

Event Information

GenCon Event ID: NMN18129402
Maximum Fleet Value (MFV): 800pts
Date: Thursday, August 2, 2018
Time: 6:00 PM – 10:00 PM

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.

Once team pairings have been determined, teams will be randomly assigned to play as the Convoy Escort (Operation *Urgent Relief*) or as the Blockade (Operation *Noose*).

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.

Standard Rules:

Standard rules from the Spartan Games 2nd Edition 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. Ship statistics for the 2nd Edition will be used for this event.

Special Rules

The following exceptions to the standard rules are included in this scenario:

- Tactical Ability Cards are not allowed.
- No squadron is allowed to use reserve deployment.
- Hidden Set-Up markers may only be placed within a friendly deployment zone.
- An SRS token must return to its parent carrier once it has participated in any action.
- A cargo ship may exit the game by moving across either edge marked as a safe exit. Once a cargo ship has exited, it does not count as destroyed.

Models

All fleets will be constructed using statistics found in the Fleet Manuals (Firestorm and Taskforce) published by Spartan Games that were current on June 30, 2017. Ship models used in fleets should match the original ship class produced by Spartan Games. Suitable proxy models may be used, but must be clearly marked and similar in size for the appropriate Class. In other words, no using battleships to stand in for frigates. 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)

Time Limit

The event officially ends at 9:50 PM.

Maximum Fleet Value

The MFV for this event is 800 Points.

Fleet List

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

Fleet Compositions

Use the fleet composition tables listed in the Fleet Guides. **However, Tier 1 ships (as defined in the individual faction fleet compositions) are not allowed in any fleet.** One additional Tier 2 squadron and one additional Tier 3 squadron are allowed to be added, in addition to what is shown in the fleet composition table.

The team playing as the Convoy Escort will also be provided with a single squadron of 3 cargo transport ships. The team playing as the Blockade will be provided with two blockade stations. These squadrons do not count toward the MFV for either players fleet.

Rulebook

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

Event Scoring/Victory Conditions

Battle log scoring will not be used in this event.

The Convoy Escort team immediately wins when the two blockade stations have been destroyed, OR when two cargo ships have successfully exited the game on either “safe exit edge” marked on the table layout.

The Blockade team immediately wins when two cargo transports have been destroyed.

If neither goal has been accomplished by the end of turn 6, then the Blockade Force is the winner. If neither team has won by the official end time for the event, then the game ends in a draw.

Terrain

Use the terrain layout provided in this document.

Special Model Statistics

NAME		E. Fitzgerald Class							
DESIGNATION		Cargo Transport							
SIZE CLASS		Medium							
SHIP POINTS		n/a							
DR	CR	MV"	TL	HP	CP	PD	SHIELDS	WINGS	
5	8	10	2	5	3	1	0	0	
MARS: No FSD.									

NAME		Tico Class							
DESIGNATION		Blockade Station							
SIZE CLASS		Medium							
SHIP POINTS		n/a							
DR	CR	MV"	TL	HP	CP	PD	SHIELDS	WINGS	
6	10	0	n/a	6	3	4	0	0	
MARS: No FSD.									
Primary Weapons					8"	16"	24"	32"	
Any Arc					4	5	2	--	
Any Arc					4	5	2	--	

:::Transmission xRef GC1B: NMN1B129402:::
:::SecureChannelOpen:::
:::DocSecurity: Command; Secret; Eyes Only:::
:::Begin Transmission:::

OPERATION URGENT RELIEF

FIRESTORM ARMADA, GENCON 2018

::: Situational Report Follows :::

Enemy forces have destroyed the fold space beacon in the Arcrux system, and have initiated a planetary blockade. Your mission is to escort a number of high-speed transports through the blockade to re-supply the forces already engaged in the area.

An earlier strike force has disabled a number of blockade stations, creating break in the blockade zone for you to transit. We do not expect these blockade stations to stay offline for long, so it is imperative that you exit the area as soon as possible, before the enemy reforms the blockade. There are indications that some kind of fold space interference generator is being used, so Command advises against any kind of fold space deployment.

Due to operational requirements in other sectors, no large capital ships can be committed to this mission. You are restricted to medium and small class craft only. Good luck Admiral!

