

Playing a game of DW: Fleet Action is designed to be simple and easy. If it is your first game, or you just want a 'set up and smash' style of game experience, we recommend playing the Border Clash Scenario. Border Clash is easy to set up and allows players to focus on the action.

However, if you have played a few games and want to have a more varied game experience, have one player roll a D6, referring to the Scenario Generator table on the right to see which Scenario is to be played.

It is up to you if you choose to roll your Scenario before or after choosing your fleet. For competitive games, its best to roll once both players are standing at the table with their Fleets already designed. It is more tactically challenging to design a fleet that can 'fight on all fronts'.

For friendly narrative games however, we would strongly advise that players roll on the table before choosing their Fleets. This allows players to head off and plan their punitive attack or stoic defence!

Players are also encouraged to use their imaginations to create Scenarios of their own, further adding to the tapestry of the game. In fact, we would hope that players share their

scenarios and scenario ideas in the Community space dedicated to DW: Fleet Action - see our website for details www.spartangames.co.uk.

THE GAMING SPACE

If you plan on playing small games, or your gaming space is tight, then use the Scenario maps on the following pages simply as a point of reference. You could easily halve the measurements, so 12" becomes 6", or you can mutually agree with your gaming partners on a table size and layout.

For larger games you can agree on an **MFV** with your opponent, or when playing in Tournaments the organisers will recommend a suitable **MFV** level for your Fleet.

SCENARIO GENERATOR

D6 Result	Scenario to be played
1	Border Clash
2	Escalating Engagement
3	Recover Resources
4	Secret Orders
5	Capture the Drilling Rig
6	All Out Assault

WIPE OUT!

Should a player ever begin a Game Turn with no Squadron that can be activated... the game ends immediately and they have LOST!

WINNING A SCENARIO

After the last Turn of a Scenario is played each player totals up their **VPs** scored. The highest total winning the battle!



Dystopian Wars Objective Markers can work perfectly in your games, allowing players to define their own narrative scenarios...



OVERVIEW

The most straightforward of the Scenarios, Border Clash sees two forces move in to engage one another in a struggle for supremacy.

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent with a single piece of Terrain in each Sector.

DEPLOYMENT

In this Scenario each player rolls a D6, the winner will choose their preferred Board Edge and the loser will take the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The winner of this roll must then begin by deploying one of their Battle Groups, then the other player must deploy one of theirs, alternating until all Battle Groups are deployed.

SCENARIO RULES

This Scenario has no additional rules.

VICTORY CONDITIONS

This Scenario scores Victory Points for *Model Kills*, *Battle Group Kills* and *Sector Control*.

GAME LENGTH

In the End Phase of Turn 4, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a **4+**, another Turn is played.

Roll again during the End Phase of Turn 5, on the roll of a **5+**, another Turn is played. The game automatically ends at the end of Turn 6.



OVERVIEW

This Scenario is perfect for players who want to use LOTS of models, but are restricted by space. Management of reserves is vital in this Scenario to ensure success.

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent with a single piece of Terrain in each Sector.

DEPLOYMENT

In this Scenario each player rolls a D6 adding their Fleet Quality Rating, the winner will choose their preferred Board Edge and the loser will take the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The Winner must first nominate a Battle Group to be held in Reserve, then deploy one of their other Battle Groups, then the opposing player must nominate a Battle Group to be held in Reserve and deploy another one of theirs, alternating until all Battle Groups are placed (or have been allocated to the Reserve). Forces made up of just ONE Battle Group must simply deploy their entire Fleet.

SCENARIO RULES

Bringing on Reserves – At the start of a Turn when a player wishes to bring on Reserves, they must roll a D6 and add the current Turn number. If the result is 5 or higher, a Battle Group held in Reserve (selected by the controlling player), will enter the Battlefield via one of their coloured board edges (randomly determined – see Scenario Map). All Models are considered to move onto the battlefield, taking the edge as their point of origin.

