OPERATION AURUM DRACO
FIRESTORM ARMADA, GENCON 2017

:::Transmission xRef GC17: NMN17103637:::
:::SecureChannelOpen:::
:::DocSecurity: Command; Secret; Eyes Only:::
:::Begin Transmission:::

:::Situational Report Follows:::

As operations in the Amber System have worsened, it has become critical that supply lines be maintained to the front lines. Key to these supply routes is the planet of Artesia, located near the Hyraxian Nebula. Two aging navigation beacons must be upgraded in order to support fleet operations transiting through the sector.

Ground attack forces are already on the surface of the planet. Your mission is to support those forces, and to secure both navigational beacons.

:::End SitRep:::

Event Information:
GenCon Event ID: NMN17103637
Maximum Fleet Value (MFV): 1000pts
Date: Thursday, August 17, 2017
Time: 6:00 PM – 10:00 PM

Rules: Standard rules from the version 2.0 Rulebook, plus all current FAQs/Errata will be used for this event. Optional Rules will be used for this Event, as detailed in the scenario description. Moving Terrain rules are also in effect. All Rules, Ship statistics and FAQ's/Errata will be locked as of June 30, 2017.

Models: All fleets will be constructed using current statistics found in the Fleet Manuals published by Spartan Games that were current on June 30, 2017. Fleets must consist of ship models produced by Spartan Games. Suitable proxy models may be used, but must be clearly marked and similar in size for the appropriate Class. Minor ship modifications (hawk widgets, small details, etc.) are allowed, as long as the ship model is still generally identifiable as the original ship class. Small class models may use the smaller bases produced by Spartan Games; other class ships should use the standard base. Models do not need to be painted, but must be fully assembled.

Gaming Supplies: Players are expected to bring all of the required Gaming Supplies for a game of Firestorm Armada:

- Firestorm Armada Turning Template
- Tape Measure
- Dice
- Condition Markers (markers may differ from standard Spartan markers, as long as they are used consistently, and clearly indicate status effects)

Scenario: A modified version of the "Planetary Reinforcement" scenario will be used for this event.

Time Limit: The event officially ends at 9:50 PM.

Fleet List: Each players must have a copy of their Fleet List available for review by your opponent and judges at any time during the event. The Fleet List should clearly indicate which hardpoints, upgrades, and other options are being used for each squadron.

Rulebook: Players should bring their own copy of the current Rulebook and FAQs. Digital copies are allowed.

Event Teams

Teams will be split according to the number of players that have signed up for the event:

- 2 Players: One match, 1 person per side
- 4 Players: One match, 2 people per side
- 6 Players: One match of 2 people per side, One match of 1 person per side
- 8 Players: Two matches, each with 2 people per side.

To the extent possible, Kurak Fleets will be randomly paired against Zenian Fleets. If there is not an even number of Kurak and Zenian fleets, pairings will be determined randomly.

Initiative will be rolled once for each team, with squadron activations alternating between teams. Each team may decide which of their squadrons may activate; it is not necessary for teams to alternate activations between team members. Players may start as soon as they are paired up and placed at a table.

Event Scoring

Scoring will be done for each side using the average battle log for each side. All players will be added up and then averaged to give each side their score. In addition to normal scoring, the following is available:

> +4 points if the enemy planetoid HP has been reduced to 0 HP by the end of the game.
> +2 points if the enemy planetoid HP has been reduced to 4 or less, but not destroyed by end of game.
> +1 points to each team member if one beacon is under friendly control at end of game.
> +3 points to each team member if both beacons are under friendly control at end of game.

Terrain

> Use the terrain layout provided in this document.

Deployment

> Remove restrictions on reserves and shunting. Both sides may deploy squadrons as normal.

Special Rules

1. Scenario 9 rule 1 is replaced with this rule: Either side may include models with the *Planetfall* MAR. There is no scenario limit as to how many points may be included. Other normal fleet building rules apply.
2. Scenario 9 rule 2 is removed with regards to minefields. No minefields will be emplaced on the game board. Neither side may include Defense Platforms or Battle Stations in their fleet lists.
3. Replace the *Planetfall* MAR with this text: When within 4" of a planetoid, this model may make a ranged attack using the value indicated as the number of attack dice. This attack is considered a direct fire attack, and may only target the planetoid.
4. All ships gain the following MAR: ***Orbital Bombardment.*** During the Combat Segment of its activation, and when within 4" of a planetoid, this ship may fire its weapons at a planetoid. Resolve this attack in the same fashion as an attack against an enemy ship. Other ships in the squadron may link fire only if

they are also within 4" of the planetoid. Critical hits will inflict 2 HP damage; ignore any other effects from a successful critical.

5. The planetoid in the center of the board is considered to have a ground force (one for each player) with the following stats: DR-4, CR-6, HP-8. These ground forces are not directly controlled by either player. You're a Navy Admiral, not a Planetfall General, after all. Your role is to provide orbital bombardment and general fire support. The first side to reduce the enemy ground force to 0 HP increases their battle log by 4 points. No points are scored for destroying the enemy ground force if your own force has already been reduced to 0 HP. At the end of the game, a player scores 2 points if the opponents ground force has been reduced to half strength or less, but has not been destroyed.

6. Moving terrain rules are in effect. During the End Phase, move each moon planetoid the amount listed in the terrain layout section.

7. A player may use available AP in a squadron to reinforce their units on the ground. As a Boarding Action, any ship with available AP may increase the HP of the planetoid forces at an exchange rate of 1 HP per 3 AP spent. Spending AP in this way permanently reduces the AP value of the ships that participate in such an action.

