

## TACTICAL GAME SCENARIOS

### [1] Battle of Pluto: August 6, 2199

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Earth Forces: Introductory Game

18 x TDD Gearing Class 1044  
1 x SCG Mogami Class 77

Gamilon Forces: Introductory Game

12 x SDD Exterminator Class 1524

Starting Speeds: 6 for both fleets

Starting Special Power levels: zero

Starting Positions: Forces should be set up on opposite ends of the tactical map, 1-2 hexes inside the map edge.

Victory Conditions: The first side that destroys 50% of the opposite force is considered the victor.

### [2] SBB YAMATO vs the Gamilon Pluto Base Defense Fleet: November 30, 2199

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Earth Forces: Introductory Game

SBB YAMATO 607

Earth Forces: Intermediate/Advanced Game

SBB YAMATO 607

battlecraft component: 55 B.C. & 25 S.C. [54 black Tiger fighters (BT) and 1 Cosmo Zero (CZ) plus support craft

Gamilon Forces: Introductory Game

SBB Conqueror Class 370

4 x SDD Exterminator Class 508

Gamilon Forces: Intermediate/Advanced Game

SBB Conqueror Class 370

8 x SDD Exterminator Class 1016

Starting Speeds all ships: 3

Starting Special Power Levels: 4 YAMATO only, zero for Gamilons

Starting Positions: Forces should be set up on opposite ends of the tactical map, 1-2 hexes inside map edge.

Space Terrain: Intermediate Game only. Three asteroid fields should be placed on the tactical map before play begins. Roll for starting position, speed and direction. The fields could be positioned on any central area of the map, or along map edges per player agreement.

Victory conditions: The Gamilon fleet must destroy the YAMATO  
The Star Force must destroy the Gamilon flagship and exit off the tactical map, along any of the Gamilon set up hexes.

### [3] Desslok's Revenge

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Earth Forces: Introductory Game

SBB YAMATO Class 607

2 x SBB Borodino Class 1026

1 x SCG-P Konigsberg Class 270

4 x SDD Gearing Class 604 total: 2507

Gamilon Forces: Introductory Game

1 x SBB Audacious Class 381

2 x SBB Conqueror Class 740

1 x FCCII Spirit of Gamilon 484

4 x SDD Exterminator 508

4 x HSSCG Eliminator 468

3 x HSSDD Dominator 402 total: 2983

Intermediate/Advanced Game

Earth Forces:

Add battlecraft:

YAMATO [55 B.C.+25 S.C.] 80

Borodino (2) [54 B.C.+6 S.C. each] 120 =200

Add 2 SFFG Airone class 310

Gamilon Forces:

Add 1 HSSCV Vengeful [48 B.C.+6 S.C.] 54

Add 2 SBCV Hailstorm [60 B.C.+12 S.C., 1HB each] 150 =204

Starting Speeds: 3 for each fleet

Starting Special Power Points: zero

Starting Positions: Forces should be placed on opposite edges of the tactical map, 1-4 hexes in from the edge.

Space Terrain: none

Victory Conditions: The Gamilons must destroy the three battleships in the Earth Task Force. The Earth Task Force must destroy at least four of the Gamilon battleships or carriers. Special NOTE: Ramming and boarding combat is allowed in the Advanced Game Scenario.

### Convoy Defense

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Earth Forces: Introductory Game

3 SDD Gearing Class 604

3 SFFG Airone Class 620

1 SCG-P Konigsberg 270

Gamilon Forces: Introductory Game

4 SDD Exterminator 508

4 HSCSG Eliminator 468

4 HSSDD Dominator 536

4 SPT Tanker 476

Starting Speed: Earth ships 6, Gamilon ships 3

Starting Special Power Levels: zero

Starting Positions: Earth forces on one end of the tactical map, 1-2 hexes in from the map edge, Gamilon forces should be set up in formation, 5-6 hexes in from the opposite map edge.

Space Terrain: none

Victory conditions: The Gamilons must get at least one of the tankers off the opposite edge of the tactical map by game turn 15. The Earth Force must destroy all four of the tankers by game turn 15

Special Rule: The Gamilon escorts will fight to the death and will ignore any morale rolls. The cargo they are escorting is Royal Honey from the planet Beemera, destined for Emperor Desslok. Any Gamilon captain failing in his duties while on a personal mission for Desslok knows what consequences await him on his return to Gamilon.

### Breaching The Mine Field

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#### Earth Force: Introductory Game

1 x SBB YAMATO Class	607
1 x SBB Andromeda I Class	749
2 x SBB Borodino Class	1026
1 x SBCV Lexington Class	530
1 x SBC Hood Class	283
6 x SDD Gearing Class	906
6 x SFFG Airone Class	930 total: 5031

#### Gamilon Force: Introductory Game

1 x FCCII Spirit of Gamilon Class	486
2 x SBB Conqueror Class	740
2 x SBB Audacious Class	762
12 x SDD Dominator Class	1608
3 x SBCV Revenge Class	1566 total: 5162

Two barrier mine factors per hex across the width of the tactical map. One control mine counter must be added for every 20 mine factors.

#### Intermediate Game/Advanced Game

Add battlecraft and support craft components to the Earth and Gamilon fleets.

#### Earth Forces:

Add battlecraft:

YAMATO	[55 B.C.+25 S.C.]	80
Andromeda I	[72 B.C.+8 S.C.]	80
Borodino	[54 B.C.+6 S.C.]	60**
Lexington	[90 B.C.+5 S.C.]	95 total: 335 -395

\*\*For one or both ships. Do not necessarily have to be carrying a full strength battlecraft component, or any battlecraft at all.