::: End SitRep :::
::: END DOC SEC 0411201B :::
::: END Transmission :::

:::Transmission xRef GC1B: NMN1B129402:::
:::SecureChannelOpen:::
:::DocSecurity: Command; Secret; Eyes Only:::
:::Begin Transmission:::

OPERATION NOOSE

FIRESTORM ARMADA, GENCON 2018

::: Situational Report Follows :::

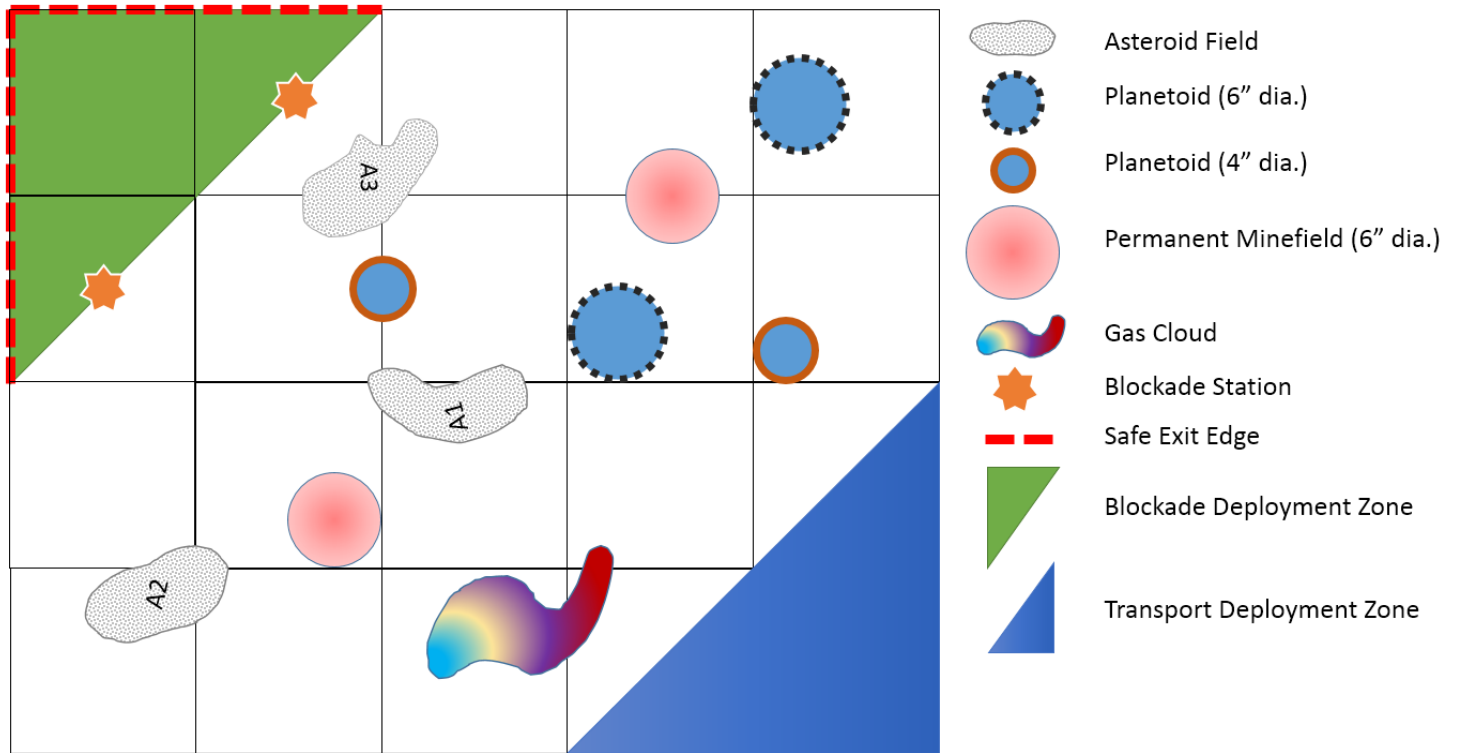
The enemy has managed to disable two of our blockade stations in the Arcrux system. The blockade stations are undergoing emergency repairs due to an earlier attempt to break the line. The engineering teams on site have been able to restore the fold-space interference field; other systems should be back online soon. The listening post at the Omicron Lagrange point has intercepted an enemy transmission, indicating that a convoy may be approaching. Your mission is to seal up this breach and deny passage to any ship attempting to run the blockade.

Due to operational requirements in other sectors, no large capital ships can be committed to this mission. You are restricted to medium and small class craft only. Good luck Admiral!

::: End SitRep:::
::: END DOC SEC 0411201B :::
::: END Transmission :::

Table Layout

Each match will be held on a 4'x5' table for both 2 and 4 player games.





