
SCENARIOS

THE YAMATO SAGA:

PART 1 - THE QUEST FOR ISCANDAR

Submitted by Les Braun

This campaign game portrays the journey of the Yamato on its mission to save Earth in the year 2199. It must retrieve the Cosmo DNA machine from Queen Starsha of Iscandar in less than one Earth year or radiation from Gamilon planet bombs will destroy all life on Earth. (See Second Edition rulebook (aka Module II), page vi for history)

This game is played as a series of scenarios. Each scenario is a game unto itself and represents an encounter involving Gamilon forces. They must be played sequentially with outcome from one scenario possibly affecting those that follow. The Yamato must win all scenarios or it loses the entire game. In order for the Yamato to have a chance at winning this game, the optional 'cinematic effects' rules (listed separately) and 'smaller scale' rules (page 89 Second Edition rulebook (aka Module II) must be used to the Yamato players advantage. For example, the Yamato's guns will always do the listed damage; the Gamilons must roll for damage. The Gamilon forces cannot use these optional rules. Giant missiles in this game (except for the first scenario) only have a 30% chance to hit (they are removed from play if they miss).

The Yamato carries a full complement of Black Tiger fighters and one additional Cosmo Zero fighter. It also has a full complement of various support craft. Any battle or support craft carried on the Yamato that are lost in combat are automatically replaced between scenarios. All missiles and other munitions are replenished between scenarios as well. Unless otherwise specified, all power levels and speeds begin at zero for each game. Any damage the Yamato suffers is fully repaired between each scenario. All Giant Missiles in this campaign game are GM1 types with their maximum speed per turn listed in the scenario.

YS1: PRELUDE – THE BATTLE OF PLUTO (7/6/2199)

Captain Avatar commands the last Earth fleet in a desperate attempt to destroy the Gamilons at Pluto. (This scenario is not required for the campaign game, but can be run as a fun warm up for the following games.)

Details are given on page 64 of the First Edition rules (Module I).

YS1: THE JOURNEY BEGINS (10/6-8/2199)

The Yamato and its crew, the Star Force, set out to begin their journey to Iscandar. Unfortunately the Gamilons have discovered the new Earth battleship and plan to destroy the Yamato before it can leave Earth.

EDF Forces (remains the same for the entire campaign)

1 SBB Yamato

Gamilon Forces

October 6, 2199

1 HSSCV Vindictive (48 Destructor SFD fighters)

October 7, 2199

1 Giant Missile (speed 10)

October 8, 2199

1 HSSCV Vindictive (48 Destructor SFD fighters)

Set up

Each day is played as a separate battle. The first two games take place on the Earth's surface. The last one occurs near the moon just as the Yamato is about to make its first space warp. In each encounter the opposing forces begin 20 hexes away from each other.

Special Rules

The Yamato may not use its fighters in the first two encounters. In the first encounter, the Yamato is protected by earth covering the ship. This will absorb the first 20 points of damage scored on it. It cannot use its wave motion gun in any part of this particular scenario. The Yamato can only repair 10 points of damage after each of the first two encounters.

Victory Conditions

The Yamato must survive all three encounters to win. Gamilon player wins by destroying the Yamato.

YS1: THE FLOATING CONTINENT (10/9/2199)

The Yamato experiences engine trouble and is caught by the gravitational pull of Jupiter. After landing on a floating continent for repairs it discovers a Gamilon base.

Gamilon Forces

One Fighter Base with:

1 squadron (12) Destructor SFD fighters

2 M2 missile batteries (salvos of 4 each, unlimited ammo)

40 hull boxes (for damage purposes)

Set up

The Yamato has taken off from the floating continent and is placed 15 hexes away from it (it occupies one hex). The Yamato has accumulated 8 points of special power to this point.

Special Rules

The Yamato can use any weapon in this game except for the SW2. If the wave motion gun is used to attack the Gamilon base, it will destroy the floating continent as well (per the cinematic effects rule).

Victory Conditions

The Yamato must destroy the Gamilon base to win. Gamilon player wins by destroying the Yamato.

YS1: ENCOUNTER AT TITAN (10/12/2199)

The Yamato needs to stop and replenish its supply of Titanite at Saturn's moon Titan. A Gamilon Planetary Assault Vessel is encountered while Star Force personnel are retrieving the ore on the surface.

Gamilon Forces

1 PAV

Set up

Place the ships 5 hexes apart. This simulates the effect of the PAV hiding behind Titan until it attacks. It has a speed of 3. The Yamato is speed zero.

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Victory Conditions

The Yamato must defeat the Gamilon force to win. Gamilon player wins by destroying the Yamato.

YS1: THE GAMILON BASE ON PLUTO (10/15-17/2199)

The Gamilons have established a large base on Pluto from which they are launching planet bombs at Earth. The Star Force decides to destroy this base to prevent further attacks on Earth. Little do they know the Gamilons are setting a trap for them in order to attack the Yamato with their devastating Reflex Gun.

Gamilon Forces

Initial encounter

12 SDD Exterminators (2 squadrons of 6, placed 10 hexes apart)
7 Giant Missiles (speed 10)

Gamilon base with:

1 Reflex Gun (same stats as SW11)
200 hull boxes (for damage purposes)

Set up

Pluto is 7 total hexes in size and is placed in the middle of the map. The Yamato initially encounters the first Gamilon force 30 hexes away from Pluto; place it 20 hexes beyond that. It must then proceed to Pluto in order to attack the base. As the base is difficult to locate, the Yamato must enter orbit around (2 or less hexes away) or land on Pluto.

Special Rules

The Reflex Gun may attack the Yamato no matter where it is in relation to the base on Pluto due to a series of reflector satellites in orbit. These may not be attacked in this scenario. The Yamato may not use its wave motion gun to attack the base in this scenario. The Yamato player has the option of sending a small strike force into the base to destroy the Reflex Gun. To do so, it must spend 5 turns in orbit or on the surface of Pluto. The Yamato player may roll a 1D6 each turn thereafter. If a 1 or 2 is rolled the team has destroyed the Reflex Gun. If a 6 is rolled the team is destroyed.

Victory Conditions

The Yamato player must destroy the Gamilon base or Reflex Gun (which in turn will destroy the base) in order to win. The Gamilon player must destroy the Yamato to win.

YS1: YAMATO VS. GAMILON PLUTO BASE DEFENSE FLEET (11/2/2199)

The Gamilon forces that evacuated the base on Pluto have regrouped and attack the Yamato in space near an asteroid field. This scenario is listed in the First Edition rulebook (Module I) on page 64. However, because the Yamato has the advantage of using the cinematic effects rules, increase the Gamilon force to 1 SBB Conqueror, 12 SDD Exterminator, 4 HSCSG Eliminator, and 4 SDDM Eradicator. This is the first scenario in which the Yamato may use its SW2.

YS1: SPACE MINES (11/25/2199)

The Yamato finds itself trapped in a Gamilon minefield.

Gamilon forces

10 SOM mine factors per hex in a belt 3 hexes thick

Set up

The Yamato is placed in the center of the table. The mines are then placed 5 hexes away surrounding it.

Special Rules

The Yamato may not use its wave motion gun to clear the mines. It may not warp during this scenario. There is only one control mine, so only those mines within 10 hexes of it may move. In addition to normal minesweeping procedures, the Yamato player can send a special team out to locate and disable the control mine. Roll 1D6 each turn, on a 1 or 2 the team has located the control mine. Once found, roll 1D6 to deactivate it. On a 1-5 the mine is deactivated; on a 6 it explodes.

Victory Conditions

The Yamato player must get free of the minefield in order to win. Gamilon player wins by destroying the Yamato.

YS1: SPACE TRAP (11/30/2199)

After being caught in a space net near a red sun called the 'sea of fire', the Yamato comes under missile attack. If that wasn't bad enough, it is then pursued by a huge cloud of exo-gas.

Gamilon Forces

Initial attack

50 M2 missiles (one wave of 25 each for two turns)

Exo-gas 'monster'

Set up

Place the Yamato in the middle of the map. Place the exo-gas 'monster' three hexes behind it. The 'sea of fire' is at the top of the map and takes up a 19 hex sphere. The Yamato is limited to a speed of 6 in this scenario. However, on the first turn it is free of the space net it can make an 'emergency' speed of 8. The exo-gas 'monster' moves at a speed of 6 and will follow the Yamato wherever it goes

Special Rules

The Yamato cannot warp during this scenario. Starting on the second turn, the Yamato can roll 1D6 each turn to free itself from the space net. On a 1-3 it has succeeded. After the missile attacks are resolved, the exo-gas will attack. See page 83 of the Second Edition rulebook (aka Module II) concerning exo-gas. This exo-gas 'monster' does damage as per M4 types and is immune to any attack the Yamato can make on it. It does not dissipate after it causes damage as does its missile-based brethren. The only way to destroy it is to lead it to the 'sea of fire' where it will be consumed. The Yamato must get the exo-gas to within 2 hexes of the sun. At that point the exo-gas is destroyed. However, when the Yamato is within 2 hexes of the sun it may be hit by irregular solar flares. Roll 1D6 each turn the Yamato is within this range. On a roll of 1 or 2, it will be hit and destroyed unless it has its wave motion gun charged. Firing the wave motion gun at a flare will clear it out of the way causing no damage to the Yamato.

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Victory Conditions

The Yamato must survive this scenario in order to win. Gamilon player wins by destroying the Yamato.

YS1: FIGHTER ATTACK (12/3/2199)

A forward patrol squadron of Black Tigers encounters a Gamilon squadron of Viper attack bombers.

EDF Forces

18 Black Tiger fighters
1 Cosmo Zero fighter

Gamilon Forces

12 Viper attack bombers

Set up

Both groups are placed 10 hexes apart in the middle of the map.

Special Rules

The Yamato is not used in this scenario. If the Gamilons win this scenario, all the fighters lost here cannot be replaced by the Yamato player for the rest of the campaign game.

Victory Conditions

The Yamato player must defeat the Gamilon force to win. The Gamilon player must destroy all Earth fighters in order to win. The Yamato player does not lose the campaign game if he loses this scenario; he merely loses the use of the fighters destroyed. If he wins, any fighters lost may be replaced as usual.

