

## Mission 1 - BRACE FOR IMPACT!!!

Rumors of an advance weapons testing have attracted the attention of your fleets. As you enter the system, sensors pick up readings that are off the charts. Somewhere at the outlying edge a planet explodes, sending debris everywhere! Warning klaxons sound as both fleets make emergency maneuvers and take cover. Secure bulkheads, evacuate non-essential areas, and *brace for impact!*

Terrain will be set up by Tournament staff prior to each game. There are 5 Asteroid Fields, 4 Gas Clouds, 1 Small Planet, and 1 Large Planet. As well, there will be Hurtling Asteroid markers. Asteroid fields will be at least 30cm away from the short table edges. Markers numbered 1-6 will be lined up along one of the short table edges. Roll to determine sunward edge as normal.

Fleets deploy up to 30cm from the long table edge. Each player rolls off; the winner deploys first. Players alternate deploying one ship or squadron at a time.

Once all ships are deployed both players roll off; the winner chooses to go first or second.

8 turns, or 2 ½ hours until time is called. Do not start a new game turn unless both players can finish their player turn.

*Hurtling Asteroids:* Two Hurtling Asteroids appear every game turn; roll 2D6 for each and place each marker on the corresponding number. Hurtling Asteroids move 30cm straight across the table at the start of every game turn.

Should a marker strike a ship, Hurtling Asteroids are treated as an Asteroid Field (and can be avoided in the same manner). If a Hurtling Asteroid moves through asteroid field, roll a scatter dice for each one to determine its new heading as it leaves the asteroid field.

Primary Objective: Standard Victory Points.

Secondary Objectives:

+1 Battle Point if your Fleet Commander's ship survives an impact with a Hurtling Asteroid

+1 Battle Point for having any part of the Auxiliary fleet survive the battle

+1 Battle Point if at least half of your capital ships survive the battle