

BFG Scenario Revamp

Original scenarios:

1. Cruiser Clash
2. The Bait
3. The Raiders
4. Surprise Attack
5. Blockade Run
6. Convoy
7. Planetary Assault
8. Escalating Engagement
9. Exterminatus
10. Fleet Engagement
11. The Gauntlet
12. Parol's Bait
13. Pelucidar

Useful scenarios:

1. Cruiser Clash
2. The Bait
3. The Raiders
4. Surprise Attack
5. Blockade Run
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7. Planetary Assault
8. Escalating Engagement
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11. The Gauntlet
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Revamped scenarios:

Raids (D6):

1. Skirmish
2. Bait
3. Rapid Strike
4. Blockade Run
5. Convoy (D3):
 - 1-2. Ambush
 - 3-4. Blockade Run
 - 5-6. Gauntlet
6. Assassination (D3)
 - 1-2. Ambush
 - 3-4. Skirmish
 - 5-6. Gauntlet

Battle (D6):

1. Assault:
 - 1-2. Installation Assault
 - 3-4. Planetary Assault
 - 5-6. Exterminatus
2. Escalating Engagement
3. Surprise Attack
- 4-6. Fleet Engagement

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Concept: Improving the scenarios is tied in with the implementation of the Command Point and Detachment systems. CPs and detachments provide a simple means to balance smaller scenarios by providing a sizeable advantage to players who decide to field a balanced fleet without high cost units. The approach I intend to use to improve the scenarios will be to introduce scenario specific detachments and stratagems as well as altering the cost of some detachments for raids. A major concern with redesigning the raid scenarios is that high points value units and large cruiser formations can easily break them. A Battlebarge for example can nearly win a 750 point game on it's own while a squadron of 6 Space Marine Strike Cruisers will wreck anything they face quite easily. Because some factions (tyranids) effectively require that you field at least 1 battleship it doesn't make sense to ban them from use in smaller games, so instead I suggest adding the following adjustment to the detachment rules for all Raid scenarios.

Raid: For this scenario Line Breaker, Battleship, and Lord of War Detachments each cost 2 additional command points.

Dispersed Deployment: For this scenario the maximum size of a Cruiser Squadron is 2 vessels. Light Cruisers count as half a ship for the purposes of this rule.

If you're playing a Major Raid (see the pirate faction rules) ignore the Raid and Dispersed Deployment rules.

Proposed Scenario Changes:

Raid 1: Skirmish

The original Cruiser Clash scenario is an odd legacy of the original starter set. The scenario is entirely pointless now given the lack of a starter set to pair it with, it isn't even very useful for demo gaming. What we need and don't have is a basic small battle format scenario. The only things that need to be changed to convert Cruiser Clash into that are the way you build your force (Use the detachment system and normal points method) and how the scenario is scored (use normal VPs as well as the renown table if playing a campaign).

Special Rules: Raid and Dispersed Deployment

Raid 2: Bait

This scenario is a mess. The concept is cool but the execution sucks. The attacker effectively has more way to win since the defender realistically cannot be prevented from linking up his forces. As a result the attacker's best bet is to try and snipe 1 vessel and then disengage, which as there is no minimum turn limit they can do without penalty within the first 1 or 2 turns. As such it requires a serious rewrite. Add to this that the defender only places a single ship in a disadvantageous position means that you really are just playing a straight up skirmish where the attacker has 2/3s the points value as the defender. The set up isn't a problem given the concept of the scenario. The bait has been racing away from the attacker towards a larger element of it's own forces. To keep their pursuers from breaking off the chase the bait has been moving at less the maximum speed, deliberately appearing like injured and easily taken prey. The scenario thematically should begin right at the point where the attacker has almost caught up to the bait, right before the trap is sprung.

Here's my changes. First off both sides have the same points value for their fleet at the start. The defender is advantaged by the scenario so this isn't a problem. Second the bait must make up between 25% and 33% of the defender's fleet points. This way it isn't a single escort. After that the scenario should have a minimum turn limit, so it will land after 8 turns. Victory will be by victory points with the attacker receiving a 10% bonus if the bait ships are destroyed or

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disengage. The biggest change though will be that the game begins with the attacker getting a free movement phase. This represents his ships being on the verge of catching the bait before the trap is sprung. There aren't any special orders for this movement phase and after it ends the defender still has the first turn. Their reinforcements can enter the field in the same way as with the original scenario beginning of their first turn.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Maximum Thrust -1 CP	
Attacker	Use at during the bonus movement phase
	When a ship or squadron performs its bonus movement place it on the All Ahead Full! special order. May be used more than once.

