

Mission 3-!!NUETRON STAR!!

MISSION OVERVIEW

Your fleets have made an FTL jump during a long range patrol; Emergency beacons light up as the fleet unexpectedly drops from FTL travel, the captain soulds to General Quarters as he looks out the main command bridge. The system sensors have detected a previously ucharted massive gravitational sinkhole, immediate direct observation have confirmed a nuetron star present. Sensors also detect enemy fleet presence, and a small faint singnal coming from a drifting ship. The Captain steps down the view screen, assure of the plan as an officer asks, "Orders sir!

CELESTIAL TERRAIN

Terrain will be set up by Tournament staff prior to each game .1 Large Ringed Gas Giant there are 5 astroids fields, 4 Gas clouds, 1 small planetoid. And 1 Nuetron star centered in the middle of the table. AND 1 Wreck set up 36cm away from Nuetron star PARALELL TO THE long table edge

DEPLOYMENT

Fleets deploy 20cm from the long table edge.

GAME LENGTH

8 turns or until time is called. Do not start a new game turn unless both players can finish their half of the turn

FIRST TURN

Once all ships are deployed both players roll a D6 and the player with the higher score had the choice of going first or second

SPECIAL RULES

NUETRON STAR: The Nuetron stars' gravity well affects all ships and ordance in the following fashion. At the start of every player turn after Special orders but not before normal movement commences roll on the chart below for every Type of Battleship, Cruiser, Escort, Defence, and Ordance, after rolling on the chart move your units according to the result directly towards the nuetron star without changing your heading,then commence regular movement. IMPORTANT NOTES: THERE ARE 2 special orders that are effected as well, "All Ahead Full", and "Burn retros", if you succesfully issues any any these orders proceed with the immediate effect of such orders and then consult the chart below;

Battleship 1D6

Cruiser 2D6

Escort 3D6

Ordanance 3D6

Defence 3D6

"All ahead full" +1D6

"Burn retros" -1D6

Notes: The Nuetron Star blocks line of sight, ships behind it cannot be targeted. When a Battleship, cruiser, escort, ordnance or Defense touch the base of the star they will blow up for half hP (Hulks/Blackstones/Kroot Warspheres/Roks) explode for half.

ONLY 1D6 PER CLASS OF SHIP NOT PER UNIT IS NEEDED TO ROLL!!

MYSTERIOUS WRECK: There is a very large wreck caught in the gravity of the star, it will soon plummet into oblivion. it's a very ancient design, it's badly damaged, this design has never been encountered before, there is still a faint signal onboard. It's worth 1 BP Every game turn the wreck gets pulled in 2D6 closer to the Nuetron star. this is done before any other movement. Once it reaches the base of the star it will explode as a result 12 on the catastrophic damage table. and cannot be recovered. To recover the wreck simply make contact with it's base and declare you will attempt to recover roll a D6: On a 5 to 6 the wreck is salvaged as normal, it is left as is. on a roll of 1 however the wreck power system overloads consult the Standard Catastrophic damage table and Roll 2d6. after the result is rolled the wreck will be treated exactly as is shown on the catastrophic damage table result. And may take subsequent damage until blown up or ignored or successfully salvaged. when a wreck blows up it is completely removed from play and cannot be claimed as salvage afterward.

NOTES: Wreck is treated as drifting hulk for the purposes of shooting or ordnance attacks until claimed or blown up. SALVAGED WRECK IS LEFT in place and may subsequently be damaged! THE WRECK MAY BE CLAIMED BY BOTH sides UNTIL it is destroyed!!

VICTORY CONDITIONS

Primary Objective: Standard Victory Points.

Secondary objective: +1 Battle Point For "First Blood"

+1 Battle Points for having Auxillary fleet claim a wreck