YS1: SPACE WHIRLPOOL (1/8/2200)

The Yamato encounters a spaceship graveyard in the middle of a space whirlpool. As the Yamato begins to lose power from the effects of the whirlpool, a huge Gamilon force arrives and begins an attack.

Gamilon Forces

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

Set up

Place the Yamato in the center of the map. Gamilon forces are placed 8 hexes behind the Yamato. Both forces are moving at speed three.

Special Rules

The Gamilon forces listed represent only the lead elements of a huge fleet. Any time a Gamilon ship is destroyed, it is automatically replaced one turn later by a ship moving up from the rest fleet. There is no limit to the number of ships that can be replaced. The Yamato may not warp or use its wave motion gun due to the power drain from the whirlpool. At the beginning of each turn the Yamato player rolls 1d6. If he rolls a 1, Starsha sends enough energy to allow the Yamato to execute a strategic warp that turn.

Victory Conditions

The Yamato cannot hope to defeat such a large Gamilon force so it must survive long enough to warp out of the area. If it does so, the Yamato player wins. The Gamilon player must destroy the Yamato before it can warp away to win.

YS1: ROYAL BEE JELLY (1/14/2200)

While orbiting the planet Beemera (Beeland), the Yamato detects a Gamilon tanker headed to the planet. A squadron of Black Tigers is dispatched to intercept the tanker.

EDF Forces

18 Black Tiger fighters

Gamilon Forces

1 SPT Tanker

Set up

The tanker is placed in the middle of the map moving at a speed of 2. The Black Tigers are placed 10 hexes away from it in any direction moving at a speed of 12.

Special Rules

The Yamato is not used in this scenario. The fighters are not trying to immediately destroy the tanker. They will attack it using delayed fuse weapons. In order to do this they must score at least three hits on the tanker without destroying it before it reaches the planet on turn 5. These hits will cause only minor damage initially to the tanker (one point each). The tanker will then explode after it lands on the planet.

Victory Conditions

The Yamato player wins by achieving the above results. If the tanker is destroyed prematurely or avoids the results above, the Yamato player loses. The tanker may not self-destruct. If the Yamato player loses this scenario, it does not affect the campaign game, however as a penalty for losing this scenario, he will have a -10% to all attacks by the Black Tigers in the future. The Gamilon player wins if the tanker lands on the planet without exploding.

YS1: ATTACK OF THE BALANASAURUS (1/18/2200)

As the Yamato gets closer to the planet Balan (the halfway point in its journey) it comes under attack by the Gamilon Balanasaurus space monster.

Gamilon Forces

3 HMT Transports
1 Seeker RFS control battlecraft

Set up

The two forces are set up on opposite sides of the map, both moving at a speed of three.

Special Rules

See page 83 in the Second Edition (aka Module II) rulebook concerning rules governing the Balanasaurus.

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Victory Conditions

The Yamato must destroy the Balanasaurus. The other Gamilon vessels are unimportant. The Gamilon player wins by destroying the Yamato.

YS1: SPACE FORTRESS (1/26/2200)

The Gamilons have placed a huge space fortress in the path of the Yamato on its way to Balan. The Yamato must deal with this threat before it can proceed.

Gamilon Forces

1 SF Space fortress

Set up

The space fortress is placed in the middle of the map. The Yamato is placed 18 hexes away from it.

Special Rules

The Yamato may not use its wave motion gun against the space fortress. It can never get more than 18 hexes away from the fortress until it is destroyed. The Yamato has the option of sending a strike team in a seamless fighter to the space fortress in order to destroy it from within. See page 73 of the Second Edition rulebook (aka Module II). If this option is taken the Yamato may not fire at the fortress while the team is working.

Victory Conditions

The Yamato player wins by destroying the space fortress. The Gamilon player wins by destroying the Yamato.

YS1: THE BURNING SUN (1/29/2200)

The Yamato arrives at Balan and begins to investigate the planet. The Gamilons have a base on Balan and spring a trap to destroy the Yamato. By using Balan's artificial sun the Gamilons hope to crush the Star Force between it and the surface of the planet.

Gamilon Forces

Artificial sun (see below)

Gamilon base with:

4 M2 missile batteries (salvos of 4 each, no ammo limit)

100 hull boxes (for damage purposes)

Set up

Place the planet Balan in the middle of the map. It is 1 hex in size. Place the artificial sun 6 hexes away (it is also one hex in size). Place the Yamato directly between these two.

Special Rules

The artificial sun moves at a speed of one hex a turn and always moves last. The Gamilon player controls its movement. He can move it toward or away from the planet (or not move it at all). Because of the nature of the trap, the Yamato can only move toward the surface of the planet. If at any time the sun enters the hex containing the Yamato, the ship is destroyed. The Yamato may not use its wave motion gun on the base, but may use it to destroy the artificial sun. The Yamato may not use warp movement in this scenario.

Victory Conditions

The Yamato player wins by surviving this scenario. The Gamilon player wins by destroying the Yamato.

YS1: BATTLE OF THE RAINBOW GALAXY (3/7/2200)

The Gamilons have assembled a large carrier group in the Rainbow Galaxy. It is their final attempt to stop the Yamato before it reaches Iscandar (and its twin planet Gamilon).

Gamilon Forces

1 SACV Vengeance - Carrier #1 (green carrier)
3 squadrons (36) Arrowlet SFA

1 SACV Vengeance - Carrier #2 (purple carrier)
3 squadrons (36) Striker DBS

1 SACV Vengeance - Carrier #3 (blue carrier)
3 squadrons (36) Ramhead ABR

1 SBCV Revenge - Carrier #4 (red battlecarrier)
1 Vindicator HB w/drill missile

1 SC Smite craft - Flagship

Set up

The Rainbow Galaxy is a small system consisting of a number of multi-colored celestial bodies and a black cloud. Due to the effects of traveling through the black cloud the Yamato is unaware of the Gamilon presence until it is too late. Place both sides near the middle of the map 20 hexes apart. Both sides are moving at a speed of 3.

Special Rules

The Gamilon smite craft starts with maximum energy. The Gamilon player has the option of inflicting normal damage with the Vindicator's drill missile or smiting the bomber in a surprise attack to plug the Yamato's wave motion gun with it. In the later case, a successful hit with the drill missile plugs the wave motion gun and the missile will begin to drill into the ship. 5 turns later it will explode, completely destroying the Yamato. The crew can try to reverse the missile to back out of the ship. Roll 1D6 each turn, on 1 or 2 it is successful.

Victory Conditions

One side must completely destroy the other to win.

YS1: YAMATO VS. GAMILON (4/23/2200)

The Yamato is pulled inside of Gamilon by magnetic tractor beams after being covered with a magnetic cloud. It lands in Gamilon's sulfuric acid sea and is pounded by acid rain generated by climate destabilizers. Leader Desslok orders that the arsenals of Gamilon be emptied in an attack on the Yamato. It is his last desperate gamble to destroy the Star Force once and for all.

Gamilon Forces

Sulfuric acid sea

Sulfuric acid rain

24 Submersible attack craft (treat as Viper AVB)

4 PGM batteries (salvos of 3 each per turn)

5 M3 batteries (salvos of 4 each per turn)

10 Giant Missiles (every turn)

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Set up

The Yamato begins the game in the middle of the map. This represents the Gamilon sea. It starts on the surface of the sea, but may fly above the surface or submerge (see the effects of each below).

Special Rules

The Yamato can be attacked by missiles and PGM only when on the surface of the sea or flying above it. In addition it will take 1 point of damage a turn from the acid rain. The Gamilons have unlimited ammunition. After the Gamilon attack begins, debris from the planet caused by missed attacks will also begin to fall on the Yamato if it is flying or on the surface – treat as standard debris damage. The ship will take 6 points a turn while floating on the surface of the acid sea and 12 points when submerged. In order to stop the Gamilon attacks, the Yamato must disrupt the Gamilon defenses. The only way to do this is to find a key underwater volcano and fire its wave motion gun at it. Because of the unstable volcanic nature of Gamilon, this will cause a chain reaction resulting in massive geological upheavals. Each turn the Yamato moves (either above or below the surface and regardless of speed), roll 1D6. On a 1 it has located the correct spot 15 hexes away. Once the volcanic action starts, the Yamato can attack the Gamilon capitol with impunity (no need to play out).

Victory Conditions

This is an all or nothing battle. Each side must destroy the other in order to win. If the Yamato survives this encounter it will make it to Iscandar and retrieve the Cosmo DNA machine.

YS1: THE FINAL ENGAGEMENT (9/5/2200)

After almost a year in space the Yamato is nearing Earth. It has just one more warp to perform to make it home. Unknown to the Star Force, Leader Desslok was not killed during the battle on Gamilon and is now stalking them. Just as the last warp is initiated, Desslok fires his Desslok Cannon from his command cruiser at the Yamato and narrowly misses. Enraged, he orders his ship to immediately warp after the Yamato. His ship inadvertently warps into the Yamato colliding with her.

Gamilon Forces

1 FCC Imperator

Set up

Place both ships in the middle of the map in the same hex.

Special Rules

Apply 2D10 points of damage to each ship as per collision rules on page 20 of the Second Edition rulebook (aka Module II). The ships are temporarily locked together and Desslok will board the Yamato using radioactive sleeping gas (see page 83). While this boarding action is occurring, no ships weapons may be fired by either side. The first area to be affected by the gas will be the crew quarters housing the Black Tiger pilots, so no fighters can be used in this scenario. However it will take an additional 3 turns before the entire ship is affected (each turn 1/3 of the crew is put to sleep). As a counter measure, the Yamato player may roll 1D6 each turn to see if he can get the Cosmo DNA machine to work. If he rolls a 1 or 2, it will activate and nullify the radioactive gas forcing the retreat of the Gamilon boarding parties back to their ship. Resume normal game play after this.