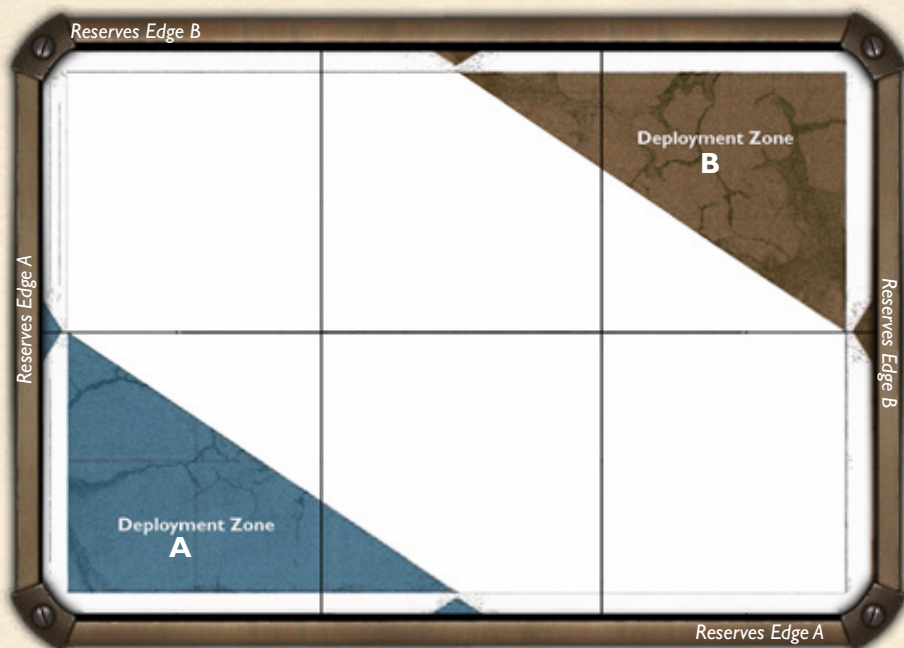
VICTORY CONDITIONS

This Scenario scores Victory Points for *Model Kills*, *Battle Group Kills* and *Sector Control*.

GAME LENGTH

In the End Phase of Turn 5, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a 4+, another Turn is played.

Roll again during the End Phase of Turn 6, on the roll of a 5+, another Turn is played. The game automatically ends at the end of Turn 7.



OVERVIEW

Often, opposing Fleets encounter one another whilst combing the wreckage of past battles or lost convoys in search of important data or valuable resources. This Scenario is great for intense, atmospheric games as looting salvage is always a risky business!

TERRAIN

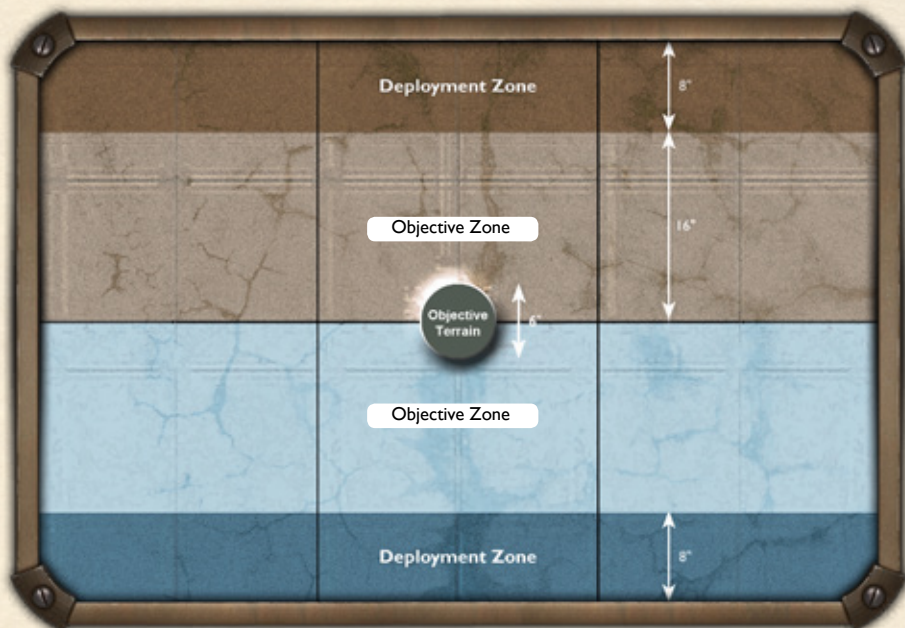
Before setting up any other Terrain, place one piece of Objective Terrain (perhaps an Island, Oil Rig, Secret Underground Base, etc.) on the centre point of the Battlefield. Players now make an opposed Initiative roll.