8. No other restrictions on play are part of this scenario. *Battle Shunts*, *Fold Space Escapes*, Gravitational weapons, etc. play as per the normal rules.

9. Two navigational beacons are on the board. At the beginning of the game, neither side has control of either beacon. To gain control of a beacon, a friendly ship (not necessarily the entire squadron) must start and end within 4" of the beacon for a complete turn. Place a control marker on the beacon to designate control if this condition is met. Points are awarded at the end of the game for control of beacons.
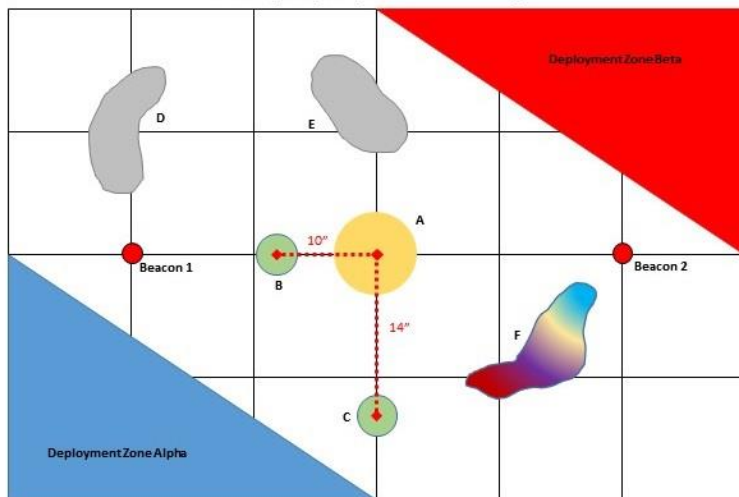
Victory Conditions

The game ends when one side has been eliminated, or at 9:50 PM, whichever occurs soonest. The team with the highest average battle log is the winner. Prize selection (if any) will be determined in order of team ranking, with the individual team player with the higher battle log selecting first.
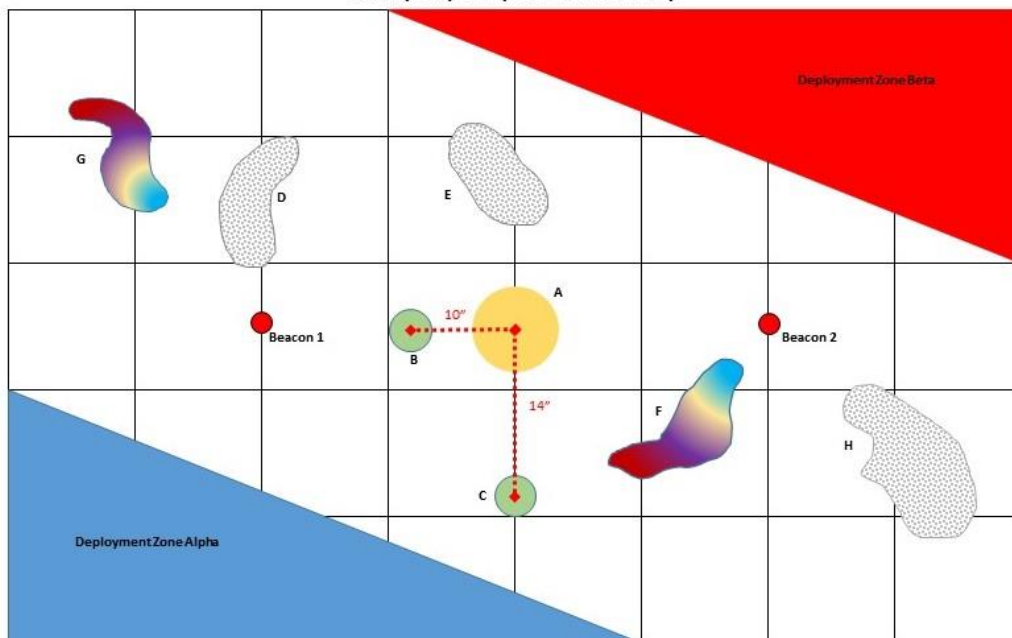
Table Layout

Each match will be held on a 4'x6' table (for 2 player games) or a 5'x8' table (for 4 player games), with Terrain already placed as shown:

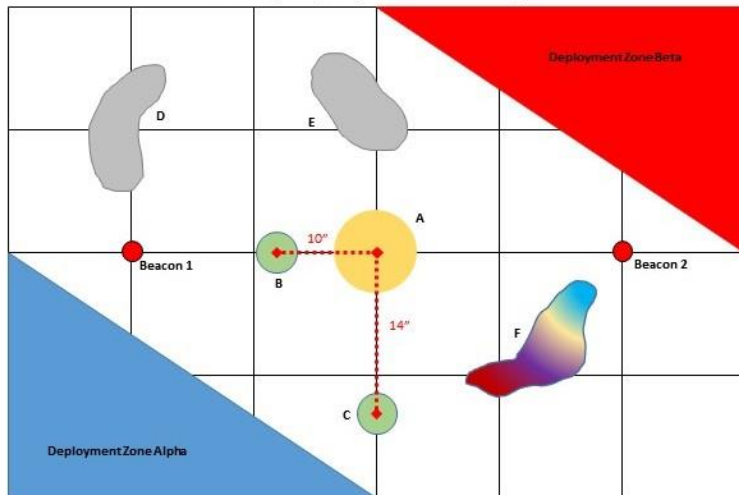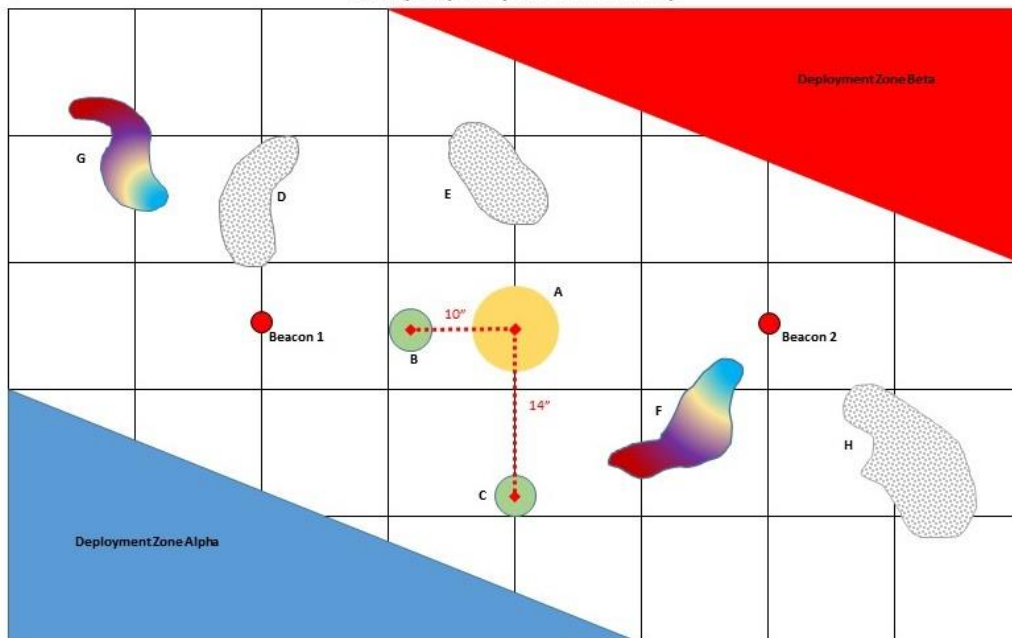### One player per side setup
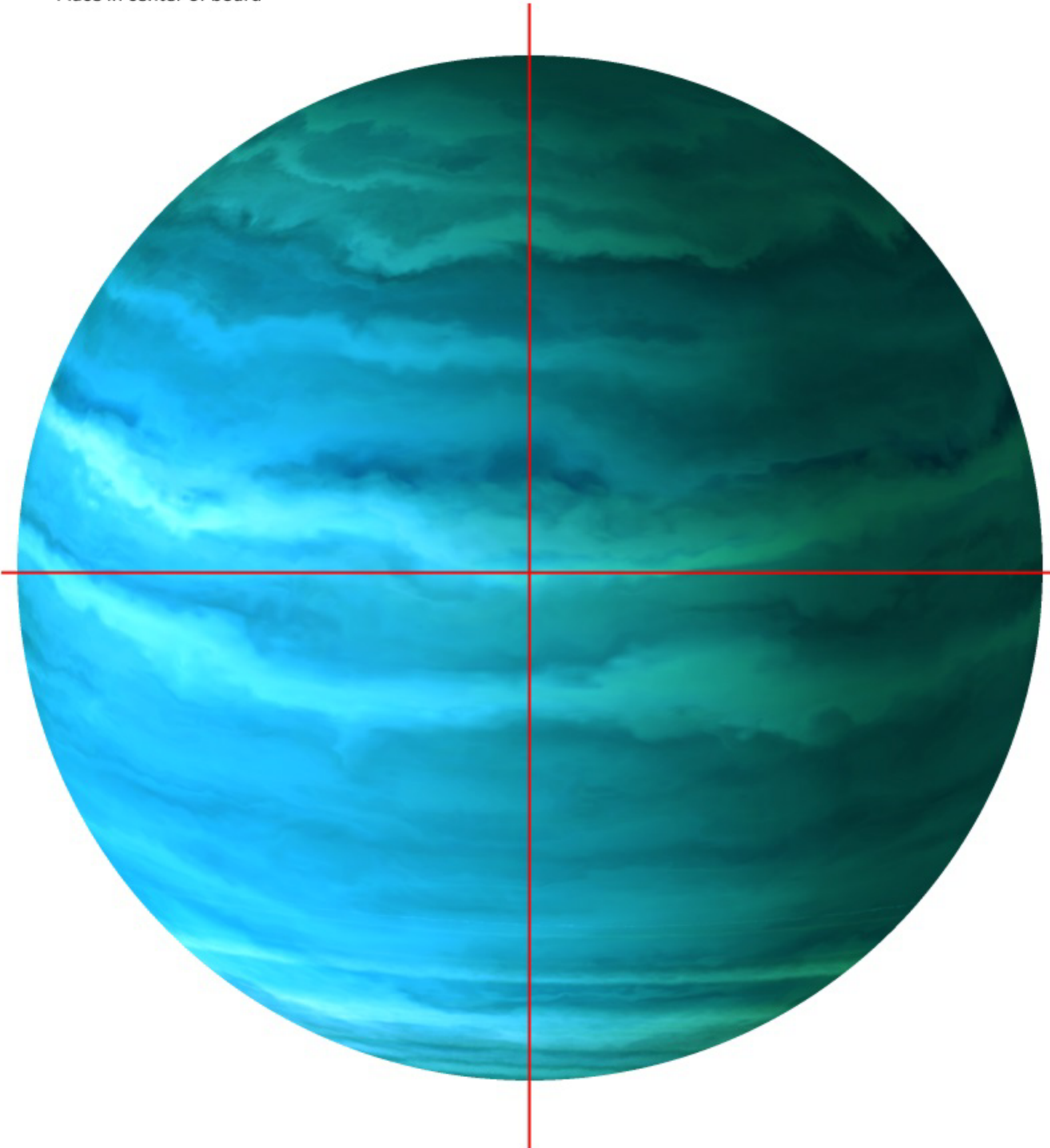

