
SCENARIOS

ASTEROID 783 (2201)

Submitted by Les Braun

One of the goals of the EDF's Fleet Replenishment Plan of 2201 was to reduce the number of men required to risk their lives operating combat vessels in space. This was accomplished through the use of extensive automation on the newly built ships. As an experimental extension of this new automation program, the EDF built a prototype vessel to test the concept to the extreme - a completely unmanned ship operated by remote control. The prototype was official classified as a 'destroyer' for budget purposes, but in actuality it was as large as a light cruiser. Trial runs were held in a remote asteroid field at a test facility code named Asteroid 783 just as the trouble with the Comet Empire was beginning. During one of the test maneuvers, a pair of Comet Empire destroyers entered the asteroid field and began an attack on the facility. The experimental ship was Asteroid 783's only defense.

EDF Forces

- 1 ASDD Automated Space Destroyer (experimental)
- 1 Asteroid base with 80 hull boxes (for damage purposes)

Comet Empire Forces

- 2 SDD Storm

Set up

This game takes place in a stable asteroid field. The map only represents one small part of the entire field. Place 40 one-hex sized asteroids at random about the map. There is no need for ships to roll for asteroid field damage while moving (regardless of speed) because of the stable nature of the field. However, if a ship hits one of the previously placed asteroids by accidentally running into it, it is destroyed. The asteroids block weapons fire. The base is located inside the asteroid nearest the middle of the table. The automated destroyer is placed anywhere within 10 hexes of this asteroid. The Comet Empire destroyers may enter from any edge of the map. All ships begin the game moving speed 3.

Special Rules

The experimental prototype ASDD's wave motion gun is an SW3 in this scenario; its torpedoes and missiles are T1 and M2 types respectively. The ASDD has the equivalent of ACACBI for the purposes of defending the base. It starts the game with 4 points of special power accumulated. If the EDF base is destroyed, the ASDD will cease to function.

Victory Conditions

The Comet Empire must destroy the EDF base to win. Any other result is considered an EDF victory.

(Historically, the success of this encounter led to the approval of a program to build more automated ships to support the manned elements of the Earth Defense Fleet. The Dark Nebula Empire incursion of 2202 would see the first combat use of these ships after all manned fleet assets were 'frozen' by the invading Gorba space fortress. During the attack, the automated fleet control center on Earth was destroyed, exposing the basic flaw of using unmanned ships. The result was the total destruction of the automated ship force.)

SCENARIOS

FOXES AND HOUNDS (2201)

Submitted by Les Braun

Standard Comet Empire strategic doctrine dictated that any major assault on a soon to be conquered enemy be preceded with operations designed to confuse and disrupt enemy routines. Part of this plan had already been enacted against Earth with the use of electronic waves that on a number of occasions had disabled ships and the planets electrical grid. As part of this disruption plan, a combat triad of space submarines from General Naska's deep space advance attack fleet were ordered into action to intercept enemy material convoys and create as much havoc as possible to the EDF supply lines.

Comet Empire Forces

3 SSS Shadow

EDF Forces

3 SDD Gearing

12 TRANS Oceana

Set up

Place the 12 EDF convoy ships in the middle of the table, each in a separate hex with one empty hex between them. Ordinarily these ships would be linked together to form a kind of space train, however this scenario takes place after the Yamato's encounter with Comet subs and therefore the ships have been split up to make them a more difficult target for submarine attacks. The 3 destroyers can be placed together or separately anywhere within this group or up to 5 hexes away from it. All ships are moving in the same direction at speed 3. The Comet Empire subs are placed together or separately 15 hexes from any of the outermost EDF convoy ships, in any direction speed 3. This scenario uses a "floating" map - move it as needed.

Special Rules

The lead Comet submarine has been specially modified to carry one Scorpion SF fighter on its back. This fighter is operated under all normal carrier/BC rules, but the sub only carries two reloads of missiles for it. The Scorpion does not have any stealth capability of its own so is visible once launched and remains visible until recovered again. Because of the Yamato's previous encounter with space subs, all 3 EDF destroyers are equipped with Mk I ACHS and ASMS. The 12 convoy ships are limited to a maximum speed of 3, cannot warp, and must all move in the same direction - but they can change formation. Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. This scenario can also be played with the official WDFs from the Second Edition (aka Module II) rulebook with no change to the listed forces.

Victory Conditions

The Comet Empire must destroy as many EDF ships as possible while keeping their losses to a minimum. Use the following chart to determine the winner:

All 15 EDF ships destroyed - Spectacular Comet Empire victory!

12-14 EDF ships destroyed - Major Comet Empire victory.

8-11 EDF ships destroyed - Clear Comet Empire victory.

5-7 EDF ships destroyed - Minor Comet Empire victory.

1-4 EDF ships destroyed - Draw

0 EDF ships destroyed - Clear EDF victory.

Decrease the level of victory by one for each Comet Empire sub destroyed. So a minor Comet Empire victory becomes a draw if one sub is lost and an EDF victory if two or more subs are lost.

SCENARIOS

FOR GAMILON!

(2202)

Submitted by Les Braun

At roughly the same time Earth was being invaded by Dark Nebula Empire forces, a deep space Gamilon fleet encountered a DNE fleet. Because of the Dark Nebula's involvement in the destruction of Gamilon and then Iscandar, Leader Desslok had standing orders to attack any and all Nebulan forces on sight. These orders were largely unnecessary however - as every Gamilon wanted to extract revenge from the Nebulans for the destruction of their home world.