The winner can place one piece of Objective Terrain anywhere fully within one of the two Objective Zones marked on the Scenario Map and at least 12" away from the first Objective Terrain. Their opponent then places a second piece of Objective Terrain anywhere entirely within the other Objective Zone, and at least 12" away from any other Objective. Remaining Terrain is then set up by mutual consent, with players looking to have at least one piece in each Sector.

DEPLOYMENT

In this Scenario each player rolls a D6 adding their Fleet Quality Rating, with the winner choosing their preferred Board Edge and the loser taking the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map. The Winner must then begin by deploying one of their Battle Groups, then the other player must deploy one of theirs and so on, until all Battle Groups are placed.

Scavenger Rules – During the *Carrier Replenishment Step* of the End Phase Squadrons on both sides may attempt to search for salvage on a piece of Objective Terrain, looking for vital assets or equipment. Each coherent Squadron with a model within 4" of an Objective may roll on the Scavenger Table.



VICTORY CONDITIONS

This Scenario scores Victory Points for *Model Kills* and *Scavenger Rules*.

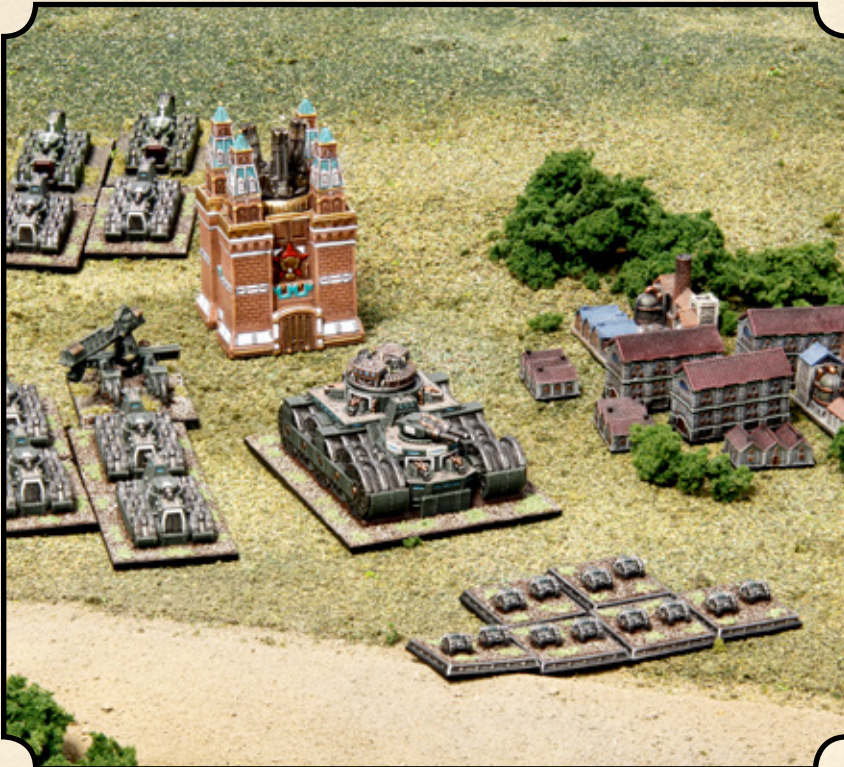
GAME LENGTH

In the End Phase of Turn 3, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a **4+**, another Turn is played.

Roll again during the End Phase of Turn 4, on the roll of a **5+**, another Turn is played. The game automatically ends at the end of Turn 5.

SCAVENGER TABLE

1	UNEXPLODED MUNITIONS	Make a roll on the damage table. The opposing player may choose to increase or decrease the result by 1. The result is applied to the Model in the Squadron closes to the Objective.
2	ALERT! ALERT! STURGINIUM LEAK	Roll on the Boarding Damage column and apply the result to all Models in the Squadron
3, 4	NOTHING TO BE FOUND HERE	No Effect. Players may continue to salvage the Objective Terrain in later Turns.
5, 6	TECHNOLOGY RECOVERED	The player scores +10 VPs and the Objective Terrain may no longer be scavenged in later Game Turns.