Two players per side setup

Terrain Notes:

A: 8" Planetoid. This object is stationary.
B: 4" Moon Planetoid. This object will move 6" in a clockwise direction during the *End Phase*.
C: 4" Moon Planetoid. This object will move 3" in a clockwise direction during the *End Phase*.
D: Asteroid Field. This object is stationary.
E: Asteroid Field. This object is stationary.
F: Gas Cloud. This object is stationary.
G: Gas Cloud. This object is stationary. (Used only in two player/side game)
H: Asteroid Field. This object is stationary. (Used only in two player/side game)
The beacons are stationary.

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Two players per side setup

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E: Asteroid Field. This object is stationary.
F: Gas Cloud. This object is stationary.
G: Gas Cloud. This object is stationary. (Used only in two player/side game)
H: Asteroid Field. This object is stationary. (Used only in two player/side game)

The beacons are stationary. They are 2" diameter bases, and will be supplied at GenCon.

Gas Giant planetoid "A"

One player/side setup
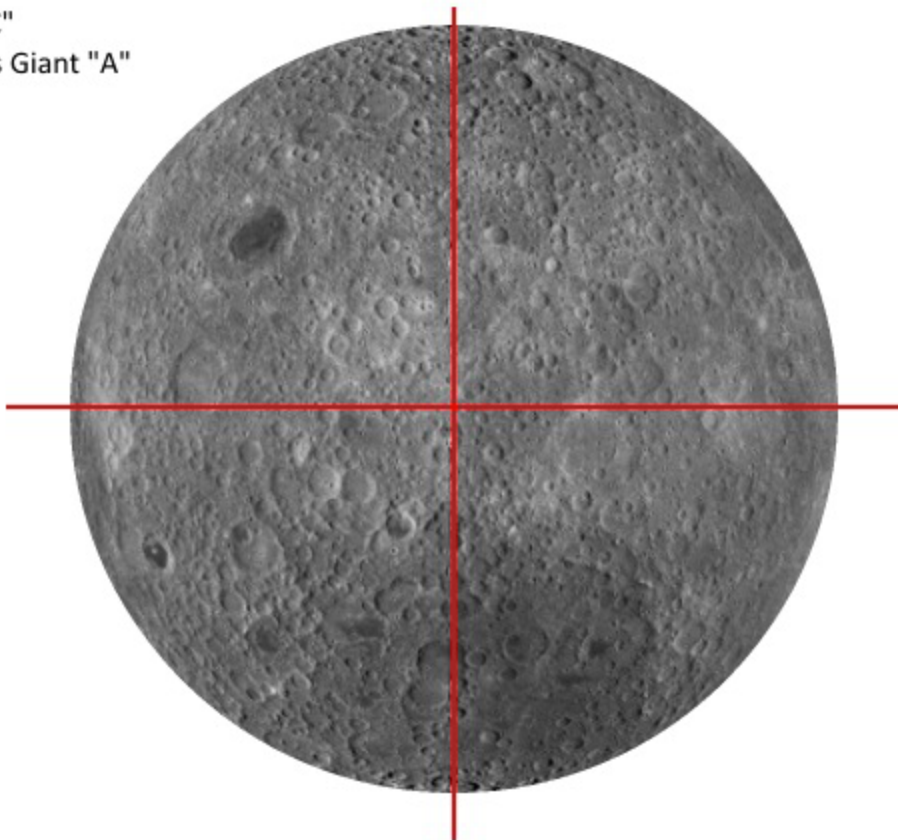Two player/side setup

