the four Gamilon HSSDD. The planet Minerva will be destroyed if 1000 points of damage are done to it. Each of the Gamilon HMT transports is attached to the underside of a HSLMT transport ship and are unmanned. They are packed with a crude type of proton explosive (a precursor to the planet destroyer proton missiles used later during the Bolar Wars). Each HMT transport which hits the planet will do 250 points damage. They are being guided by the HSLMTs and can be 'launched' from them at anytime (the maximum PRF for the ships in this configuration is based on the HMT). Once separated from the guide ship, an HMT will continue in a straight line (at the speed at which it was going when launched) until it hits something. While the HMT is attached to the HSLMT, the smaller transport can use its SD battery to protect both ships (the HMTs in this scenario have had their SD battery removed). The HMTs can be used against other ships, but only those along its straight-line path of movement, and the HMT must successfully hit the target ship using ramming rules (the explosives only detonate with an impact). If this occurs, only the ship hit, regardless of other ships in the hex, is damaged. Weapons fire from ships will also damage the planet. The egotistical Gamilons broadcast their intent to the Earth force (and demand their surrender) at the beginning of the scenario, so the EDF player may take any action he wishes regarding the situation.

Victory Conditions

The EDF force must stop the Gamilons from destroying the planet in order to win. The Gamilons must destroy Planet 10 and defeat (force a retreat/surrender or destroy) the EDF force to win. This is a tough scenario to win for the EDF player. (Ironically, if Planet 10 is destroyed, the debris will form an asteroid field which will be used by the Star Force to help defeat the Gamilon Pluto fleet in 2199.)

SCENARIOS

CONSTRUCTION CONVOY (2197)

Submitted by Les Braun

Gamilon reconnaissance recently discovered a 'floating continent' in Jupiter's atmosphere. Seeing the tactical advantage of establishing a small base on the unique landmass, a convoy carrying construction materials, equipment, personnel, supplies, and fuel was dispatched. The convoy was escorted by a small carrier combat group. The beleaguered Earth forces, unaware of the convoys' purpose, attempted to stop it with what few ships they could spare.

EDF Forces

3 SCG Mogami

3 TDD Lightning

(see special rules below)

Gamilon Forces

1 HSSCV Vindictive (with 48 Destructor SFD fighters)

4 SDD Exterminator

Convoy ships:

1 HMT Transport

2 HSLMT Transports

1 SPT Tanker

(see special rules below)

Set up

Place the Gamilon force in the middle of the playing field. Place the EDF force 20 hexes away from the Gamilon ships (any direction). All ships on both sides are moving speed 3. The game is played on a 'floating' map (the map is moved to follow the action if ships move off the edge) with no turn limit.

Special Rules

Use the included corrected WDFs for all ships. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove two Gamilon SDD. The convoy ships must move at a speed of between 3 and 6 each turn.

Victory Conditions

The EDF force must destroy at least 4 of the Gamilon ships (any type) in order to claim victory. The Gamilons must defeat (destroy, drive off, or capture) the EDF force to win.