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THE YAMATO SAGA:

PART 2 – THE COMET EMPIRE

Submitted by Les Braun

This is the second campaign game in a series of five. This part recreates the trials of the Yamato and her crew in the year 2201 against the Comet Empire and its Gamilon allies. (See Second Edition rulebook (aka Module II), page vi for history)

This game is played as a series of scenarios. Each scenario is a game unto itself and represents an encounter involving hostile forces. They must be played sequentially with outcome from one scenario possibly affecting those that follow. The Yamato must survive all scenarios or it loses the entire game. In order for the Yamato to have a chance at winning this game, the optional ‘cinematic effects’ rules (listed separately) and ‘smaller scale’ rules (page 89 Second Edition rulebook (aka Module II) must be used to the Yamato players advantage. For example, the Yamato’s guns will always do the listed damage; all opponents must roll for damage. When listed with other allied EDF ships, only the Yamato uses these rules, the others only have the advantage of using the ‘cinematic effects’ rule regarding special weapons. The Comet Empire/Gamilon forces cannot use any of these optional rules.

After the second scenario, the Yamato carries a full complement of Cosmo Tiger fighters (SSF/AB) and one Cosmo Zero fighter. It also has a full complement of various support craft (including Astro Commandos). However, for this game only, replace 6 of the support craft with 6 Cosmo Jaguars that may only be used to attack ground targets. Any battle or support craft carried on the Yamato that are lost in combat are automatically replaced between scenarios. All missiles and other munitions are replenished between scenarios as well. Unless otherwise specified, all power levels and speeds begin at zero for each game. Any damage the Yamato suffers is fully repaired between each scenario.

YS2: MYSTERIOUS ATTACKERS (9/2/2201)

The Yamato and her escort squadron are returning to Earth after routine space patrol near Saturn when they are unexpectedly attacked by fighter craft of unknown design.

EDF Forces

- 1 SBB Yamato
- 2 CG-P Konigsberg
- 3 SDD Gearing

Comet Empire Forces

- 4 Scorpion SF fighters
- 1 SW24 Electronic Magnetic Pulse (see below)

Set up

The Yamato is placed in the center of the map. The patrol cruisers are placed 2 hexes behind the Yamato, 2 hexes apart. The destroyers are placed 2 hexes behind the patrol cruisers, also 2 hexes apart. All ships are moving speed 3. The scorpions are placed 6 hexes behind the destroyers, speed 12.

Special Rules

This is a hit and run attack for the Comet forces. They are merely probing Earths defenses (see victory conditions below). The first

turn they may attack without being fired upon due to surprise. The Comet Empire player has use of an SW24 effect any time after the first turn. This is a one time only attack against each EDF vessel in one turn. It is being broadcast at long range from the Comet Empire itself. The only battlecraft available to the EDF player is a single Cosmo Zero fighter on the Yamato.

Victory Conditions

The Comet Empire player must do as much damage as possible to the EDF force while suffering minimum losses. If he can score 10 or more points of damage with the scorpions (not SW24) and exit the board with all four fighters it is a decisive victory. For two or three fighters escaping, a clear victory. For scoring less than 10 points and/or losing 3 fighters, it is a draw. If all four fighters are lost, the Yamato player wins.

YS2: THE YAMATO MUTINY (9/8/2201)

A call for help is received from the planet Telezart. The Star Force goes against Earth Defense Command orders and starts on a journey to investigate the distress call. The Defense Command tries to stop them from leaving Earth.

Yamato Forces

- 1 SBB Yamato (no battlecraft)

EDF Forces

- 1 M3 magnetic missile battery (salvo of 2, one reload)
- 2 Cosmo Tiger fighters
- 1 OBS Orbital satellite

Set up

The Yamato starts underwater having just left an underground docking facility. Place it at one edge of the playing field. Every 12 hexes is a different environmental zone the Yamato will travel through. The first 12 hexes are underwater. The second 12 are in the air. The last 12 are space hexes. The fighters begin in the last hex of the air zone once the Yamato enters it. The satellite is placed in the last hex of the space zone. The Yamato starts the game at a speed of 3, with 8 being maximum.

Special Rules

In each environment only one type of attack can be used against the Yamato. While underwater only the missile battery can attack. It is firing special magnetic missiles which stick to the hull of the Yamato in order to weigh it down. For each missile which hits, subtract 2 from the Yamato’s maximum speed (see below). In the air, only the Cosmo Tigers can ‘attack’. The EDF is trying to compel the Yamato to return to base without using lethal force. For each pass within the same hex as the Yamato made by a fighter, 1 ‘intimidation’ point (see victory conditions) is scored against her (maximum one per turn per fighter). There is a 30% chance of collision with the Yamato each time this is done however, taking the colliding fighter out of action. Once in the space hexes only the satellite can engage the Yamato. Each time the satellite fires at the Yamato (regardless of the number of batteries) one more ‘intimidation’ point is scored. These shots will cause no damage as the EDF is purposely missing the Yamato. The Yamato may only fire against the unmanned EDF assets (missiles, satellite). The Comet Empire player should play the EDF forces in this scenario (see victory conditions).

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Victory Conditions

The EDF player must score at least 10 'intimidation' points in order to win. (If this happens the campaign game is lost as the Yamato never makes it to Telezart). Any other result and the Yamato player wins.

YS2: YAMATO VS. ANDROMEDA (9/12/2201)

After picking up the Black Tigers and their Cosmo fighters from the moon, the Yamato warps ahead in her journey to Telezart. Unfortunately, the Andromeda has been ordered to stop the mutinous Star Force and intercepts them.

Yamato Forces

1 SBB Yamato (with full complement of battlecraft)

EDF Forces

1 SBB Andromeda I (no battlecraft)

Set up

The Yamato is placed 9 hexes away from any edge. The Andromeda is placed directly behind it, on the edge of the playing field. There is a large asteroid field in the middle of the board some 10 hexes in diameter. The Yamato starts at speed 3 the Andromeda at speed 5. Maximum speeds for both ships is 12.

Special Rules

This is another intimidation game. The Andromeda has orders to stop the Yamato by any means possible, but the captain will not use deadly force (though he may threaten it). Each turn spent within 2 hexes of the Yamato scores one intimidation point. If the Andromeda gets to within 1 hex or less of the Yamato, it may bluff the use of deadly force to stop the Yamato. If this happens, score 3 intimidation points against the Yamato. This can only be done once in the game. The Yamato can try to shake the Andromeda by entering the asteroid area. If the Andromeda takes damage from the asteroids it must leave the asteroid field immediately at a safe speed of 6 or less. Due to the expert navigator on the Yamato, he may subtract 2 from any asteroid collision die rolls. Neither ship will fire on the other. Once again, the Comet Empire player should play the opposing EDF ship in this scenario.

Victory Conditions

The EDF player must score at least 10 'intimidation' points before the Yamato can exit the opposite side of the map. (If this happens the campaign game is lost, as the Yamato never makes it to Telezart). If the Yamato player exits the opposite side of the map with less than 10 intimidation points scored against him, he wins.

YS2: THE BATTLE OF BRUMAS (9/12/2201)

The Star Force arrives at Brumas to find it under assault by Comet Empire forces. While the Yamato deals with a Comet fleet in orbit, it sends ground reinforcements to the hard-pressed Space Marines stationed on Brumas.

EDF Forces

1 SBB Yamato
Space Marine base with:
2 SD batteries

Comet Empire Forces

1 HSSACV Hailstorm (full complement of Scorpion SF fighters)
5 SBB Bringer of Victory
6 SALS Assault landing ship

Set up

Place the planet Brumas in the middle of the map. It is one hex in size. Place the Yamato five hexes on one side of the planet. Place the Comet warships 5 hexes on the other side. The SALS are placed in the same hex as Brumas. Yamato speed is 3. All Comet ships are zero.

Special Rules

None.

Victory Conditions

The Yamato must drive off all Comet Empire forces. If the Yamato inflicts 50% damage or more on the Comet force (including the assault ships) it will retreat. The Yamato will not pursue. The Comet player wins by avoiding the EDF victory conditions.

Note: If the Yamato wins this scenario, it will carry an additional 30 Space Marines for the rest of the game.

YS2: SPACE SUBS (9/16/2201)

The Yamato encounters a pair of space submarines after leaving Brumas.

EDF Forces

1 SBB Yamato

Comet Empire Forces

2 SSS Shadow

Set up

The Yamato is placed in the center of the map, speed 3. The space subs are placed together anywhere within 18 hexes of the Yamato (by hidden placement), speed 3.

Special Rules

None.

Victory Conditions

One side must destroy the other to win.

YS2: SPACE CYCLONE (9/19/2201)

The Yamato warps into a space cyclone on its way to Telezart. It becomes trapped in the eye of the storm where time is accelerated. If that wasn't enough, a group of Comet missile ships starts firing into the fray.

EDF Forces

1 SBB Yamato

Comet Empire Forces

6 SCG-H Exterminator
2 SDD Strom

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Set up

Place the Yamato in the middle of the map. This is the eye of the cyclone (which extends another 3 hexes outward). The Comet ships are placed as a group 15 hexes away from the Yamato, speed 6.

Special Rules

The only way for the Yamato to escape the space cyclone is to fire its wave motion gun. Each turn it is in the eye, it takes 1 point of damage from the time acceleration. Once it has accumulated enough power and fires its wave motion gun, place it any hex just outside of the cyclone area. The Comet ships AM missiles are only armed with conventional warheads, treat them as M6 missiles.

Victory Conditions

One side must destroy the other to win.

YS2: CAPTURE THE RECON PLANE (9/21/2201)

In an effort to gain more knowledge of their enemy, the Star Force attempts to capture a Comet Empire fighter. An enemy fleet is not far behind.

EDF forces

Initial encounter:
2 Cosmo Tiger SSF

Follow up encounter:
1 SBB Yamato

Comet Empire Forces

Initial encounter:
1 Scorpion SF

Follow up encounter:
6 SCG-H Exterminator

Set up

For the initial encounter:

The Comet fighter is on reconnaissance patrol. Place it in the middle of the map, speed 6. The Cosmo Tigers are placed 6 hexes away, speed 12

For the follow up encounter:

Place the Yamato on one side of the map. Place the Comet ships on the opposite side of the map.

Special Rules

The EDF fighters are firing to disable and capture the Comet plane. They have a -10% to hit because of this. One Cosmo Tiger pilot is a novice and an additional -10% is applied to that fighter. If the EDF player scores enough damage to destroy the Scorpion, it is disabled and captured. If the Scorpion is not captured, do not run the follow up encounter.