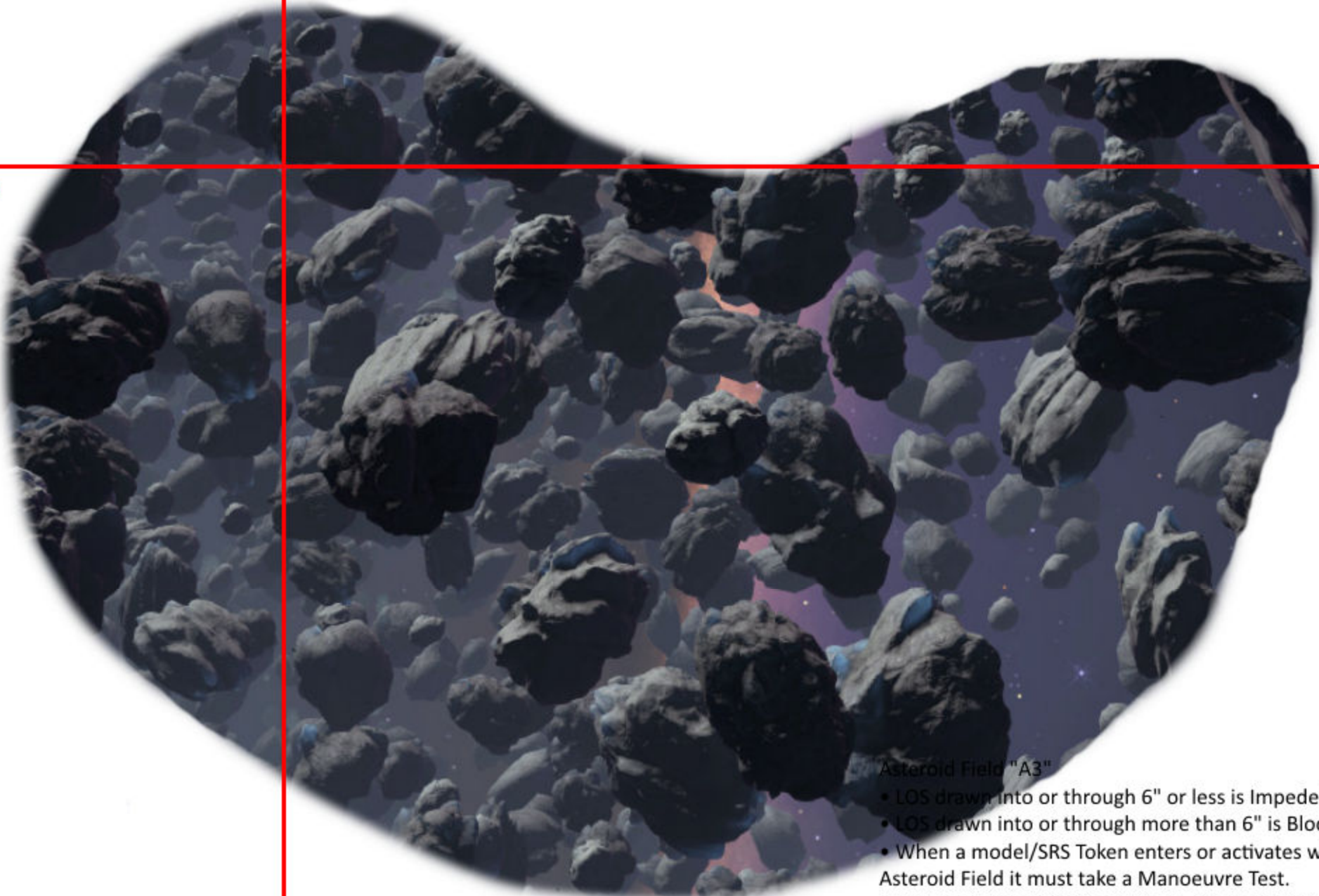
24"

Asteroid "A1"

Toward Blockade



24"