OVERVIEW

Who can predict the inscrutable aims of Senior Command elements who send down orders from on high that bear little or no resemblance to the tactical situation on the ground? Irrespective, orders are orders – execute them, or face the dire consequences!

TERRAIN

This Scenario has no special Terrain requirements. Simply set up the Game Board using mutual consent placing a piece of Terrain in each Sector of the Battlefield.

DEPLOYMENT

In this Scenario each player rolls a D6 adding their Fleet Quality Rating, with the winner choosing their preferred Board Edge and the loser taking the opposite Edge. The shapes of the Deployment Zones are shown on the Scenario Map below. The Winner must then

begin by deploying one of their Battle Groups, then the other player must deploy one of theirs, alternating until all Battle Groups are placed.

VICTORY CONDITIONS

The following Victory Conditions are in play for this Scenario: *Model Kills*, *Lead Squadron Kills*, *Battle Group Kills* and *Secret Orders*.

GAME LENGTH

In the End Phase of Turn 4, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a **4+**, another Turn is played.

Roll again during the End Phase of Turn 5, on the roll of a **5+**, another Turn is played. The game automatically ends at the end of Turn 6.



SCENARIO RULES: SECRET ORDERS

Prior to the first Initiative Order roll of the game, each player should secretly roll a **D6** noting down the result. Use the table below to discover your Secret Order.

1	BIG GAME HUNTER	Gain an additional +3 VP for each <i>Large</i> model killed.
2	BREAK THE BACKBONE	Gain an additional +2 VP for each <i>Medium</i> model killed.
3	SWEEP THEIR SMALLS	Gain an additional +1 VP for each <i>Small</i> model killed in addition to normal bonuses.
4	GO FOR THE THROAT	Gain an additional +2 VP for each <i>Lead Squadron</i> killed in addition to normal bonuses.
5	HOLD THE HIDDEN BASE	Secretly nominate a piece of Terrain on the enemy's side of the board – if you have a coherent Squadron within 4" and the enemy does not when the game ends gain +20 VP .
6	PUNITIVE KILLS	Gain an additional +5 VP for each <i>Battle Group</i> fully wiped out in addition to normal bonuses.

Players should make a separate note of any additional VPs scored as a result of their *Secret Order*, revealing them at the end of a battle.



OVERVIEW

This Scenario is all about capturing a vital Drilling Rig, mining a recently discovered vein of Sturginium. The Rig does not have a statistic card and cannot be attacked.

DETERMINE ATTACKER/DEFENDER

Each player should roll a D6 (re-rolling ties). The winner decides who will be the Attacker and who will be the Defender.

TERRAIN

The Defender places one piece of Terrain in each Sector of the Battlefield. An Aergia Oil Rig (detailed in the Operational Assets PDF) should be placed by the Defending player somewhere in the Objective Zone, which is shown on the Scenario Map below.

DEPLOYMENT

The Defender chooses which edge of the game board will form the edge of their Deployment Zone and deploys all their Battle Groups. The Attacker then deploys their Battle Groups within their Deployment Zone.

VICTORY CONDITIONS

The following Victory Conditions are in play for this Scenario: *Model Kills*, *Lead Squadron Kills*, *Battle Group Kills* and *Ownership of the Drilling Rig*.

GAME LENGTH

In the End Phase of Turn 4, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a 4+, another Turn is played.