Gamilon Forces

1 SBB Audacious
2 SACV Vengeance
8 SDD Exterminator
4 SDDM Eradicator
4 HSCSG Eliminator
(see special rules below)

Dark Nebula Empire Forces

2 HSSCSG-L Teraz
9 SFFG Neter
(see special rules below)

Set up

Both forces start on opposite sides of the table. All ships are moving speed 3. Each Gamilon carrier has a full complement of battlecraft.

Special Rules

Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove 6 SFFG Neter.

Victory Conditions

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

SCENARIOS

DEVASTATING RESULTS (2201)

Submitted by Les Braun

Shortly after the destruction of Gatlantia and the death of Prince Zordar, the remaining Comet Empire forces blamed Gamilon treachery for the outcome. Eager to seek vengeance for the betrayal, Cometine ships attacked any Gamilon unit they came across on sight. One such encounter took place in late 2201, just after deployment of the new Gamilon 'Devastator' class. These new ships represented the pinnacle of development for the venerable 'Exterminator' hull design. They incorporated the maximum amount of firepower, armor, and energy (along with the latest combat command equipment) that could be fit on this hull type. The unsuspecting Comet Empire ships, thinking they were engaging a force comprised of Exterminators, were in for a fight with 'devastating results'.

Comet Empire Forces

1 HSSACV Hailstorm (18 Scorpion SF fighters)

3 SDD Storm

(see special rules below)

Gamilon Forces

6 SSC-G Devastator

(see special rules below)

Set up

Use Exterminator miniatures for the Devastators. Place both forces 20 hexes away from each other in the middle of the playing field. All ships are moving speed 3.

Special Rules

Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, add 18 Scorpion SF fighters to the Comet Empire HSSACV.

Victory Conditions

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

SCENARIOS

BATTLEWAGONS

(2201)

Submitted by Les Braun

The destruction of Gatlantis and the loss of Prince Zordar was a major blow to the Comet Empire. Most of their forces were thrown into disarray, with only individual commanders holding various sized combat groups together. One such commander vowed revenge on the Earthlings anyway he could. It took him some time but he was finally able to gather enough scattered elements together to field a fleet strong enough to show the might of the Empire again. He would take this force and destroy what little was left of Earth's defense fleet.

Fortunately, Earth's shipyards had been in full production to try and meet the threat the White Comet had originally posed. Even though the bulk of the space fleet had been destroyed in the last battle with Gatlantis, replacements were coming on line very quickly (it was during this time that Yamato left on an urgent call to help Queen Starsha). When it was learned that a sizable Cometine fleet had been spotted, newly built ships were sent into action to engage them. The two fleets came into contact with each other in a strange nebula which retarded radar operation from time to time. Each fleet searched for and maneuvered toward the other when it could. As the phenomenon subsided once more, the two opposing forces suddenly found themselves line abreast and in weapons range.

Earth Defense Forces

9 SBB Borodino

9 SBC Hood

White Comet Empire Forces

9 SBB Bringer of Victory

5 SBC Relentless

Set up

Place the EDF and Comet Empire battleships in single straight lines, one to a hex, each 11 hexes apart (range of 12) from the opposing fleet ships in the middle of the map, all ships facing 'north'. Place the battlecruisers in the same way, 10 hexes forward of the battleships (with the nine EDF battlecruisers "centered" on the Comet Empire battlecruiser line); they are placed 8 hexes apart (range of 9) from the opposing force however. All ships for both forces are moving speed 3 and have no special power accumulated.

Special Rules

None of the Earth ships carry battlecraft because of production priorities (they do carry a normal complement of support craft as do the Comet Empire ships). During this battle the nebula's radar blocking peculiarity will not manifest itself again. The first turn will consist of both sides conducting simultaneous direct fire only (there will be no movement or missile/torpedo fire). Roll all attacks on both sides before applying damage - this simulates the surprise and rapid nature of the initial contact. Normal initiative rolls and turn sequence are followed thereafter.

Victory Conditions

The scenario continues until one side is defeated (destroyed, captured, or retreats). Victory is decided by straight point totals.

Note: One EDF captain would refer to this battle as "Jutland revisited" because of its similarities to that historical sea engagement.

SCENARIOS

BACKWATERS

(2202)

Submitted by Les Braun

Not all combat occurred along the front lines or between mainline naval units. Many small skirmishes occurred in out of the way places. This scenario represents one such encounter at a remote EDF mining facility on a small planet. A hodge-podge of Earth vessels must defend the mining operation from a raid by Comet Empire ships.

EDF Forces

3 SCG Mogami II refit
3 TDD Lightning II refit
12 TRANS Oceana

At planet:

3 OBS Orbital satellite
3 SPS-LR Long range patrol ship

Comet Empire Forces

3 SDD Storm

Set up

Place a one hex sized planet in the center of the map. The orbital defense satellites are placed in alternating hexes next to the planet. The three Long range patrol ships begin the game on the surface of the planet. The other EDF ships are placed anywhere 15 hexes away from the planet facing it, speed 3. The Comet Empire ships enter from any map edge on turn one, speed 12.

Special Rules

The EDF Long range patrol ships may leave the planet on turn 2. The Mogami and Lightning refits were part of an experimental program to see if the older designs could be adapted for mainline combat duty. The program was a failure due to the shortcomings of such small hull types. The few that were built were mostly relegated to patrol and police duties in remote locales such as this. Their WDF's are available online as unofficial Musashi Enterprises designs.

Victory Conditions

The EDF player must destroy or drive off all of the Comet Empire destroyers to win. The Comet Empire player wins a minor victory if he destroys 6 of the EDF combat units (including satellites). He wins a major victory if all EDF combat units or 9 or more of the TRANS Oceana are eliminated.

