


Chance Engagement

Mission Objectives

Defeat enemy forces to force a retreat from the sector.

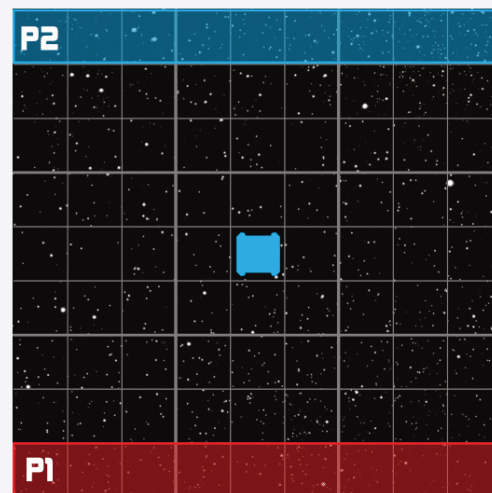
Scenario Setup

PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

: 1 satellite

Players follow the Setup rules found in the Rules Reference, with the following exceptions.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one satellite in the center of the play area (Centered at range 4.5 of all board edges). Then, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.



Scoring

- At the start of the End Phase, a player earns 1 mission point if they control the satellite. A player controls the satellite if they are the only player that has ships at range 0–2 of the satellite.
- When a ship is reduced to half its health (combined total hull and shields, including any modifications to hull and shields via cards such as Hull upgrade or Shield upgrade), the opposing player immediately gains mission points equal to half the squad point value of the destroyed ship, rounded down.
- When an enemy ship is destroyed or removed from the game, the opposing player gains mission points equal to half the squad point value of that ship, rounded up.
 - If no mission points were scored earlier in the game from a ship that has been removed from the game being reduced to half its health, the opposing player gains mission points equal to the squad point value of that ship instead.

Victory

- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules

Scenario Feature

A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Satellite

A satellite is a scenario feature.