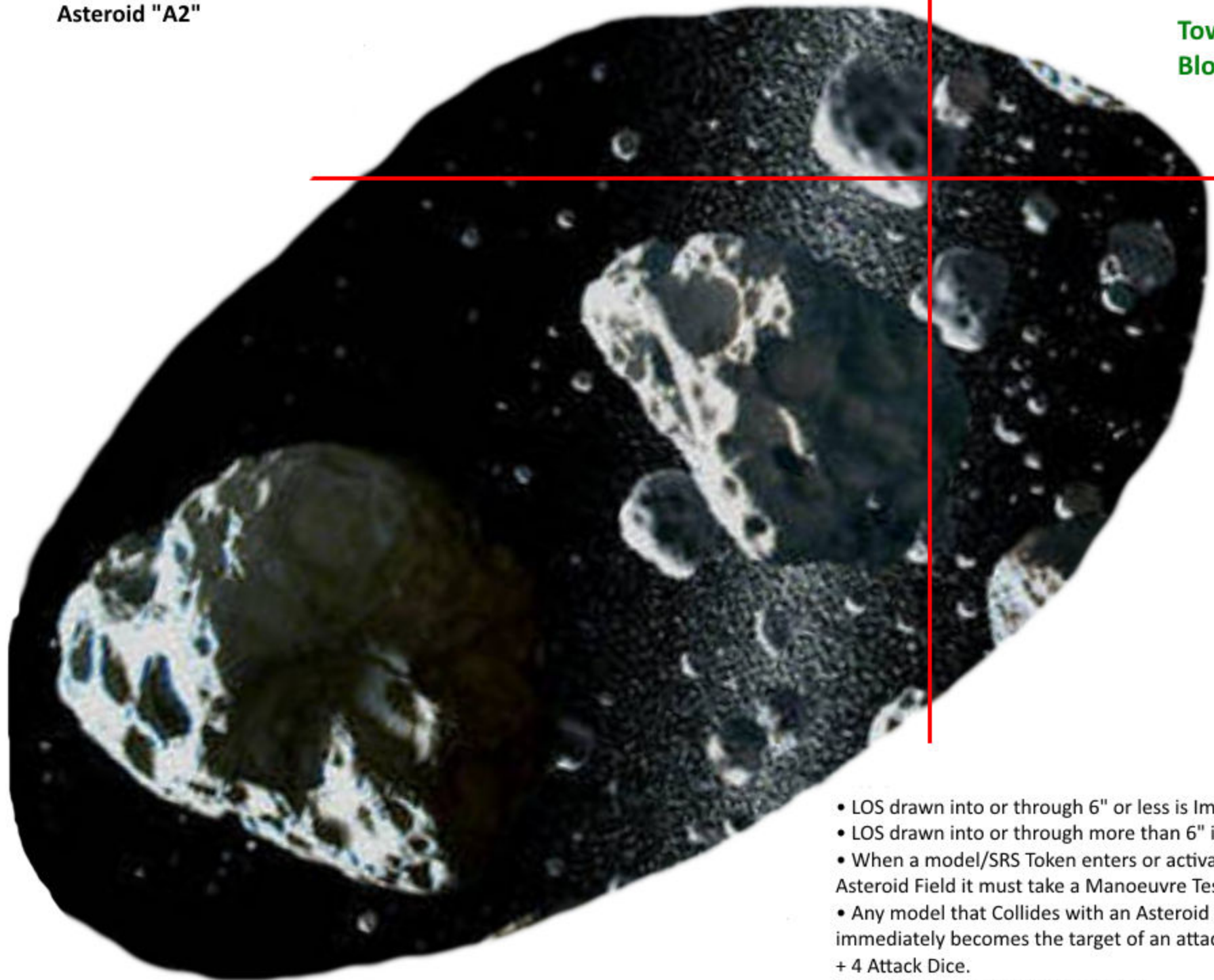


- LOS drawn into or through 6" or less is Impeded.
- LOS drawn into or through more than 6" is Blocked.
- When a model/SRS Token enters or activates within an Asteroid Field it must take a Manoeuvre Test.

Asteroid Field "A3"

- LOS drawn into or through 6" or less is Impeded.
 - LOS drawn into or through more than 6" is Blocked.
 - When a model/SRS Token enters or activates within an Asteroid Field it must take a Manoeuvre Test.
 - Any model that Collides with an Asteroid Field immediately becomes the target of an attack with 1D6 + 4 Attack Dice.
- Any SRS Token that Collides with an Asteroid Field is destroyed.