SCENARIOS

SHADOWS IN THE DARK (2202)

Submitted by Les Braun

It was a dark time for the Comet Empire following the destruction of Gatlantis. Many units were scattered across vast distances of space with no central leadership to provide direction. Individual group commanders now had to make direct decisions concerning their actions. Because of conflicting egos, coordination between the various remaining Cometine forces was chaotic at best. There was one point of fact that all could agree on - the betrayal of their former Gamilon allies had led to Zordars demise. It was during this time that a pair of Shadow class space submarines caught sight of a Gamilon tri-deck carrier and escort at "anchor" near a small asteroid field. After careful observation, it was determined that the carrier was missing its fighter craft. The submarine group commander decided to take the initiative and attack the unsuspecting carrier, trusting that surprise would give him the advantage he needed. Sinking a carrier of this size would bring glory to the Empire and be another way to pay back the Gamilons for their treachery.

Comet Empire Forces

2 SSS Shadow

Gamilon Forces

1 SACV Vengeance (no battlecraft)

2 SDD Exterminator

Set up

Place the Gamilon carrier in the center of the map facing west. The two destroyers are placed two hexes away from the carrier, on each side of her. All Gamilon ships are speed 0. There is a small asteroid field starting five hexes to the east of the carrier group; it is 40 random hexes in size. Place the Comet subs anywhere within 15 hexes of the Gamilon carrier. They may be moving at any speed from 0-6 hexes as determined by the owning player. Play continues until all ships on one side are destroyed or the Comet player leaves the map – there is no turn limit.

Special Rules

The Comet submarines get the first turn free to fire at the carrier (not escorts) without retribution or defense by the Gamilons. This simulates the cleverness of the surprise attack by the Cometine submarine commander. Normal play resumes afterward. Both Gamilon destroyers are outfitted with Mk.1 ACHS but not the carrier. None have ASMS. The carrier is awaiting the return of a special long range fighter attack group, therefore it must stay within 15 hexes of its starting location and may not warp. It is limited to a speed of 6 due to special support equipment onboard.

Victory Conditions

Use the following chart to determine the winner:

All 3 Gamilon ships destroyed - Major Comet Empire victory.

Carrier destroyed - Clear Comet Empire victory.

Both escorts destroyed - Minor Comet Empire victory.

0-1 escort destroyed - Draw

No Gamilon ships destroyed and at least one sub sunk - Clear Gamilon victory.

Decrease the level of victory by one for each sub destroyed. So a minor Comet Empire victory becomes a draw if one submarine is lost and a Gamilon victory if both subs are lost.

Side note: The carrier here is the one referred to in the scenario "Strength is fleeting".

SCENARIOS

SCORPIONS NEST (2201)

Submitted by Les Braun

During a routine patrol shortly after trouble with the White Comet Empire began, an EDF battle carrier and her escort stumbled upon a Cometine construction project being built inside a small cluster of asteroids. It appeared as if the Cometines were building a concealed fighter base from which they could conduct forward operations against Earth. The EDF ships moved into action to destroy the base before it could be used; unfortunately the base was already partially operational.

Earth Defense Forces

- 1 SBCV Lexington
- 2 SDD Gearing

White Comet Empire Forces

- 1 SALS Space Assault Landing Ship
- Base with:
- 3 squadrons SF Scorpion (54 fighters)
 - 1 squadron SR Scorpion Recon (18 fighters)
 - 1 SD battery
 - 100 Hull boxes (for damage purposes)

Set up

Place seven one hex sized asteroids in a cluster in the middle of the map, one hex spacing between each one. The one in the center contains the fighter base. Place the SALS in one of the open hexes next to this, speed 0. Place the EDF force 30 hexes away from the base hex, speed 3. Each EDF vessel has 3 points of special power accumulated.

Special Rules

Due to the only partially completed nature of the base (built inside the asteroid), only 18 fighters may be launched or recovered (not both) per turn from it. The SALS is actually a construction/supply ship, but it can recover (rearm and launch) fighters if needed (as per its WDF). The asteroids themselves do not constitute an asteroid "field" (as they are unmoving), so the rules regarding such in the rulebook are ignored. However they are solid objects and can be run into. Each asteroid has 100 Hull boxes for damage purposes. They cannot be shot through, but can be destroyed by weapons fire or collision (creating a standard debris field).

Victory Conditions

The EDF player must destroy the base without losing all three ships in order to win, any other result is a Comet Empire victory.

SCENARIOS

MUSASHI: ATTACK! (2203)

Submitted by Les Braun

During the extended campaign against the Dark Nebula Empire near the end of 2202, it was found that the space battleship Musashi, while a powerful presence when supported by other vessels, was lacking true “stand alone” firepower – something her older sister, the Yamato, was famous for. Earth Defense Command decided to give Musashi a refit to address this issue while she was undergoing extensive repairs at the Pluto drydock from damage suffered during the last battle of the campaign. Despite the success of the campaign, elements of the Dark Nebula Empire still remained. One of the DNE commanders which barely survived the last battle with Musashi, became obsessed with her defeat. Biding his time, he skillfully circumvented EDF patrol groups and surveillance posts to arrive at Pluto undetected just as informal commencement ceremonies were underway, celebrating the completion of repairs and refit to Musashi. His plan was simple: target Musashi and attack, attack, attack!

EDF Forces

1 SBB Musashi (refit 2203)

Planet forces:

2 SD batteries

1 SPS-LR Long range patrol ship

6 Cosmo Tiger SSF fighters

Dark Nebula Empire Forces

1 SCGH-H Nazdar

2 SFFG Neter

Set up

Place the planet Pluto in the center of the map. For the purposes of this scenario it is seven total hexes in size (one hex surrounded by six). Place the Musashi in the center hex. The SD batteries and 6 fighters are also placed in the center hex. The long range patrol ship is placed anywhere within 2 hexes of the planet. After the EDF player has placed his units, the DNE player can place his ships anywhere on the map exactly 15 hexes away from the planet (they do not need to be placed together). All EDF forces are speed 0. DNE ships are speed 3.