#### Gamilon Forces:

3 x SBCV [60 B.C.+12 S.C., 1HB each] 225

Starting speeds: 3 for each fleet

Starting special Power Power: zero for each fleet

Starting positions: Gamilon mine field across the center of the tactical map, Earth forces on one edge of the tactical map, 2-3 hexes in from the edge. Gamilon forces are free to set up behind their mine field.

Victory Conditions: Earth forces must cross mine field and exit the opposite map edge within 15 turns with at least 6 ships, including 1 battleship. Gamilon forces must prevent the exiting of no more than 5 enemy ships by turn 15.

Special NOTE: Gamilon ships may pass through barrier mine hexes with no penalties.

### Comet Probing Attack against Earth's Satellite Defense Line: 2201

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#### Earth Forces: Introductory Game

2 x SBB Borodino Class	1026
3 s SBC Hood Class	849
1 x SCG-P Konigsberg Class	270
12 x SDD Gearing Class	1812
4 x OBS	272 total: 4229

#### Comet Forces: Introductory Game

3 x SBB Victory Class	1863
15 x SDD Storm Class	2265 total=4128

#### Earth Forces: Intermediate/Advanced Game

Add battlecraft component 2 x SBB Borodino Class  
[54 B.C.+6 S.C. each] 120

#### Comet Forces:

add 2 x HSSACV Hailstorm 884  
add B.C. component [60 B.C.+15 S.C. each] 180

Starting speeds: 3 for each fleet

Starting Special Power Levels: zero for each fleet

Starting positions: Comet Force on opposite edge of tactical map, 2-3 hexes in from edge. Earth satellite line along center width of map. Each satellite separated by an equal number of hexes from each other. Earth Force has a free set up behind their satellite line.

Victory Conditions: The Comet Force must destroy the 4 Earth Orbital Battle Satellites and exit the opposite edge of the map with at least 1 battleship and 3 destroyers by the end of the scenario. The scenario ends after 15 turns. Earth Forces must prevent the Comet Force from destroying the OBS line and getting more than 3 ships off the tactical map.

### Defeat the Carrier Force: Saturn, 2201

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#### Earth Forces: Intermediate/Advanced Game

1 SBB YAMATO Class	607
5 SBCV Lexington Class	2650
6 SDD Gearing Class	906
6 SFFG Airone Class	930
	5093 + 555 B.C. = 5648

SBB YAMATO [55 B.C.+25 S.C.] 80  
SBCV Lexington [90 B.C.+5 S.C. each]  
total= [450 B.C.+25 B.C.] 475

#### Comet Forces: Intermediate/Advanced Game

2 x SACV Vengeful Class	1380
4 x HSSACV Hailstorm Class	1768
15 x SDD Storm Class	2265
	5413 + 1048 B.C. = 6461

SACV Vengeful [180 B.C.+28 S.C.] x3 = 688  
 HSSACV [60 B.C.+15 S.C.] x4 = 360

Starting Speeds: 3 for each fleet

Starting Special Power Points: zero for Comet, 4 for each Earth ship.

Starting Positions:

[first turn] Place Comet Fleet in formation on one end of the tactical map, 5-6 hexes in from the edge. A maximum of 12 flights of B.C. may be on CAP. No other B.C. may be deployed until turn 4. Place Earth battlecraft: first wave can be placed on any edge of the tactical map, on the first hex only. A total of 29 flight counters (each of 6 B.C.) may be placed on the map edge.

[2nd and 3rd turn] No Earth ships or additional B.C. may be placed on the tactical map. The Comet player may not launch any additional B.C. or S.C.

[4th turn] The Earth Force must now be placed on the opposite edge of the tactical map. The Earth player may now launch additional battlecraft (2nd wave). The Comet player may now launch additional battlecraft.

Special NOTE: The Earth player may continue to roll for the accumulation of special power points, even while his ships are not present on the tactical map.

Victory Conditions: The Earth player must destroy the 6 Comet Carriers by the end of the scenario- 15 turns. The Comet player must have at least one carrier left at the end of the battle to win. The Comet player can also win if he destroys the YAMATO and three of the Earth SBCV's by turn 15.

Earth Counterattack at the Cassini Gap: Saturn, 2201

Earth Forces: Introductory Game

1 x SBB Andromeda I Class	749
1 x SBB Andromeda II Class	752
5 x SBB Borodino Class	2565
3 x SBC Hood Class	849
3 x SCG-P Konigsberg Class	810
12 x SDD Gearing Class	1812
12 x SFFG Airone Class	1860 total:9397

Comet Force: Introductory Game

1 x SBB Medaruusa Class	696
6 x SBB Victory Class	3726
2 x SCG(AM) Exterminator Class	1578
24 x SDD Storm Class	3624

Starting Speeds: 3 for each fleet

Starting Special Power Points: zero

Starting Positions: Earth forces on opposite edge of the tactical map, 3-4 hexes in from the edge. Comet forces begin on the opposite edge of the tactical map 3-4 hexes in from the edge.

Victory Conditions: The Earth Forces must destroy 6 of the Comet battleships or missile cruisers by the end of the scenario

(15 turns) to win. The Comet forces must destroy all 7 of the Earth battleships to win this scenario.

Special NOTE: No battlecraft are carried on the Earth Battleships. These squadrons were transferred to the Earth Battle Carrier force to bring those squadrons up to full strength in order to deliver the planned surprise attack against the Comet Carrier Fleet.