Well Laid Trap -2 CPs	
Defender	Use during deployment after deploying terrain
	The defender gains 1d3+1 Orbital Mines. They can be deployed anywhere on the table beyond 45 cm from the attacker's deployment zone. May be used more than once.

Raid 3: Rapid Strike

Honestly this scenario is fine as is.

Special Rules: Raid and Dispersed Deployment

Raid 4: Blockade Run

Honestly this scenario is fine as is but benefits from the addition of some scenario stratagems.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Slip the Net -2 CPs	
Attacker	After Deployment
	<i>Seeking to slip through the enemy blockade undetected your fleet approaches the battlesphere on minimal power.</i> Before the beginning of the first turn each vessel and squadron in your fleet may attempt to use the Silent Running stratagem.

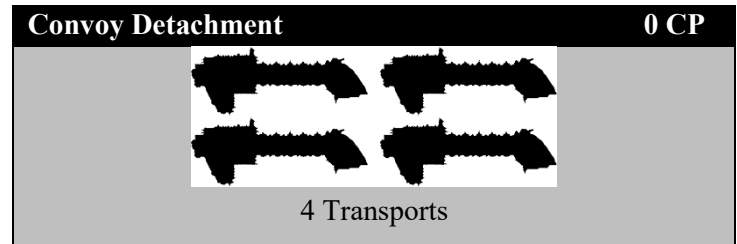
Well Laid Trap -2 CPs	
Defender	Use during deployment after deploying terrain
	The defender gains 1d3+1 Orbital Mines. They can be deployed anywhere on the table beyond 45 cm from the attacker's deployment zone. May be used more than once.

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Raid 5: Convoy

In truth there isn't really a single convoy style mission with the existing mission set. Instead the original book gave us 2 (Convoy and Blockade Run) while Armada gave us The Gauntlet. Each scenario puts its own unique thematic twist on a convoy escort mission, and so propose rolling them all together into their own category under the raid mission table. This way if you roll up a convoy mission on the table you roll again on the convoy mission table to determine what type of convoy mission you'll play. The three convoy missions I propose we adopt are Ambush, Blockade Run, and Gauntlet.

Convoy missions have a special scenario detachment, the Convoy Detachment. In these scenarios the defender must take 1 convoy detachment for each non-convoy detachment they take. Each convoy detachment gives them 4 transports or 1 heavy transport. While this seems like a lot it actually works out to be fewer than the original version of the scenario where you took 2 transports for every 100 points in your list. The goal of each convoy scenario is the same as the original convoy scenario, with victory being based upon the number of transports which successfully make it off the opposing table edge from the defender's deployment zone.



Convoy 1: Ambush

The Ambush scenario follows the original Convoy scenario's concept. The Attacker's force begins the battle hidden while the defender's force must move across the table while protecting vulnerable transports. The biggest change is to the how the attacker builds his list. Instead of the clunky and frustrating original concept where the attacker's fleet is generated via a table (I no shit once generated a fleet without any ships). Instead the attacker generates a fleet of equal points to that of the defender. He still deploys using contact blips with each ship in his fleet assigned to a specific blip before the game begins. For each convoy detachment in the defender's list as well as each lone vessel and squadron in the attacker's list the attacker has one contact blip. Deployment works the same as before except that contact blips must be at least 20cm away from each other instead of 30 cm. This allows for a more varied and interesting deployment. When a contact blip is revealed if no ship or squadron was assigned to it was a sensor ghost and is removed from play without effect.

Everything else about the scenario works as is.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Sensor Probe -2 CPs	
Defender	A capital ship may launch a sensor probe instead of a torpedo salvo. Place a 30 cm speed torpedo marker in contact with the vessel's base. Reveal any contact blips which come within 15 cm. <i>Once per game</i>

Hunters in the Dark -1 CPs	
Attacker	When a contact blip is revealed If no ships were deployed, you may deploy 1d3 Deadfall Torpedoes or Attack Craft Clusters. May be used more than once.