Special Rules

The Musashi refit entailed the repositioning of the turreted Wave Motion Gun (SW5) slightly aft of its previous location and the addition of an H2 shock cannon turret just forward of the newly repositioned WMG turret. Due to the ceremony, most of the crew of the Musashi is outside the ship. Because of this, it will take 3 turns to move the ship or power special weapons. All conventional weapons will work normally however because of extensive automation allowing the on board skeleton crew to operate them. All the EDF Pluto defense forces can act immediately. The Musashi is still equipped with a full load of Wave Motion Cartridges from her previous battles but may not fire them until 3 turns have passed (as they must be hand loaded into the shock cannons). None of her fighter craft are on board at this time. All DNE ships will have only 1/3 the number of missiles listed due to the disruption in supply lines caused by the previous EDF campaign. The crazed DNE commander will not retreat - ignore morale results for the SCGH-H Nazdar, but his support ships might - use normal morale rules for them.

Victory Conditions

The Dark Nebula player must destroy the Musashi by turn 15 in order to win. After that time an overwhelming EDF force will arrive, destroying any remaining DNE ships. EDF player wins by avoiding DNE victory conditions.

SCENARIOS

SISTERS

(2202)

Submitted by Les Braun

Following the return from her mission against the Dark Nebula Empires homeworld, the Yamato was assigned to show the ropes to her just completed sistership, the Musashi, during the new vessels shakedown run. Except for a minor glitch in Musashi's propulsion system everything progressed well. Unfortunately, just as the operation was wrapping up near Venus, a Dark Nebula combat carrier group warped into the area. The two sisters would now have to fight side by side in a true trial by fire.

EDF Forces

1 SBB Yamato (2202 refit)

1 SBB Musashi

2 SDD Gearing

(see special rules below)

Dark Nebula Empire Forces

1 SCV-M Prax (2202)

2 SCGH-H Nazdar

3 HSSCT Rokaz

(see special rules below)

Set up

Place the planet Venus in the center of the map; it is seven total hexes in size. Place the EDF ships in a line running north to south 10 hexes away from the east side of the planet in the following order (with one hex between each ship): one SDD, Musashi, Yamato, one SDD. All ships are facing north moving speed 1. Place the DNE force 10 hexes away from the west side of Venus in any formation (see below) within a five hex radius area. All ships are facing south. Both sides carry full compliments of battlecraft.

Special Rules

Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove two HSSCT Rokaz. The DNE ships have arrived by strategic warp and therefore have no chance of collision. The Musashi is limited to a speed of 6 because of the engine problem and may not warp.

Victory Conditions

The game continues until turn 30 or until one side is defeated (i.e. destroyed or captured). On turn 30 an overwhelming EDF force warps in to assist the Yamato and Musashi destroying all remaining DNE forces.

Note: This DNE incursion into Earths solar system following so quickly on the heels of the destruction of their homeworld, lead to the immediate formation of Task Force 7 (see separate listing) to deal with the seriousness of an obviously still strong and continuing Dark Nebula Empire threat to Earth.

SCENARIOS

VICTORY IS FOR THE VALIANT (2201)

Submitted by Les Braun

During Earth's conflict with the Comet Empire just prior to the Battle of Saturn, an EDF combat group on long-range patrol picked up a Gamilon force on its radar. The Gamilon force was on its way to reinforce Leader Desslok's fleet pursuing the Star Force and had also detected the EDF fleet. Due to a strange phenomenon in this part of space, long-range communications were impossible. The two old enemies moved to engage one another knowing full well that their fate might never be known if they lost this battle. They would have to fight valiantly if they ever expected to achieve victory. Unwittingly, the outcome of this battle might prove to have major historical consequences.

EDF Forces

1 SBB Borodino
2 SBC Hood
6 SDD Gearing
3 SFFG Airone
(see special rules below)

Gamilon Forces

1 SBCV Revenge II
1 SACV Vengeance
4 SDD Exterminator
4 SDDM Eradicator
4 HSCSG Eliminator
(see special rules below)

Set up

Place both forces on opposite sides of the playing field. Each side carries a full complement of battlecraft. All ships are moving speed 3.

Special Rules

Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, add 4 SDD Exterminators to the Gamilon force.

Victory Conditions

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

(Note: Historically the Gamilon's just barely won this battle. However, the heavy damage caused by the EDF on the few Gamilon ships to survive this engagement required extensive repairs. This repair work considerably delayed the arrival of these ships so they did not join Desslok's main force until it was on its way back to Gamilon after the final encounter with the Yamato and the destruction of Gatlantis. The Revenge II battlecarrier would become Desslok's new temporary flagship on the journey home. Who knows what might have happened differently in the final battle with the Star Force if the additional firepower of this reinforcement group had been added to Desslok's fleet. The delay caused by this battle might very well have influenced history in a major way.)

SCENARIOS

VENGEANCE AND DETERMINATION (2201)

Submitted by Les Braun

Late in 2201, Comet Empire ships seeking vengeance for the perceived betrayal by their former Gamilon allies (leading to the destruction of Gatlantis and death of Prince Zordar) attacked any Gamilon force they came across on sight. Some Cometine combat groups were sent specifically to known Gamilon colony planets in order to extract revenge. Their destruction would set an example for all other worlds – that those who betray the Comet Empire would pay a high price. Desslok had anticipated this possible response and ordered those Gamilon areas in danger of attack to be fortified. This scenario portrays the battle at one such planet between the equally determined Gamilon and Cometine foes.

