

## Mission 2 – HIDE 'N SEEK

There is...something...an anomaly of unknown origin, and it is effecting everything and everyone, and sooner or later it will reach the breaking point. This "thing" has effected your sensors, your crew, and you know the enemy is out there waiting for you. Take the fight to them!

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 Anomaly. 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.

*Anomaly:* The anomaly is sending out radiation spikes at different intervals and it is affecting your ships' cogitators. To represent this, at the end of your Movement Phase make a Line of Sight check for each ship to the center of the Anomaly. When checking LoS for Escort Squadrons, use the model nearest to the anomaly.

If a ship can draw LoS to the Anomaly, it suffers a penalty to its Leadership, based on distance.

Within 10cm: -3 Ld

Between 10 and 30cm: -2 Ld

Between 30 and 60cm: -1 Ld

Primary Objective: Standard Victory Points.

Secondary objective:

+1 Battle Point if your Fleet Commander's ship doesn't suffer any penalty due to the Anomaly

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

+1 Battle Point if you destroy your opponent's Fleet Commander ship