Asteroid "A2"



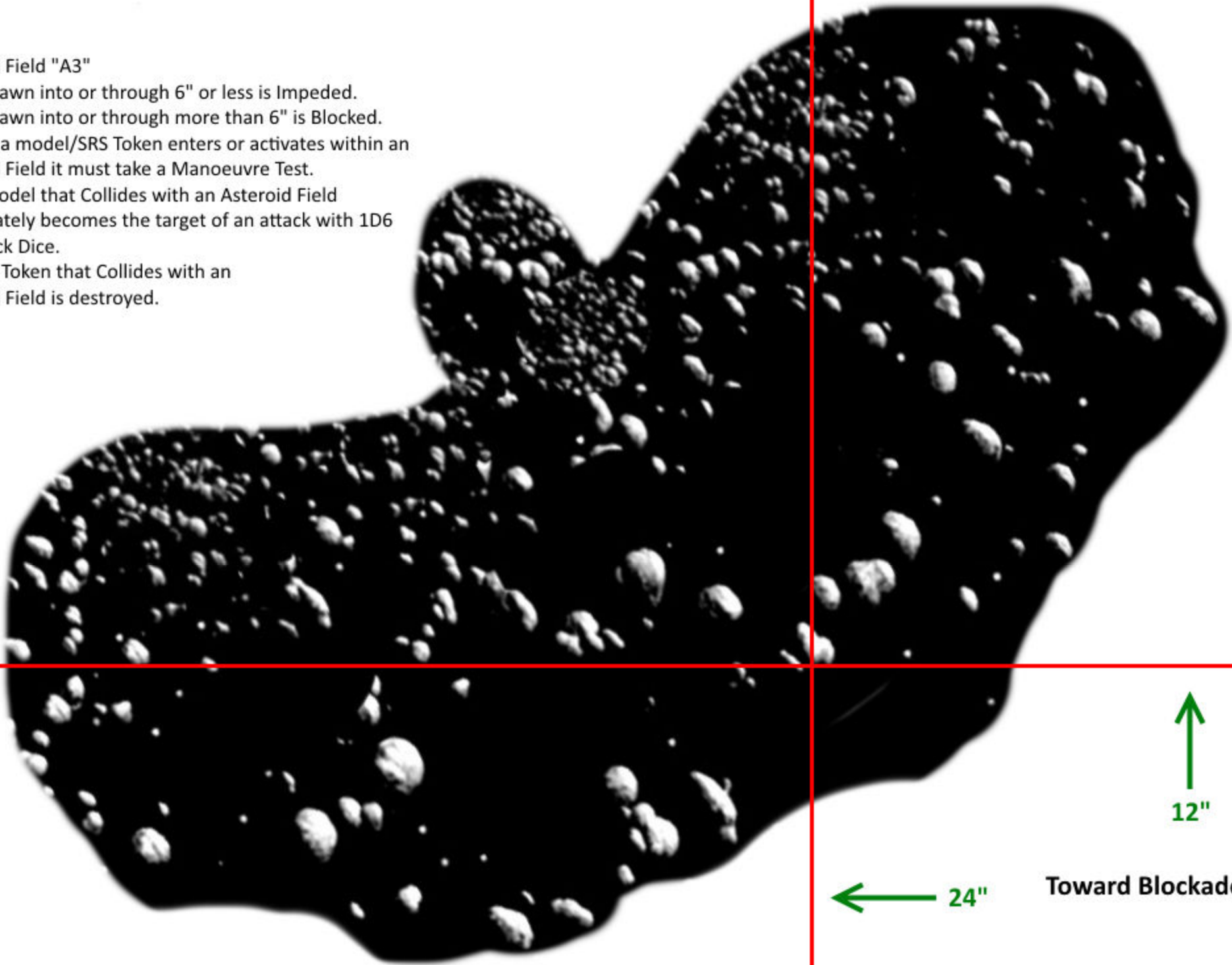
Toward
Blockade

↑
36"

- LOS drawn into or through 6" or less is Impeded.
 - LOS drawn into or through more than 6" is Blocked.
 - When a model/SRS Token enters or activates within an Asteroid Field it must take a Manoeuvre Test.
 - Any model that Collides with an Asteroid Field immediately becomes the target of an attack with 1D6 + 4 Attack Dice.
- Any SRS Token that Collides with an Asteroid Field is destroyed.

Asteroid Field "A3"

- LOS drawn into or through 6" or less is Impeded.
 - LOS drawn into or through more than 6" is Blocked.
 - When a model/SRS Token enters or activates within an Asteroid Field it must take a Manoeuvre Test.
 - Any model that Collides with an Asteroid Field immediately becomes the target of an attack with 1D6 + 4 Attack Dice.
- Any SRS Token that Collides with an Asteroid Field is destroyed.



← 24"

↑ 12"

Toward Blockade

Gas Cloud

- Any Attack (from Direct or Indirect Weapons) against a model whose Flight Peg is within a Gas Cloud receives a '-1 to hit' modifier.
- If a Squadron begins its activation with a model within a Gas Cloud it must take a Disorder Test (See Page 48).

→ 24"

12"