Comet Empire Forces (see special rules below)

- 1 SBB Medaruusa
- 1 SBB Bringer of Victory
- 2 SCG (AM) Exterminator
- 1 HSSACV Hailstorm (full battlecraft complement)
- 9 SDD Storm
- 3 SSS Shadow

Gamilon Forces (see special rules below)

- 1 SBCV Revenge (full battlecraft complement)
- 2 FCC Imperator
- 4 SDD Exterminator
- 4 HSCSG Eliminator
- 4 SDDM Eradicator
- 4 HSSDD Dominator
- 4 SC Smite craft
- 4 PAV Planetary assault vessel
- 1 SF Space fortress

On planet:

- 2 squadrons (24) Viper AVB
- 2 SD batteries (360 arcs of fire)

Set up

Place the one hex sized planet in the center of the north edge of the map. It has two ice rings surrounding it. One is in an arc 4 hexes away, 2 hexes thick. The other is 10 hexes away, 3 hexes thick. These are treated just like asteroid fields. The Comet Empire player starts at the southern edge of the map on turn one, speed three. The Gamilon player has 200 mine factors of SOM and 20 mine factors of stealth mines he may place anywhere within 30 hexes of the planet. The mines are unaffected by the magnetronic waves from the Space Fortress. The Gamilon forces (including the Space Fortress) may be located anywhere within 30 hexes of the planet, speed 0. Those units on both sides equipped with special weapons have 10 points of special power accumulated at the start of the game. Those units without special weapons start with 0 special power.

Special Rules

The planet can take 500 points of damage before being destroyed. This damage can come from any source. The Gamilon ships may enter any mine hex without being attacked but are affected by the magnetronic waves from the space fortress. After the development of the FCC Spirit of Gamilon class, the few remaining old FCC Imperators were essentially only used as mobile weapons platforms as is the case in this scenario. The Gamilon SBCV is equipped with an SW15 in addition to its

normal armament. It is one of only a handful of older battlecarriers modified to carry a Desslok Cannon before the advent of the Revenge II class. The Gamilon planet and all HSSDD are equipped with the equivalent of Mk. I ACHS and ASMS. Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, remove one SCG (AM) Exterminator, all SSS Shadow, and all HSSDD Dominator. Neither side will retreat during this scenario (ignore all morale results indicating withdrawal).

Victory Conditions

The Comet Empire player must destroy the planet to win. The Gamilon player must defeat (destroy or capture) all Comet Empire ships before this happens to win.

SCENARIOS

THE PLEIADES GAMBIT (Part 2) (2202)

Submitted by Les Braun

Per Leader Desslok's orders, a risky and hard fought raid on a Dark Nebula Empire shipyard by Gamilon forces resulted in the capture of a Pleiades-class battleship. The primary goal was to study the vessel to gain technical knowledge – especially in regards to its Supra Armor protection. This was accomplished in relatively short order by talented Gamilon scientists. However a vessel of this type could prove useful in other ways as well.

Unfortunately about this time, trouble between the Gamilons and the Bolar Federation began. Desslok, still wanting to extract revenge on the Nebulans for destroying Gamilon, gambled on a scheme that would both satisfy his vendetta and cripple the Dark Nebula Empire in one swift stroke so he could concentrate on this new found enemy. The captured battleship was to be loaded with the newly perfected planet destroying Proton explosive and rammed into the Dark Nebula home world obliterating it.

Gamilon Forces

1 SBB Pleiades

Extraction group:

4 SDD Exterminator

(see special rules below)

Dark Nebula Empire Forces

First wave:

2 HSSCSG-L Teraz

3 SFFG Neter

3 HSSCT Rokaz

Second wave:

1 SCV-H Hrud (2202)

2 SCV-M Prax (2202)

2 SCGH-H Nazdar

Third wave:

3 OB Orbital battery

5 SBB Glaudez

6 SFS-H Zobak

(see special rules below)

Set up

For each wave, place the captured Pleiades battleship 5 hexes in from the edge of the map, speed 3. Place the opposing Dark Nebula force 5 hexes in from opposite end of the map, speed 12. For the third wave, the Dark Nebula Empire home world, Dezalium, extends partially onto the center of the map edge. The visible portion is 2 hexes thick and 8 hexes wide. Place the 3 Orbital batteries centered on the planet one hex away from it and 3 hexes apart from each other. They will not move from these positions. The factory ships are placed next to the planet, centered on and ringing it, one to a hex, speed 0. The 5 Glaudez may be placed anywhere within 10 hexes of the center of the map, speed 6.

Special Rules

Use the information given in the unofficial Module II rulebook addenda (available online) to modify the WDFs for ships on both sides. This scenario can also be played with the official WDFs from the Second Edition (aka Module II) rulebook with no change to the listed forces - except for the armament on the Glaudez ships - they each have their SW32 replaced with an 'R' battery (front half arc). The captured battleship carries only 10 Charioteer support craft in its hangers.