Place in center of board

One player/side setup
Two player/side setup

Moon Planetoid "B"
Place 10" from Gas Giant "A"
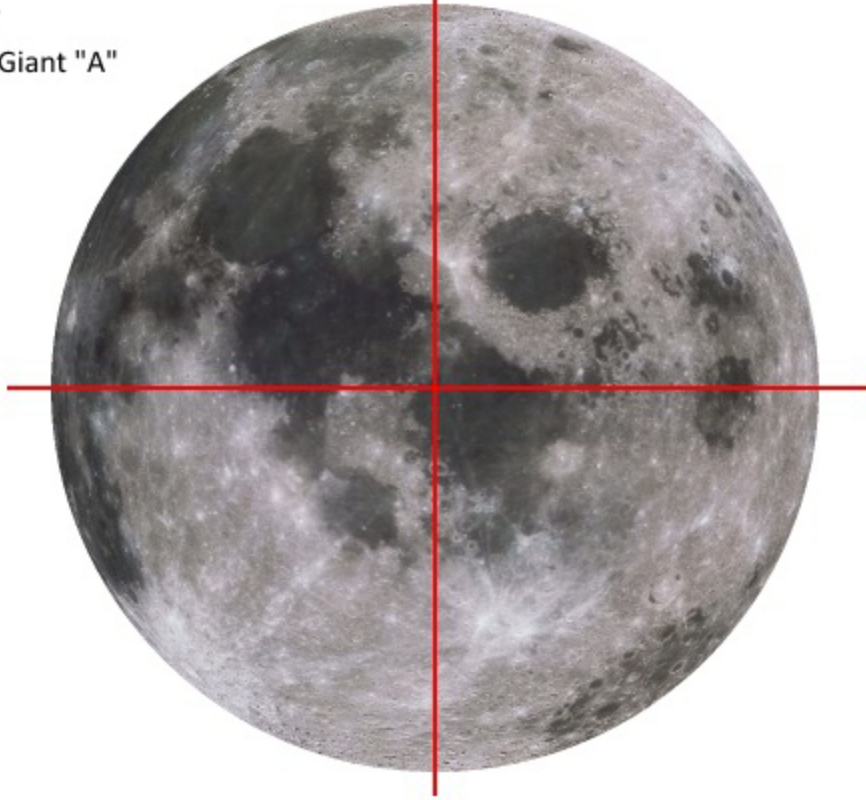
Moon Planetoid "C"