For the follow up encounter, the Comet ships must stay in groups of at least three to a hex. Just before this part of the scenario starts, the recently captured Scorpion rams the Yamato. Apply damage accordingly.

Victory Conditions

One side must destroy the other to win.

YS2: METOR STORM

(9/23/2201)

While flying through a meteor storm the Yamato encounters another Comet Empire fleet.

EDF Forces

1 SBB Yamato

Comet Empire Forces

5 SCG-H Exterminator
6 SDD Storm

Set up

Place the Yamato in the middle of the map. It is in the middle of a meteor storm which extends 3 hexes to either side of the Yamato and from one side of the map to another. It is moving speed 6. The Comet Empire ships are placed on one edge of the map, speed 0.

Special Rules

The meteor storm is treated exactly like an asteroid field, but damage is applied as if the ship were moving at a speed of 1-6, regardless of the true speed of the ship (even 0). The Yamato may (for this scenario only) get 12 points of special energy immediately after voluntarily dropping an SW2 asteroid shield.

Victory Conditions

One side must destroy the other to win.

YS2: STARFLIES

(9/24/2201)

Just before the Star Force reaches Telezart, the Gamilons deploy a new secret weapon against the Yamato; a metal eating space version of fireflies. As the Starflies do their work a Gamilon battlecarrier moves in for the kill.

EDF Forces

1 SBB Yamato

Gamilon Forces

1 SBCV Revenge (2 squadrons of Striker DBS)

Set up

Both ships are placed 20 hexes apart in the middle of the map.

Special Rules

The Yamato's gravity control is out do to Starfly damage. It may not launch battle/support craft and is at a -30% to hit with all weapons until it is fixed. Each turn after the first, the Yamato player may roll 1D6. If he rolls a 1 or 2, he has repaired the gravity control system. The Gamilon player must also roll 1D6 each turn after the first. If he rolls a 1 or 2, stray Starflies have affected his ship. His weapons system is knocked out and he must retreat off board. The Yamato will not pursue (it is still dealing with its own Starflies).

Victory Conditions

The Yamato player must defeat or drive off the Gamilon force to win. The Gamilon player must destroy the Yamato to win

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YS2: TUNNEL SATELLITE (9/24/2201)

The Yamato finds a tunnel satellite (a natural space repair dock) just after it is infected by Starflies. It moves inside to begin removing the Starflies only to find it is another Gamilon trap.

EDF Forces

1 SBB Yamato

Gamilon Forces

1 FCC Spirit of Gamilon
1 SBB Conqueror
1 SBCV Revenge
3 SACV Vengeance
20 SDD Exterminator
4 HSCSG Eliminator
4 SDDM Eradicator
(the carriers will not use their fighters in this scenario)

Set up

Place the tunnel satellite in the center of the map. The Yamato is inside of it. Gamilon forces are placed 15 hexes away from the tunnel satellite.

Special Rules

The Yamato is trapped inside the tunnel satellite by a magnetic field. The only way it can escape is by firing its wave motion gun to push it out. It starts this scenario with 4 points of special power. The only weapon the Gamilons can use while the Yamato is in the tunnel satellite is the Desslok Cannon on the FCC. Once this is fired, the satellite is destroyed and the Yamato takes the appropriate damage – the satellite provides no protection. Unfortunately for the Gamilons, Desslok is called back to the Comet Empire at precisely the same time the Yamato gets free of the tunnel satellite (either by wave motion gun or Desslok cannon). Once the Yamato is out of the satellite, the Gamilons must retreat off board as quickly as possible (only firing in defense as necessary).

Victory Conditions

The Yamato merely has to survive until it is free of the tunnel satellite in order to win. If by chance the Gamilon player destroys the Yamato with the shot from the Desslok Cannon, he wins.

YS2: ARRIVAL AT TELEZART (9/25/2201)

The Yamato finally arrives at Telezart in response to Trelaina's call. It is attacked by Comet Empire forces stationed on the planet as it enters orbit.

EDF Forces

1 SBB Yamato

Comet Empire Forces

Small base with:
1 M4 missile battery (salvo of 6, unlimited ammo)
1 M2 missile battery (salvo of 6, unlimited ammo)
30 hull boxes (for damage purposes)

Set up

Telezart is placed in the middle of the map. The Yamato is placed within two hexes of the planet.

Special Rules

None.

Victory Conditions

The Yamato player wins by destroying the Comet base. The Comet Empire player wins by destroying the Yamato.

YS2: RETURN TO BRUMAS (10/3/2201)

After leaving Telezart and going through several warps, the Yamato stops at Brumas on its way back to join EDF forces gathering at Saturn. It discovers the Comet Empire has established a base on Brumas and is attacked by both the base and a small fleet.

EDF Forces

1 SBB Yamato

Comet Empire Forces

Small base with:
1 M4 missile battery (salvo of 6, unlimited ammo)
20 hull boxes (for damage purposes)

3 SBB Bringer of Victory

2 SDD Storm

Set up

Place Brumas in the center of the map (one hex in size). Place the Yamato 15 hexes away from Brumas. Place a single Cosmo Jaguar 5 hexes away from the Yamato between the ship and the planet. Place the Comet ships one hex away from Brumas.

Special Rules

The Yamato must wait for the Cosmo Jaguar to land before it can move.

Victory Conditions

The Yamato can win by leaving the map or destroying the Comet Empire forces. The Comet Empire player wins by destroying the Yamato.

YS2: DEFEAT THE CARRIER FORCE (10/5/2201)

After joining the rest of the fleet at the Saturn/Titan area, the Star Force is assigned the task of defeating the Comet Empire carrier force following behind the main Comet fleet. Details are given on page 65 of the First Edition rules (Module I), with the following fleet modifications: total EDF force = 1 SBB Yamato and 3 SBCV Lexington. Subtract one SACV from the Comet force.

YS2: COUNTERATTACK AT CASSINI GAP (10/5/2201)

After defeating the Comet Empire carrier force, the Yamato and her carrier group move to assist the EDF fleet counterattacking the Comet Empire's main battle fleet. Details are given on page 66 of the First Edition rulebook (Module I), with the following fleet modifications: subtract 1 SBB Andromeda II, 6 SDD Gearing, and 6 SFFG Airone from the EDF forces listed. The Yamato group consists of what survived the 'Defeat the Carrier Force' scenario. Any damage taken in that scenario has not been repaired. The placement of forces is as listed in that scenario (the

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two Earth groups on opposite sides of the table), except the Comet Empire force is placed in the middle of the table, all ships within a 3 hex radius.

YS2: DESSLOK'S WRATH (10/7/2201)

After completing repairs from damage suffered in the previous battle, the Yamato warps to Earth to begin a final attack on the Comet Empire itself. But Leader Desslok is waiting for the Star Force and is bent on revenge.

EDF Forces

1 SBB Yamato

Gamilon Forces

1 FCC Spirit of Gamilon
1 SBB Conqueror
1 SBCV Revenge (1 squadron Striker DBS)
1 SACV Vengeance (1 squadron Arrowlet SFA)
1 SACV Vengeance (1 squadron Striker DBS)
1 SACV Vengeance (1 squadron Ramhead ABR)
20 SDD Exterminator
4 HSCSG Eliminator
4 SDDM Eradicator

Set up

Place the Yamato in the center of the map. Gamilon forces are placed 20 hexes away from the Yamato in any direction.

Special Rules

The only way to stop the Gamilon attack on the Yamato is to ram Desslok's command ship without destroying it. Otherwise it is a straight up fight to the finish.

Victory Conditions

The Yamato player wins by ramming Desslok's ship or destroying all Gamilon vessels. The Gamilon player wins by destroying the Yamato.

YS2: ATTACK ON THE COMET EMPIRE (10/8/2201)

While the Comet Empire is floating in the ocean off shore from Earth's capitol, the Yamato attacks it from underwater and with fighters from above, driving it back into space. The Star Force must find a weakness in its defences or Earth is lost.

EDF Forces

1 SBB Yamato

Comet Empire Forces

Gatlantia with:
2 squadrons Paranoia IFP (exterior)
1 squadron Paranoia IFP (interior – once the Yamato player enters Gatlantia)

Set up

Use the Gatlantia map on page 94 of the Second Edition rulebook (aka Module II). The Yamato is hiding underneath the giant complex (see below), speed 2.

Special Rules

This is a special modified version of the Gatlantia Mini-Game. The Yamato is underneath Gatlantia looking for a weakness to exploit. It can only be attacked by the hanger bay batteries (page 95) and fighters as long as it stays underneath. The Yamato player may roll 1D6 each turn to see if he's found the weakness. On a roll of 1-4 he spots the hanger entrance and may attack it (page 97). Once the hanger door is opened he may proceed with a commando raid on the Gatlantia power source (see page 99). The result of any strike against the power source in this scenario is as listed in the '2-3' results in the chart on page 101. Damage done to the Yamato during this scenario transfers to the next (to some extent - see the following scenario).

Victory Conditions

If the Gatlantia power source is damaged, the Yamato player wins. If the Yamato is destroyed the Comet Empire player wins.

YS2: THE BLACK DREADNAUGHT (10/8/2201)

Once the Comet Empire's power source was out of action the Yamato began an assault on the upper portion of Gatlantia destroying it. To the horror of the crew of the Yamato, a gigantic black dreadnaught rose from the ashes of Gatlantia and attacked.

EDF Forces

1 SBB Yamato

Comet Empire Forces

1 SD Portent of Darkness

Set up

Place the Earth in the middle of the table. Place the dreadnaught 10 hexes away. Place the Yamato on one side or the other of the dreadnaught, 10 hexes away from it.

Special Rules

Use the divine intervention rules on page 84 of the Second Edition rulebook (aka Module II). In this game however, once Trelaina arrives, the dreadnaught is automatically destroyed. The Yamato must stay within 15 hexes of the dreadnaught for this scenario and may not use its wave motion gun. As an extra 'cinematic effect', somehow all but 10% of the damage done to the Yamato in the previous scenario is repaired. The dreadnaught must move 5 hexes closer to the Earth. It may not use its special weapons against the Yamato as it is using them to attack the Earth. It will not fire any missiles.