Desslok's plan worked well at first. The captured ship slipped or bluffed its way past numerous Dark Nebula patrols and outposts. However upon reaching the gateway leading to the Dark Nebula home galaxy, the ruse was detected by the Gorba space fortresses guarding the way. A warp was quickly initiated which placed the battleship in the middle of an asteroid slipstream funneling into the Dark Nebula home galaxy damaging the engines. Because of this the ship may no longer warp and has a top speed of 12 hexes a turn

Instead of warping directly to Dezalium as was originally intended, the ship must now fight its way to the planet. It will encounter three waves of Dark Nebula forces attempting to stop its progress. Each is played as a separate battle. Between each battle the captured battleship may repair 10% of any damage taken (except for the engines which would require a lengthy stay at a fully equipped repair facility). For the third wave, all Dark Nebula special weapons are fully charged at the start of the game. Though not listed on the chart on page 56 of the rulebook, they are capable of damaging Type 1 Supra Armor protected targets. Oddly, the six factory ships are working together with many others (which are unavailable for play) to finish covering the skeletal-like structure of the planet with a facade making it look exactly like planet Earth. Why they are doing this is a mystery to the Gamilons.

The Gamilon player may at any time, during any part of any wave, bring the "Extraction group" into play. They are a one shot only event - once used they can never be played again. They are placed on board using the tactical warp reemergence rules. They were originally intended to retrieve the crew of the captured ship after it was set on autopilot close to Dezalium and abandoned using the Charioteer shuttles. However, due to their strong sense of duty, the Gamilon crews are willing to sacrifice themselves to see the mission completed.

Victory Conditions

The Gamilon player must make it all the way to Dezalium and crash the battleship into the planet in order to win. The Dark Nebula Empire player wins by avoiding Gamilon victory conditions.

(Historically, it would be the Yamato that would destroy the Dark Nebula home world, freeing not only Earth but inadvertently relieving pressure on Desslok's forces. The concept of an impervious vehicle carrying a planet destroying payload over long distances was not wasted on the Gamilons however. The giant Supra Armor covered Proton missiles used against the Bolar Federation would be a direct result.)

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THE PLEIADES GAMBIT (Part 1) (2202)

Submitted by Les Braun

After his encounter with Dark Nebula forces during the defense of Gamilon and Iscandar (and their subsequent destruction) in late 2201, Leader Desslok's curiosity about the "supra armor" material that the heavy Nebulan units had been protected with was piqued (...and also as to the reasons why Gamilon scientists hadn't developed it first...). Capturing a vessel outfitted with supra armor would be the quickest way to obtain the information he sought – but would be a very risky operation considering the powerful nature of such a target. In as much, he left standing orders to track the movements of any Nebulan unit so equipped in an effort to catch one off guard.

That opportunity presented itself early in 2202. A lone Gamilon scout stumbled upon a Pleiades-class battleship in a space dock orbiting a remote planet. Additionally, the scout reported a Nebulan shipyard/base operating on the planets surface. Desslok immediately ordered an assault force into action to not only capture the battleship (which after study could prove useful in other ways...), but to invade the base on the planets surface as well. If the shipyard could be taken, a wealth of technical information regarding Dark Nebula ship construction (including supra armor) could be gained. His assault forces would have to act quickly however, as Nebulan reinforcements would undoubtedly begin arriving soon after the initial attack to protect their interests.

Gamilon Forces

1 SBB Audacious
3 SBCV Revenge (two without battlecraft)
8 SDD Exterminator
4 HSCSG Eliminator
4 PAV Planetary Assault Vehicle
2 HMT Transport
(see special rules below)

Dark Nebula Empire Forces

1 SBB Pleiades (no battlecraft)
1 HSSCSG-L Teraz
3 SFFG Neter
3 SFS-H Zobak
One Shipyard base with:
1 squadron (12) FTA1 Tarantula 1 fighters
2 squadrons (24) SFH1 Hornet 1 fighters
6 HBM Mantis
4 M2 missile batteries (salvos of 2 each, 4 reloads each)
2 M4 missile batteries (salvos of 2 each, 2 reloads each)
2 Light Beta Cannon (M) batteries
1 SD battery
150 hull boxes (for damage purposes)
500 troops
(see special rules below)

Set up

The planet is seven total hexes in size and is placed in the middle of the map. The space dock containing the Pleiades-class battleship is three hexes long (running "east/west") and is placed two hexes away from the planet (centered on the "south" side of it). The Pleiades is placed in the center hex of the space dock. The Teraz cruiser is placed in the space dock hex to the right of the battleship. Both ships are facing "north". Each of the space dock hexes has one Zobak factory ship (facing "south") which is

operating that section of the dock. The three Neter frigates are surrounding the planet, 4 hexes away from it, equal distances from each other (each facing directly away from the planet). The shipyard base is located in the planet hex closest to the space dock. All Dark Nebula forces begin the game at speed 0. The Gamilon forces are placed anywhere within 5 hexes of the south edge of the map, in any order the Gamilon player sees fit. They are moving speed 6.

Special Rules

Use the information given in the unofficial Module II rulebook addenda (available online) to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, add 8 SDD Exterminators to the Gamilon forces and Dark Nebula reinforcements won't begin arriving until turn 30 (see below).

The Pleiades battleship has just recently arrived to undergo the refit required to support the new (and larger) Tarantula and Hornet type II fighters being deployed (turning it into a Galiades-class). All its older fighters have been removed and reassigned to other less critical duty areas (such as base defense). During the refit only the work crews from the attending Zobak factory ship are onboard (primarily working in the hanger areas). Because of this, the battleship may not move. It may however, fire its beta cannons (only) after the first turn (and the entire complement from the Zobak may repel boarders). The Teraz is only having some minor asteroid damage repaired (apply 5 points of hull damage) and therefore is fully staffed. It may operate normally after the first turn. The Zobak factory ships are "hard tethered" to the space dock. Because of this, it will take 10 turns before they can move if the Nebulan player desires to do so. For the purposes of this scenario the dock structure cannot be damaged. All three Neter frigates and the shipyard's battlecraft operate normally from the start of the game.