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Convoy 2: Blockade Run

The Blockade Run convoy mission works exactly the same way as the original blockade run scenario, except the victory conditions are changed to be those of the convoy scenario. As they are guarding transports instead of their own vessels the attacker's points value is also the same as the defender's.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Slip the Net -2 CPs	
Defender	After Deployment
	<i>Seeking to slip through the enemy blockade undetected your fleet approaches the battlesphere on minimal power.</i> Before the beginning of the first turn each vessel and squadron in your fleet may attempt to use the Silent Running stratagem.

Well Laid Trap -2 CPs	
Attacker	Use during deployment after deploying terrain
	The attacker gains 1d3+1 Orbital Mines. They can be deployed anywhere on the table beyond 45 cm from the defender's deployment zone. May be used more than once.

Convoy 3: Gauntlet

This is the one great scenario from the Armada book and only requires minor changes to be functional. First off the defender's transports are determined using convoy detachments with the size of the attacker and defender's fleets being equal. Likewise, the standards for victory are the same as the other convoy scenarios.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Their grip tightens -1 CP	
Attacker	Beginning of your first movement phase
	When any of your ships or squadrons move on from the table edge they may use the All Ahead Full! special order without needing to perform a leadership test.

Draw their fire! -1 CP	
Defender	During the Attacker's shooting phase
	Select one of your ships or squadrons and have it perform a leadership test to deliberately draws the enemy's fire onto itself. If the test is passed, then for the remainder of this turn this ship or squadron is the closest available target for at least one of their weapons enemy ships or squadrons suffer a -2 penalty to their target priority checks. May be used more than once.

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Raid 6: Assassination

Like the Convoy scenarios, Assassinations are a type of scenario with three variants rather than a single scenario. The core concept is the same for each variant with the objective being for the defender's flagship to either survive or escape from the table. If it survives or escapes the defender wins, if not the attacker wins.

Assassination 1: Skirmish

This scenario works identically to the Skirmish scenario, with the exception of its victory conditions and stratagems. The defender wins if their flagship survives the battle, while the attacker wins if it is destroyed.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Marked for Death -1 CP	
Attacker	During the Attacker's shooting phase For the remainder of this turn, when your ships target the enemy flagship they may reroll a single D6.

Draw their fire! -1 CP	
Defender	During the Attacker's shooting phase Select one of your ships or squadrons and have it perform a leadership test to deliberately draws the enemy's fire onto itself. If the test is passed, then for the remainder of this turn if this ship or squadron is the closest available target for at least one of their weapons enemy ships or squadrons suffer a -2 penalty to their target priority checks. May be used more than once.

Assassination 2: Ambush

This scenario works identically to the Convoy: Ambush scenario, with a few minor exceptions. The defender wins if their flagship escapes from the battle from the opposite table edge from its deployment zone, while the attacker wins if it is destroyed. As there are no convoy detachments in this scenario the attacker may place up to 1.5 times as many contact blips as their list would allow.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Draw their fire! -1 CP	
Defender	During the Attacker's shooting phase Select one of your ships or squadrons and have it perform a leadership test to deliberately draws the enemy's fire onto itself. If the test is passed, then for the remainder of this turn this ship or squadron is the closest available target for at least one of their weapons enemy ships or squadrons suffer a -2 penalty to their target priority checks. May be used more than once.

Hunters in the Dark -1 CPs	
Attacker	When a contact blip is revealed If no ships were deployed, you may deploy 1d3 Deadfall Torpedoes or Attack Craft Clusters. May be used more than once.

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Assassination 3: Gauntlet

This scenario works identically to the Convoy: Gauntlet scenario, except for its victory condition. The defender wins if their flagship escapes from the battle from the opposite table edge from its deployment zone, while the attacker wins if it is destroyed.

Special Rules: Raid and Dispersed Deployment

Scenario Specific Stratagems:

Their grip tightens -1 CP	
Attacker	Beginning of your first movement phase When any of your ships or squadrons move on from the table edge they may use the All Ahead Full! special order without needing to perform a leadership test.

Draw their fire! -1 CP	
Defender	During the Attacker's shooting phase If this ship or squadron is the closest available target for at least one of their weapons enemy ships or squadrons suffer a -2 penalty to their target priority checks. May be used more than once.

Battle 1: Assaults

Assault 1: Installation Assault

Assault 2: Planetary Assault

Assault 3: Exterminatus

Battle 2: Escalating Engagement

Battle 3: Surprise Attack

Battle 4: Fleet Engagement