Victory Conditions

The Yamato must survive long enough for Trelaina to appear and destroy the dreadnaught. Any other result is a Comet Empire victory.

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THE YAMATO SAGA:

PART 3 – THE DARK NEBULA EMPIRE

Submitted by Les Braun

This is the third campaign game in a series of five. This part covers the Yamato's actions during the conflict between Earth and the Dark Nebula Empire beginning at the end of 2201 and lasting through 2202. (See Second Edition rulebook (aka Module II), page vii for history)

This game is played as a series of scenarios. Each scenario is a game unto itself and represents an encounter involving hostile forces. They must be played sequentially with outcome from one scenario possibly affecting those that follow. The Yamato must survive all scenarios or it loses the entire game. In order for the Yamato to have a chance at winning this game, the optional 'cinematic effects' rules (listed separately) and 'smaller scale' rules (page 89 Second Edition rulebook (aka Module II) must be used to the Yamato players advantage. For example, the Yamato's guns will always do the listed damage; all opponents must roll for damage. The Dark Nebula Empire forces cannot use any of these optional rules. For this campaign game only, giant missiles and torpedoes only have a 30% chance to hit (they are removed from play if they miss). The Yamato may use wave motion cartridges after scenario 'YS3: Assault on the Crystal Base'.

Until specified, the Yamato carries a full complement of Cosmo Tiger fighters (SSF/AB) and one Cosmo Zero fighter. It also has a full complement of various support craft. Any battle or support craft carried on the Yamato that are lost in combat are automatically replaced between scenarios. All missiles and other munitions are replenished between scenarios as well. Unless otherwise specified, all power levels and speeds begin at zero for each game. Any damage the Yamato suffers is fully repaired between each scenario.

YS3: THE BATTLE FOR ISCANDAR (2201)

The Yamato receives a desperate call for help from Starsha of Iscandar. The Star Force immediately rushes to her aid. When they arrive, they find the remnants of a Gamilon force on Iscandar under Desslok's command valiantly defending the planet from an unknown enemy.

EDF Forces

1 SBB Yamato
3 squadrons Cosmo Tiger SSF
1 Cosmo Zero fighter

Gamilon Forces

1 SBCV Revenge II
1 SACV Vengeance (three squadrons Striker DBS)
Minefield (see below)

Dark Nebula Empire Forces

1 SBB Pleiades (2 sq. Tarantula FTA1, 2 sq. Hornet SFH1)
18 SFFG Neter
6 Tarantula FTA1
1 Hornet SFH1

Set up

This scenario is essentially the end of "First Battle of the Gravity Nebula" on page 110 of the Second Edition rulebook (aka Module II). The forces listed above are what remain from the ongoing battle. The Gamilons and EDF are allied in this scenario. Place the Gamilon ships 10 hexes on the east side of the map behind the minefield described in the above scenario, speed 1. Place the individual Dark Nebula Empire fighters listed 5 hexes away from the Gamilon ships, speed 8. The Dark Nebula Empire warships are placed on the west side of the minefield, 5 hexes away from and facing it, speed 0. There is a two hex wide gap in the middle of the Gamilon minefield from previous Dark Nebula Empire clearing action. The EDF fighters start the game 5 hexes behind the Dark Nebula Empire ships, speed 12. The Yamato is 5 hexes behind them, speed 3. The fighters listed on other ships can be launched using normal procedures.

Special Rules

The Dark Nebula Empire forces are taken by surprise by the Yamato and her fighters. The Dark Nebula Empire player may not react to them on the first turn. The Yamato starts with 8 special power points. Both Gamilon ships start with 20 points of damage and, for this scenario, also use the same rules the Yamato does (cinematic effects/smaller scale). None of the Dark Nebula Empire ships may fire missiles. All Dark Nebula Empire frigates in this scenario are destroyed automatically when they reach the 60% damage threshold (reactor explosion, page 56) regardless of the weapon that caused the damage. They are also required to make a normal reactor check each time a full row of damage boxes is crossed off.

Victory Conditions

One side must destroy the other to win.

YS3: STARSHA'S SACRIFICE (2201)

As the battle for Iscandar ends, the planet goes into an uncontrolled space warp, plunging it deeper into unknown space. Desslok and the Star Force give chase in an effort to save Starsha. Just as they catch up with the errant planet, they are stopped by the arrival of a Dark Nebula Empire space fortress.

EDF Forces

1 SBB Yamato

Gamilon Forces

1 SBCV Revenge II (Desslok)
1 SACV Vengeance (two squadrons Striker DBS)

Dark Nebula Empire Forces

1 SF Space Fortress Gorba I (2 squadrons Locust TCL)

Set up

The planet Iscandar is placed in the middle of the map and is 7 hexes in size. The Gorba I is placed two hexes away from it and will not move. The Yamato and Gamilon ships start 15 hexes away from the space fortress, two hexes apart.

Special Rules

The Gorba I will use its SW34 weapons only on Iscandar to force Starsha to surrender the planet to the Dark Nebula Empire. It will fire the rest of its weapons only on the nearest ship (not fighters) in range. If two or more ships are at the same range, it

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will split the attacks equally between them. The Yamato and Gamilon ships must stay within 15 hexes of the space fortress. The Gamilon ships also use the same rules in this scenario as the Yamato does (cinematic effects/smaller scale). Despite it's 'Supra Armor' (page 56), anytime the space fortress fires a weapon, it may be damaged by return weapons fire. This can only be done using the 'Precision Salvo' rules (page 82). The armor does protect the Gorba against SW 'cinematic effects'.

Victory Conditions

The Yamato and Desslok must survive at least 7 turns; at this point Starsha surrenders Iscandar. The Gorba will descend to Iscandar and Starsha will destroy the planet taking the Gorba with it.

YS3: ASSAULT ON THE CRYSTAL BASE (2202)

During the Dark Nebula Empires invasion of Earth in 2202, members of the Star Force escaped and traveled to a secret asteroid base where the newly refitted Yamato was waiting. They took off immediately in search of the Nebulian home world in order to prevent the use of the Hyperon bomb on Earth. On their way they came across an unguarded Crystal Base and began an attack.

EDF Forces

1 SBB Yamato (Refit 2202)

(The Yamato is not equipped with a Cosmo Zero fighter for this scenario or remainder of this campaign game)

Dark Nebula Empire Forces

1 Crystal Base

Set up

The Crystal Base is placed in the center of the map. The Yamato is placed 15 hexes away. All the Yamato's Cosmo Tiger fighters are placed 6 hexes away from the base, speed 6.

Special Rules

The Dark Nebula Empire is not expecting an attack and is taken by complete surprise. Though the base carries a vast number of warships and weapons, it may only use the equivalent of 4 SD batteries during the first 8 turns of the game. The Yamato's fighters must inflict at least 15 points of damage each turn (strafing attacks count), for the first three turns in order to keep the bases defenses confused and off balance. If this doesn't happen, cut the following times in half. After turn 8 all weapons listed on page 123 of the Second Edition (aka Module II) rulebook may be used. If the game lasts as long as 20 turns, all warships and battlecraft on the base may be used.

Victory Conditions

The Yamato player wins by destroying the Crystal Base. He must inflict at least 300 points of damage (the base has many more than this, but due to 'cinematic effects' it will be destroyed with this lower total). The Dark Nebula Empire player wins by destroying the Yamato.

YS3: THE GATE KEEPERS (2202)

While traveling through an area of 'dark space' the Yamato is attacked by a large Dark Nebula Empire fleet. The Star Force finds themselves herded toward the guardians of the entrance to the Nebulian home system, three Gorba space fortresses.

EDF Forces

1 SBB Yamato (Refit 2202)

Dark Nebula Empire Forces

1 SBB Galiades (2 squadrons of Hornet type 2 fighters)

4 HSSCSG-L Teraz

8 SFFG Neter

10 HSSCT Rokaz

3 SF Space Fortress Gorba II

Set up

Place the 3 Gorba space fortresses at the north end of the map, 5 hexes apart in a triangle formation. These will not move during the game. An asteroid field surrounds the space fortresses (2 hexes away) and extends 10 hexes in from the north edge of the board. The rest of the map is covered with random clouds of 'dark space' which are placed like dust clouds (page 11 of the Second Edition (aka Module II) rulebook), but cannot be entered and have the same effect on radar that asteroids do (page 10). The Dark Nebula Empire fleet should be randomly placed in a line across the center of the map, except in those hexes containing dark space. The Yamato begins the game at the south edge of the map, speed 3.

Special Rules

All Dark Nebula Empire ships (except the Galiades) follow the same damage rules as the frigates from 'YS3: The Battle for Iscandar'. None of the Dark Nebula Empire ships will fire missiles. The fleet will not pursue the Yamato into the asteroid field. Due to the expert navigator on board, the Yamato may subtract 2 from any asteroid collision die roll. The Yamato may use wave motion cartridges for the first time in this scenario (no limit). They may only be used against the space fortresses however. They have the cinematic effect of 100% penetration against any target for this campaign game series. In this scenario only, each time a fortress is hit by wave motion cartridges, it must automatically make a reactor check (page 56) in addition to the regular cartridge effects. The Yamato may also cause damage to these fortresses using the 'precision salvo' rule from 'YS3: Starsha's Sacrifice'. If the Yamato enters one of the hexes containing a space fortress, it cannot be hit by any Dark Nebula Empire weapon. The only exception is one half of the GT1s from the other two fortresses.

Victory Conditions

The Yamato must make it to the Gorba space fortresses and destroy them to win. The Dark Nebula Empire player must destroy the Yamato to win.

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YS3: FUTURE EARTH (2202)

After traveling to what they believe to be the Dark Nebula Empire's home system, the Star Force is shocked to find they have returned to Earth. However, this is a strangely deserted future Earth ruled by a Dark Nebula Empire leader of human ancestry. The Star Force decides to leave and continue their search for the Dark Nebula Empire home world. After they leave, they are attacked by a group of 'future' Dark Nebula Empire ships and discover during the fight that they have been deceived. The planet they just left, is in fact, the Nebulian home world.