The shipyard's M and SD batteries may not fire through a planet hex (but may fire into their own hex) - the missile batteries have no such restriction. For every 10 points of damage done to the base, remove one random weapon battery. There are a number of ship hulls currently under construction in the shipyards on the surface of the planet, but for game purposes they can be effectively ignored.

The 500 troops listed at the base are actually a "composite" of personnel and equipment (such as patrol and tripod tanks). This goes for the Gamilon invasion forces as well (troops and main battle tanks). Two of the Gamilon battlecarriers are carrying troops in place of their battlecraft complements (see page 77 of the rulebook). The PAVs and HMTs are also carrying full loads of troops (page 78). These ships can be landed in the same hex as the base or use their support craft to have their troops begin attacking. To board the battleship, normal boarding rules must be followed (page 65). Roll once on the Combat Factors chart (page 66) for every 10 marine *factors* (not troops) involved each turn (i.e. if there are 100 marine factors roll 10 times). Combat on the surface follows these same rules.

Because the Nebulan forces are initially unaware of the Gamilons mission to capture the battleship, they may not reinforce it with additional personnel until the Gamilons board it. The Gamilon player must hold the battleship unopposed (no enemy personnel onboard) for two full turns in order for his combat engineers to bring the engine systems online - after which he may move it

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normally. The Nebulan player may attack the base after it is initially invaded in order to keep it from falling into Gamilon hands (he may also attack the battleship - for what good it would do...). If the Gamilons capture the base, any remaining Nebulan surface weapons will be silenced. Neither the base nor the battleship may self destruct. Ship (and base) weapons may not directly attack boarding/ground units for this scenario (this is mostly for simplicity as it would require a whole new section of rules to cover the subject).

After the 10th turn, a single random light Nebulan ship (HSSCT or SFFG) will warp in anywhere the owning player desires each turn (use standard tactical warp reemergence rules). After the 15th turn, it will be a random medium unit (HSSCSG-L, SCGH-H, SCV-M). After the 20th turn, a random heavy unit (SAA-CV, SCVH, SBB (but not Glaudez), SF Gorba II (not type I)) will arrive. Ignore morale rules for this scenario as both sides are extremely motivated to win.

Victory Conditions

The Gamilons must capture the Pleiades battleship and move it off board OR hold the shipyard unopposed (see above) for more than two turns and then retreat with at least one vessel in order to win. The DNE player wins by avoiding Gamilon victory conditions.

SCENARIOS

SURPRISE. SURPRISE. (2202)

Submitted by Les Braun

The Gamilons sought revenge for the destruction of their homeworld by the Dark Nebula Empire. Gamilon intelligence discovered a hidden supply route used by Dark Nebula ships through a corridor in a densely packed asteroid field with machine-like timing every four days. As Gamilon forces were spread thin during this time with Leader Desslok looking for a new homeworld and continued trouble with remnants of the Comet Empire, a trap was laid for the next Nebulan convoy to use this corridor using older combat craft supported by some special equipment. After all, how much trouble would surprised supply ships pose? However, to the surprise of the Gamilons, a small Dark Nebula combat force also happened to use the corridor at the exact time as the normal convoy.

Gamilon Forces

2 SBB Conqueror
4 SDD Exterminator
4 HSCSG Eliminator
2 PAV Planetary Assault Vessels
2 Squadrons (24) Destructor SFD battlecraft
1 Squadron (12) Viper AVB battlecraft
4 Prowler recon battlecraft
40 factors of mines (2 control mines)
2 Magnetic tractor beam projectors
24 M2 Magnetic ferrite gas missiles
(see special rules below)

Dark Nebula Empire Forces

2 HSSCSG-L Teraz
6 SFFG Netar
4 SAA-CV Zakaz transports
3 SFS-H Zobak factory ship
(see special rules below)

Set up

The entire map consists of huge impassable asteroid field except for a narrow 10 hex wide corridor down the middle. This corridor is completely free of asteroids. Two hexes deep to either side of this corridor are "normal" asteroid areas following the ordinary asteroid field rules. It is here the Gamilons have hidden their forces. Place all Gamilon units within 10 hexes of the center of the table, speed 0. The hexes containing the magnetic tractor beam projectors, missiles, and initial location(s) of mines must be designated before play begins. Place all Dark Nebula ships in the corridor from 8 to 12 hexes south of the exact center of the map, speed 3. All transport and factory ships are limited to a speed of 3 for this scenario and must try to exit the north side of the map.

Special Rules

Use the information given in the unofficial Module II rulebook addenda to modify the WDFs for ships on both sides. If this scenario is played with the official WDFs from the Second Edition (aka Module II) rulebook, double the number of Gamilon battlecraft and mine factors. The Gamilons have set up two magnetic tractor beam projectors identical to the ones used on Gamilon against the Yamato in the year 2200 as part of their trap. These have a 30 hex range. They are only effective against those targets hit by magnetic ferrite gas missiles. These missiles do no damage themselves; they only cover a target with a ferrite gas cloud making it susceptible to the magnetic projectors. Each projector can move a ship covered in ferrite gas 5 hexes a turn regardless of its previous speed or PRF. There is no need to roll

to hit, acquisition is automatic. They can be used to push or pull ships through mines or asteroids or hold them immobile. They can take 4 points of damage each at which point they are destroyed.

Victory Conditions

The Gamilons must destroy all the DNE ships to win. The DNE combat vessels will not leave the map, fighting to protect the convoy ships. If even one convoy ship exits the map it is a DNE victory.

Note: this scenario could be also played against a White Comet Empire force of comparable strength given the Gamilons penchant for setting traps.