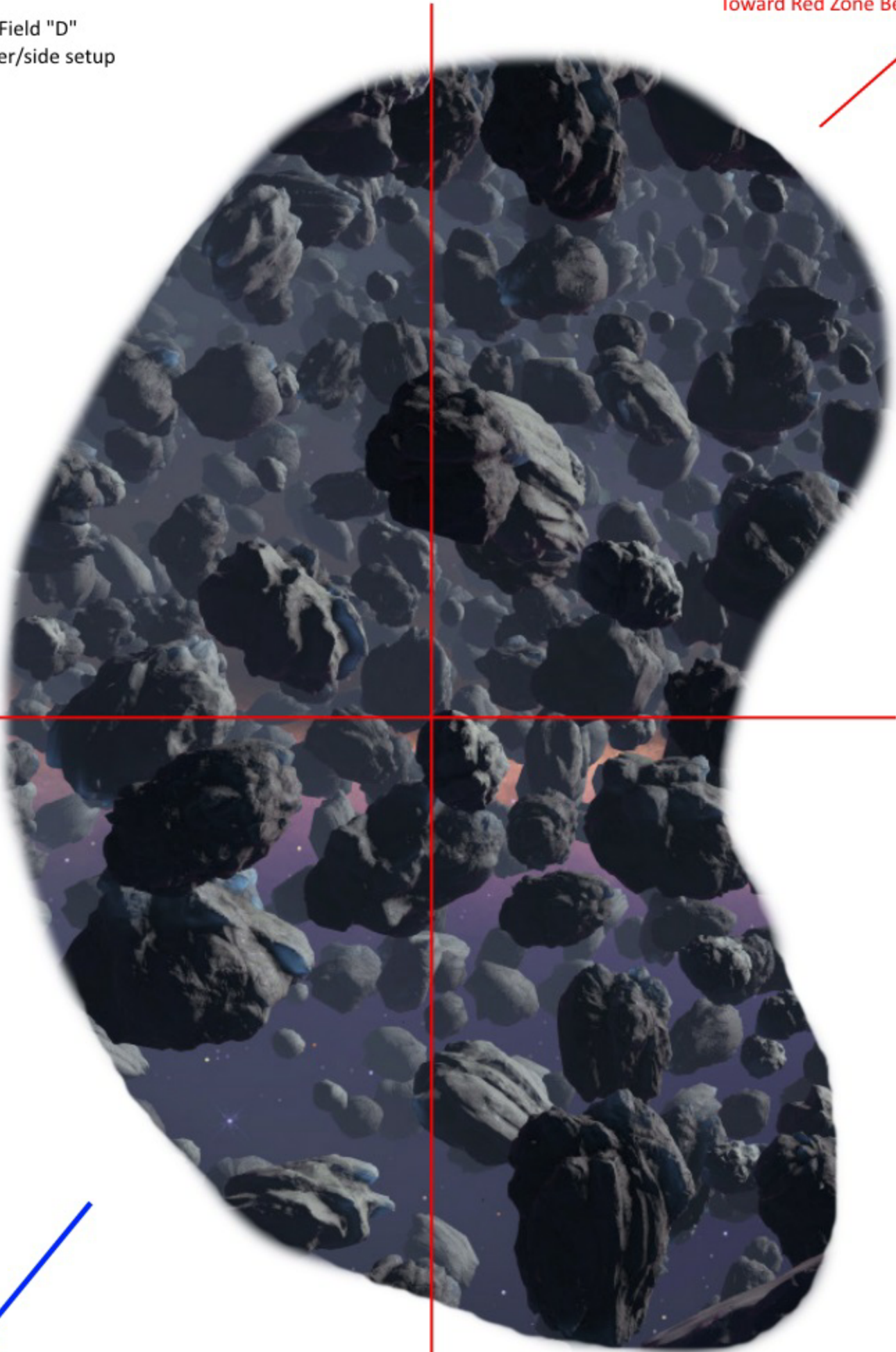Place 14" from Gas Giant "A"
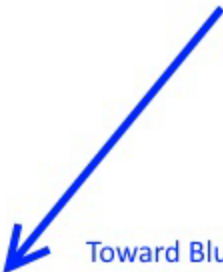
Asteroid Field "D"
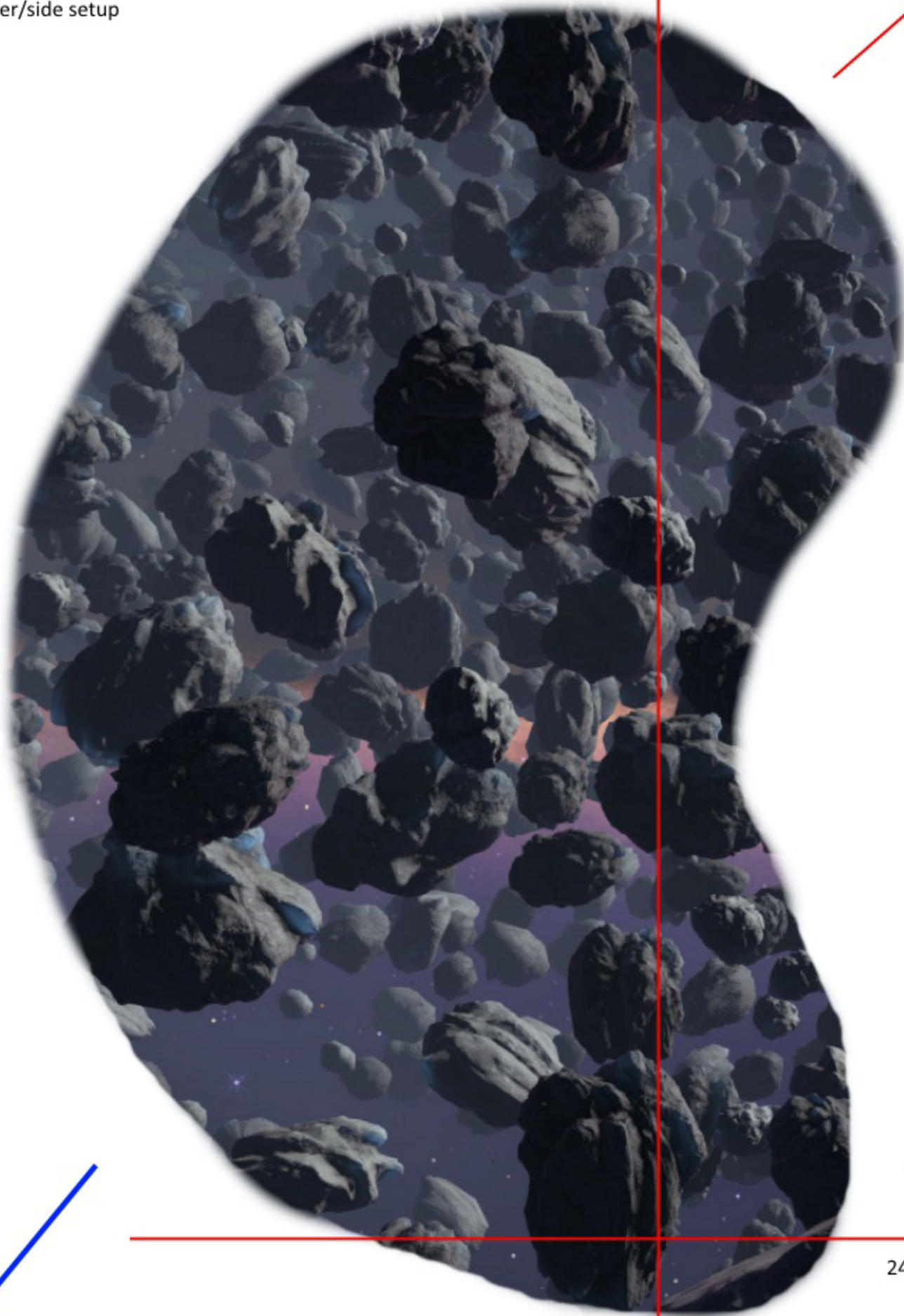One player/side setup