EDF Forces

1 SBB Yamato (Refit 2202)

Dark Nebula Empire Forces

5 SBB Glaudez

Set up

The Yamato is placed in the center of the map, speed 3. The Dark Nebula Empire ships are placed anywhere 20 hexes away from the Yamato, speed 3. Each has their SW32 replaced with a 'Q' battery (front half arc) and carry no missiles. They must all stay within the same hex during this scenario. The Dark Nebula Empire home world, Dezalium, extends partially onto the center of the north part of the map. The visible portion is 2 hexes thick and 8 hexes wide.

Special Rules

None.

Victory Conditions

One side must destroy the other to win.

It cannot fire at the Yamato once it is inside the planet. This is also the case for the 'M' batteries. The first five hexes of travel into the planet must be made in a straight line. This is to simulate a giant conduit the Yamato must fly through to reach the Crystal City. The giant missiles are fired from here and may not attack the Yamato while it is outside the planet. The Yamato must fire its wave motion gun at the Crystal City to destroy it.

Victory Conditions

The Yamato player must destroy the Crystal City to win. This will cause a chain reaction destroying the entire Nebulian home world. The Dark Nebula Empire player must destroy the Yamato before this happens to win.

YS3: DESTROY DEZALIUM! (2202)

After discovering the deception camouflaging the planet, the Yamato begins an assault on Dezalium. It must fight its way to the heart of the artificial world in order to stop the Nebulian leader from triggering the Hyperon bomb on Earth.

EDF Forces

1 SBB Yamato (Refit 2202)

Dark Nebula Empire Forces

1 OB Orbital battery

Dezalium with:

20 'M' batteries (external)

1 GM1 battery (salvoes of 6, unlimited ammo) (internal)

Set up

Place the Yamato in the middle of the south edge of the map, speed 6. The planet Dezalium is placed in the center of the map and extends for 10 hexes in all directions. In the very center hex is a Crystal City, the capitol of the Dark Nebula Empire. The orbital satellite is placed 2 hexes away from the edge of planet directly between the Yamato and the Crystal City.

Special Rules

Due to sabotage, the majority of the Dezalium's defenses are out. This is reflected by the listings above. The orbital satellite starts with 10 points of special power, but only has a 50% chance to hit.

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THE YAMATO SAGA:

PART 4 – THE BOLAR WARS

Submitted by Les Braun

This is the fourth campaign game in a series of five. This part recreates the involvement of the Yamato and its new cadet crew in the conflict between the Gamilon Empire and the Bolar Federation in the year 2203. (See the Star Blazers series *The Bolar Wars*, available from Voyager Entertainment, for history. A corrected description is given at the end of this game – please read it before playing the scenarios)

This game is played as a series of scenarios. Each scenario is a game unto itself and represents an encounter involving hostile forces. They must be played sequentially with outcome from one scenario possibly affecting those that follow. The Yamato must survive all scenarios or it loses the entire game. In order for the Yamato to have a chance at winning this game, the optional ‘cinematic effects’ rules (listed separately) and ‘smaller scale’ rules (page 89 Second Edition rulebook (aka Module II) must be used to the Yamato players advantage. For example, the Yamato’s guns will always do the listed damage; all opponents must roll for damage. The Gamilon Empire and Bolar Federation forces cannot use any of these optional rules. The planet destroyer Proton missiles listed in this game are GM3 protected by Type 1 Supra Armor (page 56) and have a speed of 10. For this campaign game only, giant missiles and torpedoes only have a 30% chance to hit (they are removed from play if they miss).

The Yamato carries a full complement of Cosmo Tiger fighters (SSF/AB) and one Cosmo Zero fighter. It also has a full complement of various support craft, including a new heavy Cosmo Hound transport. Any battle or support craft carried on the Yamato that are lost in combat are automatically replaced between scenarios. All missiles and other munitions are replenished between scenarios as well. Unless otherwise specified, all power levels and speeds begin at zero for each game. Any damage the Yamato suffers is fully repaired between each scenario.

YS4: AN UNKNOWN ENEMY (2203)

As the Yamato is preparing in the Canadian Rockies for its upcoming journey, torpedo planes are launched to protect it from a vessel of unknown design that just warped into Earth’s atmosphere. It is the same kind that attacked a remote Earth settlement just days before. Little does the Star Force know the vessel is a new Gamilon ship lost after a mis-warp.

EDF Forces

2 squadrons Cosmo Jaguar

Gamilon Forces

1 New type destroyer

Set up

Place the Gamilon ship in the middle of the table, speed 3. Place the Cosmo Jaguars 15 hexes in front of it, speed 12.

Special Rules

The Gamilon ship has suffered some damage from a battle with Bolar forces and is unable to communicate. It is also disoriented, having had to quickly warp during the battle; it has no idea where it is. The Gamilon ship will not fire until it is fired on first.

Victory Conditions

The Yamato player wins by destroying the Gamilon ship. The Gamilon player wins by defeating the EDF force.

YS4: PRACTICE MANEUVERS (2203)

Just after warping to Mars, the new crew of the Yamato is put through a series of practice drills by the senior officers. They are meant to increase efficiency and teamwork. The effectiveness of which will be tested for real as three off course missiles are detected and must be stopped.

EDF Forces

1 SBB Yamato (Refit 2202)

Enemy Forces

5 Practice targets

1 Dummy ‘enemy’ ship

3 GM1 Giant missiles

Set up

Place the Yamato in the center of the table facing west. The Yamato cannot move until the real missiles arrive. Randomly place 20 large asteroids on the northern 1/3 of the map one to a hex. Place five gunnery practice targets on five of the southern most asteroids. On turn two, place one ‘enemy ship’ target 8 hexes in front of the Yamato. Once practice is over, the three missiles will enter on the middle of the west edge of the board, one per turn. They will travel east at a speed of 10.

Special Rules

Only the Yamato’s shock cannons are used during the practice drills. The Yamato’s first turn of firing at one of the practice targets is with blanks. Roll to hit as normal, but no damaged will be caused to the target. The Yamato must score at least one ‘hit’ on the first turn to proceed. After this the Black Tigers are launched to attack the dummy ship target. They must score at least 50% hits during their attack run. Finally, the Yamato will conduct live fire exercises against the asteroid practice targets. Each of the five targets must be hit once within a total of 7 shots. Each hit destroys one asteroid, so a new target must be chosen afterward. If any of these tasks are not accomplished, the crew loses its +30% cinematic effects bonus for the remainder of this and the next two scenarios.

Victory Conditions

The effects of ‘losing’ the target practice drills are listed above. The Yamato player wins by destroying the missiles before they can exit the east side of the map. If this is not accomplished, a 10% penalty is applied to the crew (in addition to the above, if the drills were lost too).

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YS4: POLITICAL ESCORT (2203)

A lone Bolar Federation battleship seeking help after being damaged in a battle warps in near Neptune. The Star Force allows it to use the dock facility on the planet to begin repairs. Shortly afterward, a Gamilon fleet looking for the ship arrives demanding that the Star Force turn over the Bolar ship to them. The Yamato states that it is neutral, but will provide escort for the Bolar ship until it has left Earth's solar system. As the assortment of ships reaches the edge of the system, the Gamilon commander seeing that the Bolar ship is about warp out of his grasp once again opens fire. The Yamato is forced to protect the Bolar vessel.

Yamato Forces

1 SBB Yamato (Refit 2202)

Bolar Federation Forces

1 Space battleship

Gamilon Forces

1 New type Audacious battleship
4 New type battlecruiser
4 New type cruiser
20 New type destroyer

Set up

Place the Yamato in the center of the map, speed 3. 10 hexes in front of it place the Bolar ship, speed 3. 8 hexes to each side of these, place the Gamilon ships in four equal groups, speed 3. This means there will be 14 ships (7 on each side) bracketing the Yamato and Bolar ship. The Gamilon battleship is placed 15 hexes away, to the west side of the Yamato, speed 3. The Yamato's Cosmo Tigers are flying CSP within two hexes of the Bolar ship, speed 3.

Special Rules

Because the Yamato is protecting the Bolar ship the Gamilon commander assumes they have allied themselves with the Bolar Federation and are now enemies of the Gamilon Empire. If the Gamilon fleet suffers 50% losses, the battleship and 3 of the heaviest remaining ships will warp away, leaving the battle. The remaining Gamilon ships will fanatically cover their retreat (including ramming).

Victory Conditions

The Yamato player wins by defeating the Gamilon fleet. The Gamilon player wins by destroying the Bolar ship and Yamato.

YS4: MISSILE ATTACK (2203)

While under repairs at the settlement on Planet 4 in the Barnard star system, the Yamato comes under missile attack from somewhere in space.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

16 M3 missiles per wave (4 waves)

Set up

Place the Yamato in the center of the map, facing west. The missiles will enter from the north edge of the board, one wave per turn.

Special Rules

The Yamato may not move during this scenario. The first three waves of missiles will be dealt with by the cadet crew. They only have a +10% chance to hit under the 'cinematic effects' rule. The senior officers arrive back on board just before the fourth wave and may fire at the regular bonus.

Victory Conditions

The Yamato must survive the missile attack to win. The Gamilon player wins by destroying the Yamato.

YS4: THE NEW REFLEX GUN (2203)

The Yamato travels to Planet 1 looking for the base which launched the missiles at them on Planet 4. They find more than they bargained for when they are attacked by the Gamilons new Reflex Gun protecting the base.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

11 Reflector fighters (new viper type)

Gamilon base with:

2 squadrons new arrowlet fighters
1 Reflex gun network (see below)
1 Proton missile
200 hull boxes (for damage purposes)

Set up

Planet 4 is placed in the center of the map it is seven hexes in size. The Yamato is placed in orbit two hexes away. The base is on the opposite side of the planet, so the Yamato must move to the other side in order to fire at it. The Reflector fighters are placed two hexes away from and in a ring around the Yamato, one to a hex.

Special Rules

The Reflector fighters may only be attacked by other battle/support craft. The new reflex gun is actually a network of smaller guns. The Gamilon player may roll to hit the Yamato once for each Reflector fighter available. Due to the power distribution system however, no more than 10 attacks may be made each turn. Each attack is identical in performance to 'J' batteries. If the Yamato is on the same side of the planet as the base, it may be attacked directly by the reflex network (10 attacks). 100 points of damage to the base knocks out power to reflex gun network. The Proton missile cannot be fired until turn 6.