SCENARIOS

STRENGTH IS FLEETING (2202)

Submitted by Les Braun

During the ensuing chaos following Prince Zordars defeat, constant skirmishes between Gamilon and remaining Comet Empire forces (who blamed Gamilon treachery for Zordars death) occurred. Because of gaps in Cometine communication security during this time, Gamilon intelligence caught wind that a newly built Medaruusa class command ship under light escort would be moving through a remote section of space on its way to become the new flagship of the 5th Battle Fleet. In an effort to keep the Comet command structure weak, the Gamilon high command decided to attack and destroy the ship. The 9th Heavy Bomber group supported by two squadrons of modified, carrier launched Striker dive bombers was dispatched to complete this mission.

Gamilon Forces

12 Vindicator HB
24 Striker DBS

Comet Empire Forces

1 Medaruusa SBB
3 Storm SDD

Set up

Place the Medarussa in the middle of the map with the three Storm SDD anywhere within 2 hexes of it. All ships are moving speed 3. Place the Gamilon battlecraft along any or all board edges (in any order), speed 8. The map is “floating” for this scenario – it moves as necessary to follow the action.

Special Rules

The 9th Heavy Bomber group is equipped with a number of special weapons in order to deal more effectively with the Medarussa. Three of the bombers carry Drill Missiles and the rest are armed with M4 missiles carrying Exo-gas (see page 83 of the Module II rulebook). At the option of the Gamilon player, some (or all) may carry a mix of “conventional” weapon packages (page 34) in place of the special missiles. Because their base is quite some distance from the combat area, the Vindicators may only warp once during this scenario due to fuel restrictions (ignore endurance limitations). The Striker dive bombers are modified long range versions launched from a remote (off-board and unavailable) specially prepared Vengeance tri-deck carrier to support the heavy bombers. For the purposes of this scenario only they are immune to endurance limitations. Because of supply problems, the Medaruusa is limited to a top speed of 6 (though it can still warp). The Storm SDDs have no such limitation.

Victory Conditions

The Gamilon player must destroy the Medarussa in order to win. The Comet Empire player wins by avoiding the Gamilon victory conditions.

SCENARIOS

THE FOUR YEAR HELL

Submitted by Les Braun

Your race's home world is threatened with destruction and your people with enslavement and extinction by various forces during a four-year period. Can you make the difference with just one ship that will allow your race to survive?

Players Forces

Pick any one ship from any race.

Opposing Players Forces

See below.

Set up

See below.

Special Rules

Pick any one ship from your favorite race and play the Yamato Saga scenarios (available online) with it (disregarding dates given). It is suggested that the ship chosen have at least one special weapon (though this isn't required – see below). Replace enemy forces with equivalents if using a race listed in the scenarios being played. For example, if playing a Gamilon ship, replace all Gamilon forces listed with equivalent EDF ships. For those scenarios requiring a special weapon, any special weapon will do. For a game being played by a ship with no special weapon, the player will have to modify the threat or response listed so that the scenario can be won (with some difficulty). For example, in YS1: The Burning Sun, perhaps a special payload (requiring the same amount of special power as a wave motion gun) loaded aboard a support craft and launched into the sun will neutralize it. Feel free to be creative.

Victory Conditions

The level of victory and the accompanying rewards depend on the ship used in the game:

Less than a 200 point ship with no battlecraft = Player made emperor/planetary president; he is known for all time as the savior of his race.

A 200-499 point ship with minimal battlecraft = Player is the stuff of legend; tales will be told for centuries.

A 500-800 point ship with some battlecraft = Player is planetary hero; a grateful world acknowledges a great accomplishment.

Greater than 800 point ship with many battlecraft = Cakewalk; player is thanked but questions as to why the problems couldn't have been resolved more quickly are raised.

SCENARIOS

HORROR IN SPACE

Submitted by Les Braun

Your communications officer picks up a distress call from a nearby colony which is suddenly cut off. Making all possible speed, you arrive to find the colony a pile of smoldering rubble and most of the inhabitants missing. The few bodies that are left are horribly mutilated. Just as your investigations begin, some *thing* is picked up on radar closing fast on your location. It seems obvious that this is what attacked the colony... and now it is after you.

Ship Players Forces

700 points to spend on one or more ships

Monster Players Forces

See below

Set up

Place a one hex planet in the center of the table. Place the ship players force in any hex adjacent to the planet. Place the monster on the table edge nearest the player's ship(s). It is moving at a speed of 12 and goes first.

Special Rules

This scenario can be played with one or two players. The ship player has 700 points that he may spend to purchase one or more vessels. If there is a second player he may play the monster. If there is only one player, the monster will automatically move to attack ships at random, always trying to enter the same hex with one until the ship is destroyed. It has two ranged attacks the equivalent of "Q" batteries. In addition, if it enters the same hex as a ship, it can physically attack it as well. Treat this exactly as an SW25 (same damage, same sequence, etc) that can be used once per turn (regardless of power requirements or speeds). If a ship is destroyed by this attack, the monster has literally torn the ship apart to consume the crew. This hideous thing can take 300 points of damage before it is killed. It has a PRF of 6. At the beginning of each turn, the ship player rolls 1d6. This is the amount of scientific information gathered on the creature. Once 50 points are accumulated, remove half of the creature's original hit points as a weakness has been found at this point. If this brings its hit points to zero or below, the creature is given just one hit point left. A ship force that includes at least one "scout" ship (those with large radar/information gathering arrays such as the EDF Konigsburg and so forth) may roll 2d6 per turn as long as the creature is within radar range.

Victory Conditions

This is an all or nothing scenario. Play continues until either the monster is killed or all ships are destroyed.