Toward Red Zone Beta

12" to edge

Toward Blue Zone Alpha

12" to edge

Asteroid Field "D"
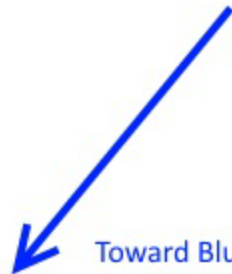Two player/side setup

Toward Red Zone Beta

Toward Blue Zone Alpha

24" to edge

24" to edge

Asteroid Field "E"
One player/side setup

Toward Red Zone Beta

Toward Blue Zone Alpha

12" to side

36" to side

Asteroid Field "E"
Two player/side setup
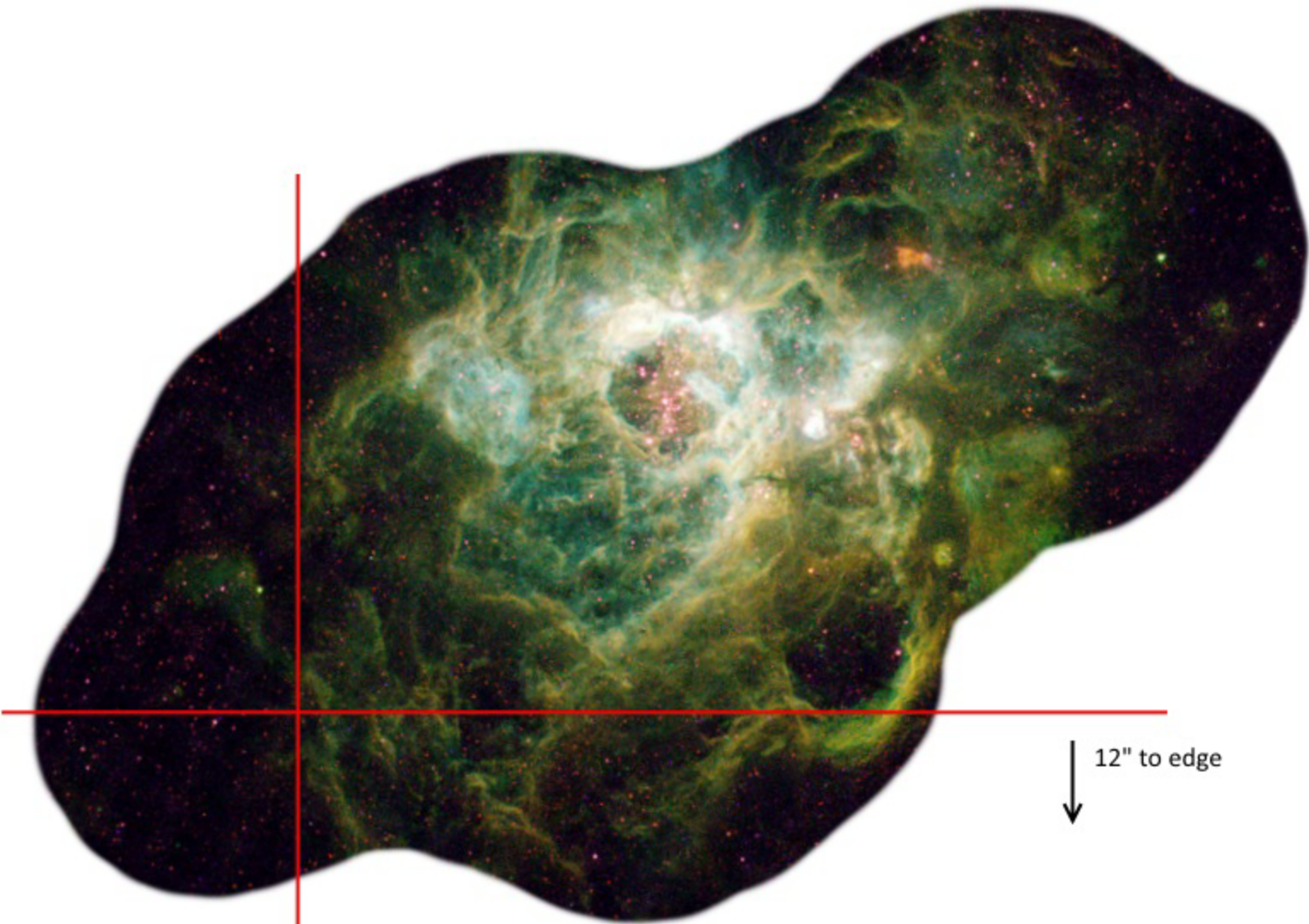
Toward Red Zone Beta