Victory Conditions

The Yamato player must destroy the Gamilon base to win. The Gamilon player must destroy the Yamato to win.

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YS4: BATTLE OF THE BLACK HOLE (2203)

In a fight that is nearly a carbon copy of the 'Battle of the Rainbow Galaxy' the Yamato must defend herself from an attack by new versions of ships used in that conflict.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

1 New SACV Twin Tri-deck carrier (2 squadrons new ramhead, 2 squadrons new devastator, 2 squadrons new unknown fighter)
3 New SBCV Battlecarriers (no battlecraft)
1 New SC Dual Smite craft

Set up

Place the Yamato 10 hexes in from the south edge of the map, speed 3. Place the Gamilon fleet 15 hexes in from the north edge of the map. Put a small planetoid (one hex in size) in the middle of the table. There is an area of space tornadoes on the east side of the map beginning at the middle of board and extending south. This area extends 8 hexes in from the east side of the map. Close to the middle of the north edge of the map is a black hole. It is located 2 hexes in from the edge.

Special Rules

Any ship entering the area of space tornadoes must roll 1D6. On a 1 or 2 it has been hit by one of the tornadoes. Roll damage as per asteroid fields, but determine the speed randomly (1-20), regardless of the speed of the ship. No battle/support craft may enter the area of space tornadoes. Anything coming within 3 hexes of the black hole is sucked in and destroyed. The Dual smite craft can split into two ships and use a tractor beam weapon which will move anything between the two at their speed (such as the Yamato into the black hole). They must be 10 hexes or less apart for it to function. The twin tri-deck has a smite device built into its flight deck.

Victory Conditions

The Yamato player must defeat the Gamilon fleet to win. The Gamilon player must destroy the Yamato to win.

YS4: ESCAPE FROM THE SPACE GULAG (2203)

After landing on a planet with a Bolar prison colony the Yamato is offered 'membership' in the Bolar Federation for Earth. What this amounts to is a demand for the Earth to surrender to the Bolar Federation. The Star Force refuses and the Bolars attack.

EDF Forces

1 SBB Yamato (Refit 2202)

Bolar Federation Forces

12 Space destroyers

Set up

Place the gulag planet in the center of the map, one hex in size. Place the Bolar fleet in the same hex as the planet. Place the Yamato in one of the hexes next to the planet. All ships are moving speed one.

Special Rules

None.

Victory Conditions

The Yamato player must exit the map to win. The Bolar player must destroy the Yamato to win.

YS4: GAMILON WOLF PACK (2203)

The Gamilon admiral commanding the forces the Yamato has encountered so far calls in a group of space subs. Their mission will be to drive the Star Force toward his mobile base where he can deal with them personally. He plans to make the Yamato a surprise present to Leader Desslok for his birthday.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

8 New space submarines

1 Mobile base

Set up

Place the Yamato in the center of the map facing north, speed 3. Place the space subs anywhere behind the Yamato within 10 hexes (hidden placement), speed 3. The Mobile base enters the north side of the map on turn 2, speed 3.

Special Rules

The Gamilon space subs follow the same rules as the Comet Empire Spectre DSS. Each turn the space subs cause damage to the Yamato it must move toward the Mobile base. Its maximum speed during this scenario is 6 and may not use its wave motion gun. The Mobile base is protected by Type 1 Supra Armor and will not fire on the Yamato. If it enters the same hex as the Yamato, it automatically captures the ship.

Victory Conditions

The Yamato player wins if all space submarines are destroyed. The Gamilon player wins if he captures the Yamato before all the submarines are destroyed.

YS4: DEFEND NEW GAMILON (2203)

After Desslok finds out what has been happening to the Star Force, he orders their release and invites them to his new home world, New Gamilon. During the stay, New Gamilon comes under a Bolar Federation missile attack and the Yamato must help defend the planet after the Gamilon defenses are sabotaged.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

4 laser defense satellites (one 'B' battery each)
4 Missile defense satellites (treat as one salvo MDS each)
4 M3 Missile batteries (2 missiles each, unlimited ammo)

6 SDD Exterminators

Bolar Federation Forces

5 M4 MIRV missiles (5 M2 warheads inside each), three waves
1 Proton missile

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Set up

Place New Gamilon in the center of the map. It is 7 hexes in size. Place the satellites in the hexes surrounding the planet. The M3 missile batteries are on the planet. All ships start in the center hex of New Gamilon. The Bolar missiles warp in 20 hexes away from the planet. At 8 hexes away they split into the M2 warheads. The Proton missile warps in 25 hexes away from New Gamilon on turn 4.

Special Rules

The Exterminators cannot move or fire until turn 2. The Yamato cannot move or fire until turn 3. It can however accumulate special power. Due to the sabotage, planetary Gamilon weapons capable of destroying the Proton missile are non-functional.

Victory Conditions

The Yamato player must destroy the Proton missile or New Gamilon is doomed. If the Proton missile hits the planet, the Bolar player wins. If this occurs, any listed Gamilon forces in the scenarios that follow are unavailable.

YS4: PROTECT THE PILGRIMS (2203)

The Yamato lends aid to a group of stranded pilgrims looking for the planet Guardinia. Just as the pilgrims newly repaired ship takes off, a group of Bolar ships arrive and begin an attack.

EDF Forces

1 SBB Yamato (Refit 2202)
1 Pilgrim ship (unarmed, 40 hull boxes)

Bolar Federation Forces

18 Space missile destroyers

Set up

Place the Yamato 15 hexes in from the middle of the west edge of the map facing north. 15 hexes east of it place the pilgrim ship. It is facing southeast and moving at a speed of 3. Place 15 Bolar ships 10 hexes in from the north edge of the map in line with the Yamato facing south. Put the remaining three ships 10 hexes in from the north edge in line with the pilgrim ship. All Bolar ships are speed 3.

Special Rules

The Yamato must protect the pilgrim ship. It will launch its Black Tiger squadrons to deal with the three ships headed for the pilgrims ship. Once they are destroyed the fighters are free to attack any target. The larger part of the Bolar force cannot fire on the pilgrim ship until the Yamato is destroyed.

Victory Conditions

The Yamato player must destroy the Bolar force to win. The Bolar player must destroy both the Yamato and pilgrim ship to win.

YS4: SCALAGECK STAR CLUSTER BATTLE (2203)

As the Yamato finishes surveying the last planet on its chart, a fleet of Gamilon ships arrives and requests they hand over a passenger on board, Princess Mariposa of Guardinia. The Star Force refuses and it looks as if hostilities will begin again between the two forces. However, a fleet of Bolar ships show up

and demand they be given the Princess. Also being refused, the Bolars attack. Leader Desslok orders his general to protect the Yamato at all costs.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

1 Proton missile ship
3 New type cruisers
6 New type destroyers

Bolar Federation Forces

1 Space battleship
6 Space missile destroyers
8 Space destroyers

2 Space carriers

8 Space missile destroyers
10 Space destroyers

Set up

Place the Yamato in the center of the south edge of the map facing north, speed 3. The Gamilon fleet is placed 10 hexes to the west of the Yamato facing northeast, speed 3. The first Bolar ship group is placed on the north edge of the map speed 6. The second group enters the north side of the map on turn 8, speed 6.

Special Rules

The Gamilon fleet must defend the Yamato any way it can during this scenario (including ramming).

Victory Conditions

The Yamato/Gamilon player wins by defeating the entire Bolar force. The Bolar player wins by eliminating the Gamilons and Yamato.

YS4: THE BATTLE FOR GUARDINIA (2203)

After arriving at the hidden planet Guardinia, the Star Force and Dessloks fleet are attacked by a large Bolar task force. They must try to keep Guardinia from falling into Bolar hands.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

1 Desslok new type command ship
6 New type battlecruisers
6 New type cruisers
12 New type destroyers

Bolar Federation Forces

1 Space battleship
2 Space battlecruisers
8 Space carriers (battlecraft listed below)
10 Space destroyers
6 squadrons of fighters
3 troop carrying support craft

Set up

Place the planet Guardinia in the middle of the table. It is seven hexes in size. The Yamato is placed in the center hex of the

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planet on the surface. The Gamilon fleet is placed in any hex next to the planet. The Bolar fleet is placed on the same side of the planet as the Gamilon fleet 10 hexes away from it. Due to the surprise nature of the attack, 3 Bolar fighter squadrons and the support craft are placed in any hex next to the Yamato on the surface of the planet. The remainder are with the Bolar fleet.

Special Rules

The Yamato will not leave the surface of the planet during this scenario in order to protect it. The Gamilons have 4 points of special power saved.

Victory Conditions

One side must defeat the other in order to win.

YS4: SHOWDOWN AT THE SUN (2203)

The Star Force is given the Cosmo-Hydro Beam by the grateful inhabitants of Guardinia. This device will repair the damage to Earth's sun. The Yamato warps home, but just as the ship is about to fire the beam, a Bolar Federation fleet warps in and attacks. Luckily, Desslok arrives shortly thereafter and engages the Bolar force.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

1 Desslok new type command ship

6 New type battlecruisers

6 New type cruisers

Bolar Federation Forces

8 Space missile destroyers

12 Space destroyers

1 Space fortress w/black hole gun

6 Space destroyers

1 squadron of fighters

Set up

Place the Yamato 2 hexes in from the south edge of the map, facing southeast. Place the first Bolar force in the middle of the table facing south, speed 3. On the second turn, the Bolar space fortress and its escorts warp in 15 hexes from the north side of the map, all facing south. On the third turn, the Gamilon forces warp in. Place them twenty hexes west of the Bolar fleet.

Special Rules

The Bolar Fortress has Type 2 Supra Armor. If a fighter can enter the same hex as the fortress and ram it, the Supra Armor is downgraded to Type 1. The fortress has 4 SD batteries. It has a Black Hole Gun Special Weapon with a range of 20 hexes. Use the Tactical Warp Reemergence chart to see where it places a black hole (1 turn duration).

Victory Conditions

The Yamato/Gamilon player must defeat the Bolar force to win.

The Bolar player wins by destroying the Gamilons and Yamato.

Brief history of the Bolar Wars

(Disclaimer - Unfortunately this third TV series was very poorly edited and is badly in need of a high quality production rewrite to fix some glaring errors. In its present form, it is very confusing to anyone who has seen the first two Star Blazer seasons. The following is a corrected background for this series.)