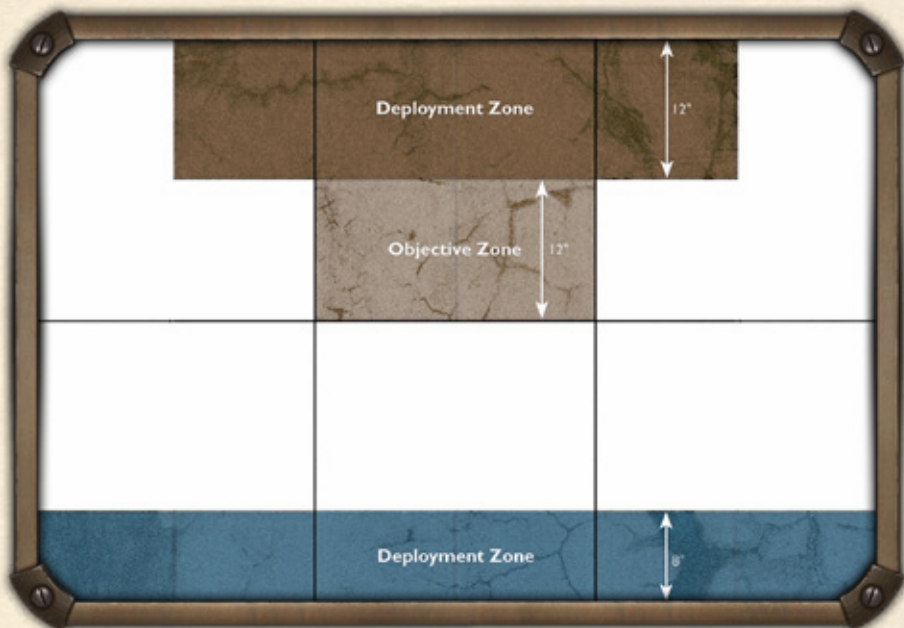
Roll again during the End Phase of Turn 5, on the roll of a 5+, another Turn is played. The game automatically ends at the end of Turn 6.

OWNERSHIP OF THE DRILLING RIG

At the start of the game place a marker to denote that the Rig is under the control of the Defender. If any Attacking Squadron successfully resolves a Boarding Action against the Rig then instead of rolling on the damage chart the Attacker takes control of the Rig. You may launch a Boarding Action against the Rig at any point if it is controlled by the opposing player. In the End Phase of each game Turn if the Defender control the Rig they score 3 points. If the Attacker controls the rig they gain 6 points.

The Rig may not be targeted by any attacks. The Rig may not be Boarded by a model with the Restricted Boarding Special Rule.

Designer Note: If playing this Scenario on Land please change the Aergia Oil Rig to a Capital Building. If both players agree a Sturginium Rig may be used instead. This represents a tougher mission for the Attacker so they score 8 points for holding the Rig.



OVERVIEW

If players are playing competitively, they may wish to play the *Capture the Drilling Rig* Scenario instead as All Out Assault puts stipulations on Force Composition.

DETERMINE ATTACKER/DEFENDER

Each player should roll a D6 (re-rolling ties). The winner decides who will be the Attacker (**RED**) and who will be the Defender (**BLUE**). The Defender **MUST** use at least two Battle Groups, with one or more being a Reconnaissance Battle Group. The Defenders MFV should be 20% higher than the Attackers

TERRAIN

Before Terrain is placed, the Defender must place a distinctive building chosen from the Operational Assets PDF anywhere within the Objective Zone. Then place one additional piece of Terrain in each Sector.

DEPLOYMENT

The Defender chooses which edge of the game board forms the edge of their Deployment Zone. The Attacker takes the opposite Deployment Zone. The Defender must deploy all their Battle Groups (except Reconnaissance Battle Groups, which must be held in Reserve). The Attacker then deploys all Battle Groups.

SCENARIO RULES

Rushed Reserves – Use the rules for *Bringing on Reserves* in the *Escalating Engagement* Scenario. However, use **4** rather than **5** as the target number for Reserves to become available, and any reserves **MUST** enter from the Defender's Board Edge.

VICTORY CONDITIONS

The following Victory Conditions are used in this Scenario: *Model Kills*, *Lead Squadron Kills*, *Sector Control*, *Battle Group Kills* and *All Out Assault*.

GAME LENGTH

In the End Phase of Turn 5, after the *Check Victory Step*, the player first in the Initiative Order should roll a D6. On the result of a 4+, another Turn is played.

Roll again during the End Phase of Turn 6, on the roll of a 5+, another Turn is played. The game automatically ends at the end of Turn 7.

ALL OUT ASSAULT

At the start of the game place a marker to denote that the Objective Building is under the control of the defender. If any Attacking Squadron successfully resolves a Boarding Action against the Objective Building then instead of rolling on the damage chart the Attacker takes control of the Rig. You may launch a Boarding Action against the Objective Building at any point if it is controlled by the opposing player. In the end phase of each game turn if the Defender control the Objective Building they score 3 points. If the Attacker control the rig they gain 6 points. The Objective Building may not be targeted by any attacks. The Objective Building may not be Boarded by a model with the Restricted Boarding Special Rule.