48" to edge →

12" to edge ↑

Toward Blue Zone Alpha

Toward Red Zone Beta

Gas cloud "F"
One player/side setup

12" to edge

24" to edge

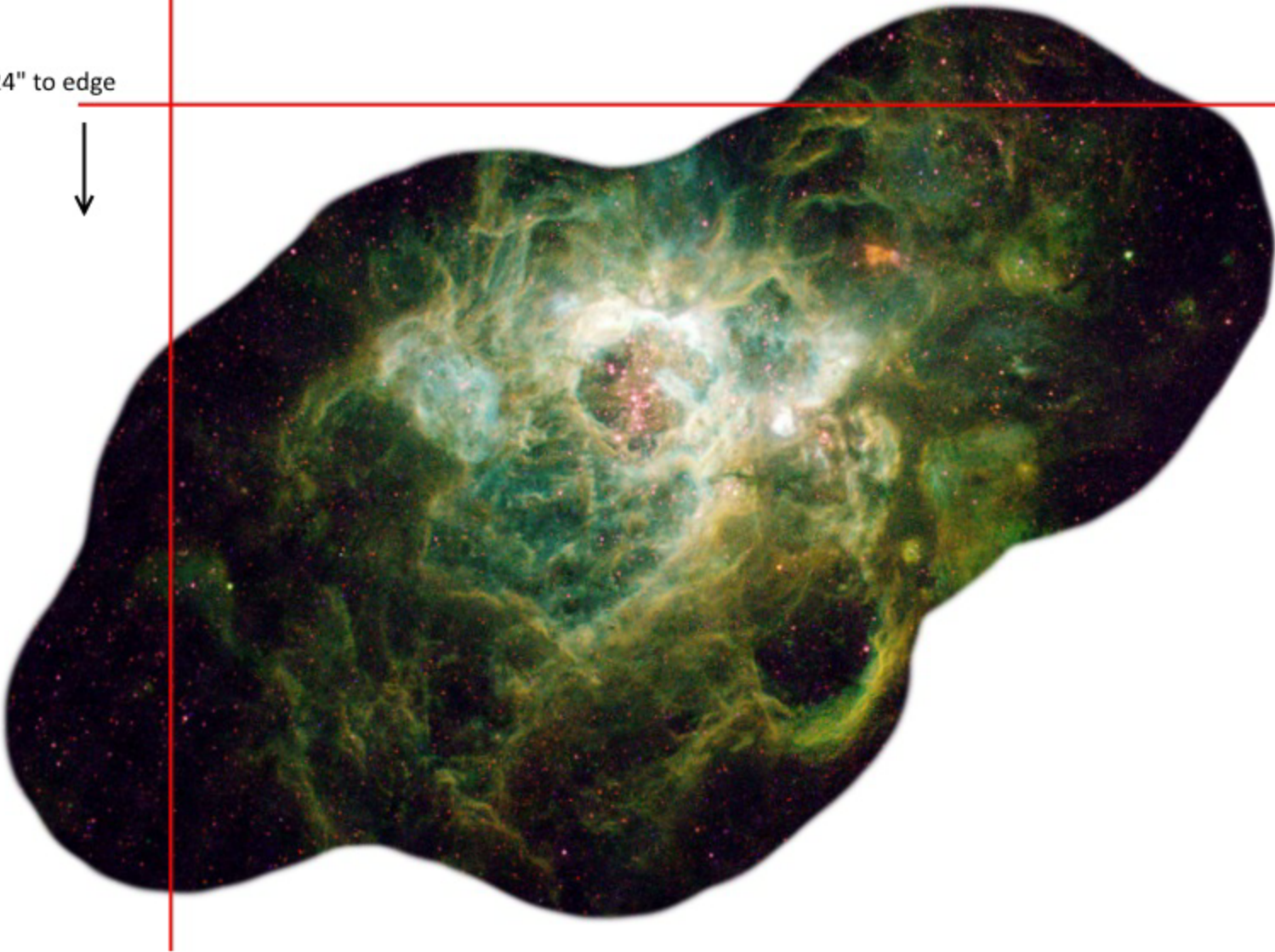Toward Blue Zone Alpha

Gas Cloud "F"
Two player/side setup

36" to edge

24" to edge

Toward Red Zone Beta

Toward Blue Zone Alpha

Gas Cloud "G"
Two player/side setup

Toward Red Zone Beta

12" to edge

12" to edge

Toward Blue Zone Alpha

Asteroid Field "H"
Two player/side setup

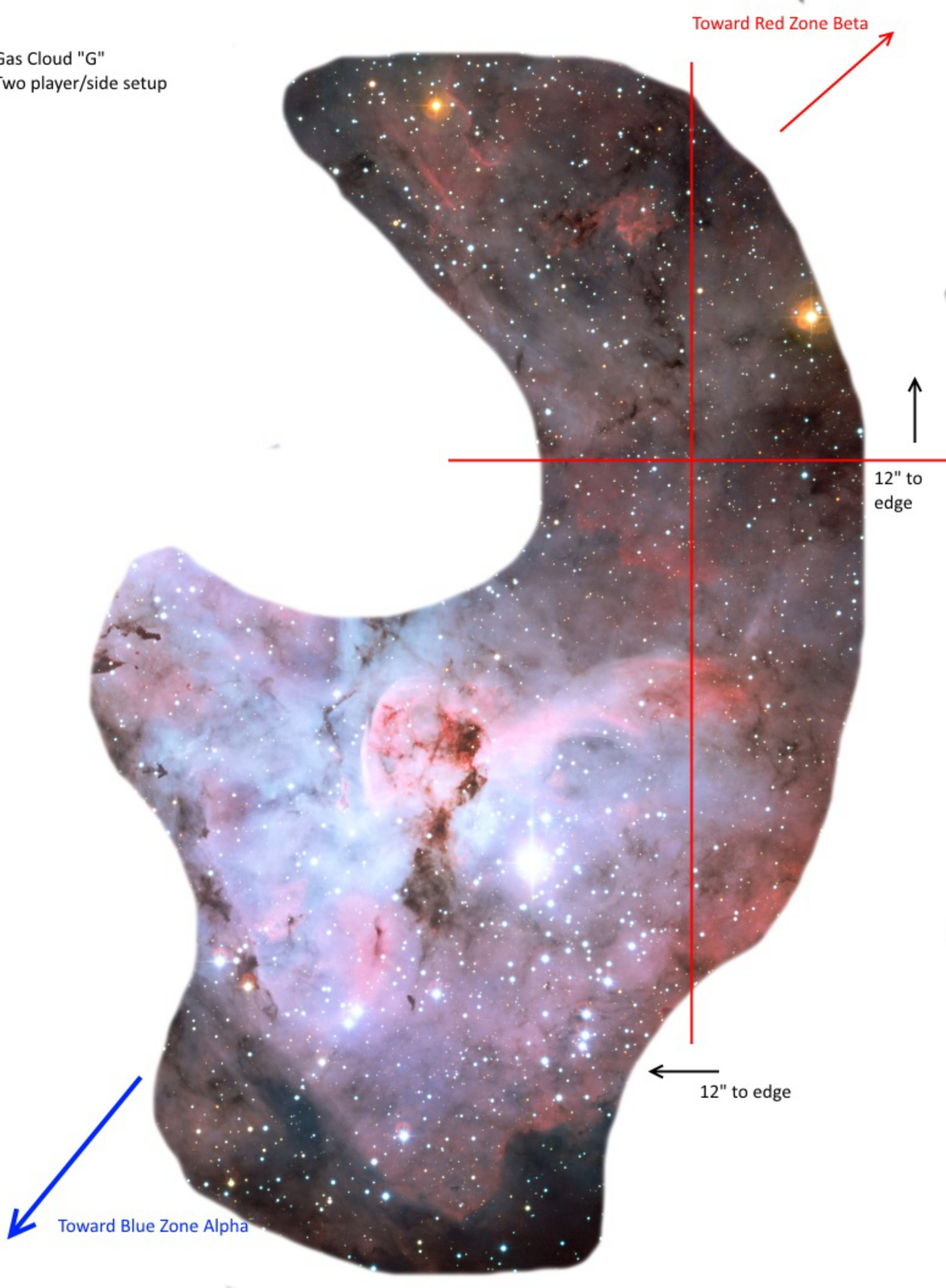Toward Red Zone Beta

12" to edge

12" to edge

Toward Blue Zone Alpha