Following the conflict with the Dark Nebula Empire, Leader Desslok searched for a new home world for the Gamilons. After searching space for a short period he came to realize that any planet he would find would probably be inhabited and he was loath to begin a campaign of conquest again (the Star Force had shown him the nobility of peace). So it was that he returned to the largest Gamilon colony planet, Galman. However, on his arrival Desslok found the colony had been enslaved by the Bolar Federation. After liberating the colony, Desslok renamed the planet New Gamilon and found that the expansionistic Bolar Federation had advanced into many parts of what was rightly Gamilon space during his absence. He began building a new fleet, with all new ships. The designs of which were heavily influenced by races he had dealings with in the past. Features from Earth, Comet Empire, and Dark Nebula ships were all used. When he was ready, he demanded the Bolar Federation withdraw from Gamilon space or there would be war. The Bolar Federation refused and so the Bolar Wars began.

Earth became involved in the conflict in two ways. The first indirectly, when a Gamilon planet destroyer Proton missile missed its target and after a long journey through space plunged into Earth's sun. The second in a more direct way, when an Earth settlement was accidentally mistaken for a Bolar outpost by a Gamilon commander and attacked. The first incident was more serious than the second however. The Gamilon missile started a runaway fusion reaction within the sun, which within one year would destroy all life on Earth. The Yamato was dispatched to locate a possible new planet to settle on if the trouble with the sun could not be fixed in time.

The story then continues as the scenarios are laid out.

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THE YAMATO SAGA:

PART 5 – FINAL YAMATO

Submitted by Les Braun

This is the fifth campaign game in a series of five. This part covers the Yamato's battles with the Deingil, a race encountered sometime after the Bolar Wars. (See the movie *Final Yamato*, available from Voyager Entertainment, for history)

(Note: this part of the Yamato story is considered by some to be another 'alternate timeline' much like the original Comet Empire movie. In that film the Yamato actually rams Zordar's dreadnaught at the end, Desslok kills himself, and everyone in the Star Force dies. It was replaced by the producer with the second TV series. In *Final Yamato*, Captain Avatar returns, Venture is killed, and the Yamato is blown up at the end to save Earth. Word has it the producer was also unhappy with this storyline. So maybe it will be replaced as well...someday.)

This game is played as a series of scenarios. Each scenario is a game unto itself and represents an encounter involving hostile forces. They must be played sequentially with outcome from one scenario possibly affecting those that follow. The Yamato must survive all scenarios or it loses the entire game. In order for the Yamato to have a chance at winning this game, the optional 'cinematic effects' rules (listed separately) and 'smaller scale' rules (page 89 Second Edition rulebook (aka Module II) must be used to the Yamato players advantage. For example, the Yamato's guns will always do the listed damage; all opponents must roll for damage. The Deingil forces cannot use any of these optional rules.

The Yamato carries a full complement of Cosmo Tiger fighters (SSF/AB) and one Cosmo Zero fighter. It also has a full complement of various support craft. Any battle or support craft carried on the Yamato that are lost in combat are automatically replaced between scenarios. All missiles and other munitions are replenished between scenarios as well. Unless otherwise specified, all power levels and speeds begin at zero for each game. Any damage the Yamato suffers is fully repaired between each scenario.

YS5: A NEW ENEMY (2204)

While returning to Earth with a survivor from a flooded planet, the Yamato is attacked by a new foe, the Deingil. They use a new weapon called the Hyper-Dimension missile which releases a radioactive gas into its target in addition to exploding. A weapon against which the Yamato has no defense.

EDF Forces

1 SBB Yamato (Refit 2202)

Deingil Forces

1 Mobile Base ship (HD missiles – 6 per salvo, no limit)

Set up

Place the Yamato in the center of the map, speed 3. The mobile base ship should be placed along one edge of the playing field.

Special Rules

The Deingil missiles, though powerful are inaccurate. Each one only has a 50% chance to hit. While in flight they are immune to

any conventional weapons fire as they are slightly out of phase with this dimension. If a target is hit by an HD missile resolve damage normally and then add the equivalent effect of Gamilon radioactive sleep gas to this.

Victory Conditions

The Yamato must exit the map without succumbing to the effects of the HD missiles. Any other result is a Deingil victory.

Note: If the Yamato loses this scenario because of the effects of the radioactive gas, it will not lose the campaign game. (An automatic pilot will return the ship to Earth.) As a bonus if the Yamato wins this scenario: it can use the HD missile defense system from 'YS5: Defend Aquarius' early - starting with the following scenario.

YS5: BATTLE AT THE ASTEROID FIELD (2204)

Earth is attacked by the Deingil. The Star Force is ordered to find them and return the favor. After traveling into space the Yamato and her escort run into an advance Deingil task force near an asteroid field.

EDF Forces

1 SBB Yamato (Refit 2202)

4 Space Cruisers (look something like a lighter 'Invincible' class)

Deingil Forces

2 squadrons torpedo planes (carrying 2 HD missiles each)

1 squadron high maneuverability fighters

1 squadron assault planes

1 Mobile Base ship

Various cruisers/support ships

Set up

Place the Deingil base ship on the edge of the east side of the map 15 hexes down from the top (the support ships are in the same hex). None will move in this scenario. Two hexes in from the base ship, run an asteroid belt the entire length of the map starting at the top and going to the bottom, 3 hexes thick. The Deingil squadrons are placed one hex on the west of the asteroid field near the middle of the map, speed 8. Put the Yamato and her escorts in a line 5 hexes long starting in the center on the south edge going north, speed 3.

Special Rules

The only way to stop the HD missiles at this point is to have them hit something else first. The Yamato player may use the escort ships as a screen to defend the Yamato against HD missile attacks. The Yamato can 'arc fire' its wave motion cartridges over the asteroid field in order to hit the base ship. The Deingil ships seem as susceptible to wave energy as the Dark Nebula Empire ships. The rules in 'Part 3 - The Dark Nebula Empire' can be applied to this game as well. Treat the base ship under the same wave motion cartridge damage rules as the Gorba space fortresses.

Victory Conditions

The Yamato player must defeat the entire Deingil force to win. The Deingil player wins by defeating the entire EDF force.

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YS5: DEFEND AQUARIUS (2204)

While investigating the water planet Aquarius, the Yamato meets the spirit of the planet and finds a tritium mining facility. Shortly thereafter it comes under attack by a Deingil fleet and spots the Deingil space capitol moving closer to the planet.

EDF Forces

1 SBB Yamato (Refit 2202)

Deingil Forces

1 Command cruiser
3 Space cruisers
10 Space destroyers
2 squadrons torpedo planes (carrying 2 HD missiles each)
1 squadron assault planes

Set up

The Deingil force (except the destroyers) are placed along the south edge of the map, speed 3. The Yamato is placed 20 hexes north of this force, speed 3. An asteroid field covers the entire north side of the map 12 hexes deep. Place the Deingil destroyer force 2 hexes south of this.

Special Rules

The Yamato has just developed a defensive weapon to knock out the Deingil HD missiles. Treat this as another SD battery but only for use against HD missiles.

Victory Conditions

The Yamato player wins by defeating the Deingil force. The Deingil player wins by destroying the Yamato.

YS5: ASSAULT ON URUKU (2204)

After defeating the Deingil fleet, the Yamato goes after the Deingil capitol Uruku - a huge space city built on a large island-like asteroid. The Yamato penetrates the energy shield protecting Uruku and crash lands, cutting a wide swath of destruction through the city. The Denguil shoot transport beams at Aquarius to warp it toward Earth. Once there it will destroy all life by drowning the entire planet.

EDF Forces

1 SBB Yamato (Refit 2202)

Deingil Forces

2 squadrons high maneuverability fighters
1 squadron one man 'hover' fighters
40 boarding troops

Set up

The entire map represents the space island Uruku. Place the Yamato 10 hexes in from the south end of the map near the center. It is facing west. The command center is 18 hexes away to the north of the Yamato. Place the Deingil high maneuverability fighters two hexes to the north of the Yamato, speed 6. The 'hover' fighters and boarding troops will enter on turn 2, one hex to the south of the Yamato. Both are speed 1.

Special Rules

The Yamato must do at least 100 points of damage to the Deingil command center before turn 10. This will cause enough damage to shut down the transport beams. It may not use any missiles or torpedoes. The hanger door for the Cosmo Tigers is blocked at the start of the game. The Yamato player may roll 1D6 each turn to see if he can open it. On a 1-3, he may launch fighters the following turn. There is no restriction on launching the Cosmo Zero fighter however. The Yamato cannot move in this scenario.

Victory Conditions

The Yamato must shut down the transport beams by turn 10 to win this scenario. The Deingil player wins by destroying or capturing the Yamato.

YS5: YAMATO'S FINAL MISSION (2204)

Unfortunately, the Deingil had a backup facility to operate the transport beams and Aquarius was warped near Earth. The Star Force follows and lands back on the water planet to pick up a load of tritium. This, they hope, if detonated in the path of Aquarius, will divert the planet from Earth. Just as they make it back into space they are surrounded by a large Deingil force. Desslok unexpectedly arrives on the spot to save the Yamato.

EDF Forces

1 SBB Yamato (Refit 2202)

Gamilon Forces

1 FCC Spirit of Gamilon (Desslok)
16 SDD Exterminator
8 HSCSG Eliminator
8 SDDM Eradicator

Deingil Forces

1 Command ship
60 Ball fighters/frigates (hard to tell what they are)

Set up

The Yamato is placed in the center of the map, speed 3. The Deingil force is placed in two neat rows 6 hexes away on either side of the Yamato. These rows are 8 hexes long and contain 3-4 fighter/frigate craft apiece. The command ship is placed 2 hexes behind the east row. The Gamilon force is placed 8 hexes behind the west row, speed 6. Dessloks ship has 10 special power points accumulated.

Special Rules

None.

Victory Conditions

The Deingil must destroy both the Yamato and the Gamilon fleet to win. If the Yamato/Gamilon forces win, Captain Avatar will evacuate the Yamato and move the ship between Earth and Aquarius. Here he will blow up the Yamato and save the Earth.
