Objective:

To complete the campaign with a final winning score. The campaign is broken down into missions, there are three types of missions:

* Recon Mission:The player engages in small battles to gain Recon points. Recon points represent ‘intelligence’ your forces have gained about the Command Area, enemy positions, and assets.
* Strategic Mission: Once you have enough Recon points you may spend them to take on larger battles to gain Strategic points. Strategic points represent your offensive position in the area. The more Strategic points you have, the better positioned you are to make a critical strike and establish control.
* Control Mission: Once the player has gained a strong strategic position, they are now ready to coordinate large engagements, such as Stronghold Assaults and Force Superiority battles, to gain Control points. Control points represent how much dominance your forces have in the area.

Ships that are damaged or sunk are tracked for repairs, or loss. Ships that are sunk are no longer available for future engagements. Ship availability will depend on time period. Ships that are damaged will require time before being repaired. Use the chart below.

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| **20% damage** | **40% damage** | **60% damage** | **80% damage** |
| 1 Strategic mission | 2 Strategic missions | 3 Strategic missions | 4 Strategic missions, or  1 Control mission. |

Recon points and Strategic points are simply a means to an end. Throughout the X-Cam players will gain and spend these points. You will always be returning to Recon missions to gain back Recon points, and spending those points on Strategic missions to gain Strategic points. These, in turn, are spent on Control missions to gain Control points as well as to improve your situation in lower-priority battles.

Unlike Recon and Strategic points, you don’t spend Control points. Control points increase your rank, give you access to more powerful abilities, and most importantly: The first player to gain 3 Control points will win the X-Cam. If two (or more) players both get to 3 control points within a week of each other, they fight a large scale Grudge Match scenario to break the tie.

How you play:

1. Pick a mission. You may only choose a mission that youcan afford.
2. Roll the scenario on the table for the chosen mission.
3. Determine Attacker and Defender based on scenario and mission rules.
4. Spend Recon and/or Strategy Points to alter Force Point Level.
5. Spend Recon and/or Strategy Points to alter environment/game modifiers and to determine the location where the mission takes place.
6. Build your forces.
7. Play the game:

* At the end of each round, but not at any other time, check to see ifone of the game ending conditions defined in the scenario has beentriggered.

1. Determine victory points based on scenario victory conditions.
2. Gain Recon, Strategy and/or Control Points based on scenario rewards.
3. Record your results

Spending Strategy Points:

***Altering the Force Point Level:***

Each mission has a default point level, but a player may spend Strategic points in an attempt

to alter this level. The player secretly records a number on a piece of paper. The number

can be positive, negative, or zero and represents an increment of 50 by which you are trying

to shift the default Force Point level. After the player has written down their number,

randomly roll 1d8(where 1-4 is negative [1-4], and 5-8 is positive[1-4]). This number is then added to the player’s bid. The result is how much the point level shifts, to amaximum of 200. Example: Bill is about to play a Recon Mission. He writesdown +3 on his paper, and then rolls 1d8 getting a ‘2’ (which is a negative two). This is added to Bill’s number, resulting in a +1. The game is played at the default level +50. Bill has spent 3 strategic pointsAll strategic points spent are lost, REGARDLESS ofhow much the point level is actually adjusted.

***Altering Battle scene Setup:***

Quite often knowing the scene of the battle can mean the difference between victory and defeat.

The player may opt to bidStrategy Points towards some control over the battlefield. The player chooses a number of Strategy Points they are spending on controlling the battle. A d20 is rolled and subtracted from the player’s bid. Consult the chart below if the player had more points than the d20.All points that were bid are lost.

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| --- | --- |
| Won by How Many Points | Result |
| 0-4 | Both you and your opponent are too cagy to be drawn into a killingfield. Determine battle scene as normal |
| 5-9 | You may specify on environmental factor. |
| 10-14 | You may either:A) Choose TWO environmental factors, as aboveorB) Wait until the battle, and ship location is determined. You can then shift either the ship or battle location by +/- 10 latitude or longitude |
| 15+ | You may either:A) Choose Threeenvironmental factors, as aboveorB) Wait until the battle, and ship location is determined. You can then shift either the ship or battle location by +/- 20 latitude or longitude |

Benefit of Owning Control Points:

Players with Control points have impressed their commanders and can now call upon expandedresources. For every Control Point you possess, you may add one additional ship under your command. When the required amount of control Points is gained, then you win the campaign. If your total number of control points falls into the negative far enough, you lose.

Recon Missions:

**Cost**:Free.

**Default Force Point Level**: 26,000t

**Attacker/Defender**: Roll to decide. (d6, 1-3 = player is Attacker).

Recon Scenario Table:

Roll 2D6 and consult the table below

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| --- | --- | --- |
| **Roll** | **Scenario** | **Notes** |
| 2-6 | Reconnaissance |  |
| 7-8 | Meeting Engagement | While on patrol, an enemy is sighted! |
| 9-10 | Ambush | A patrol has stumbled upon an enemyforce with vitalinformation.They’reout numbered, but surprise is on theirside. |
| 11-12 | Escape to Base | Your patrol is returning with vitalinformation and has been jumped bythe enemy.  Badly outnumbered, youMUST get back to base! |

Rewards:

* Player and AI gain Recon Points equal to scored VP/100 (round up).
* Winner gains 5 Recon Points.

Strategic Missions:

**Cost**: 10 recon points, if you are the attacker

**Default Force Point Level**: TBD

**Attacker/Defender**: Roll to decide.

**Force Organization**: TBD

Strategic Scenario Table:

Roll 2D6 and consult the table below

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| --- | --- | --- |
| **Roll** | **Scenario** | **Notes** |
| **2-3** | Convoy | The enemy is moving key resources ina nearby convoy.  It is time to strike. |
| **4-6** | Epic Conflict | A fluid combat situation where only themaster tactician can prevail. |
| **7-8** | Assassination | Reports indicate the enemy is relyingheavily on a particular vessel.We nowknow where it is… |
| **9-10** | Running the Gauntlet | If we can just get our heavy craft intoposition, there will be no stopping us. |
| **11-12** | Land Grab | You can’t own the area unless youcontrol the key strategic points. |

Rewards:

* Challenger gains Strategy Points equal to scored VP/100 (round up).
* Defender gains Strategy Points equal to scored VP/200 (round up).
* All players gain Recon Points equal to scored VP/200, or VP/100 in a multi-player game(round up).
* All players gain Recon Points equal to the full value of each surviving model /400(round up).
* All players gain 3 Recon Points for fielding a fully painted force.
* Challenger gains 5 Strategy Points for winning.
* Defender gains 2 Strategy Points and 3 Recon Points for winning.

Control Missions:

**Cost**: Challenger pays 25 Strategy Points, Defender pays nothing.

**Default Force Point Level**: TBD

**Attacker/Defender**: Roll to decide.

**Force Organization**: TBD

Strategic Scenario Table:

Roll 2D6 and consult the table below

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| **Challenger CP** | **Scenario** | **Notes** |
| **0** | Battlefield Supremacy | **Stage 1:**To control the area we mustfirst establish dedicated supply lines.Weknow it, and they know it. |
| **1** | Stronghold Attack | **Stage 2:**Increase your control byremoving key enemyobservation postsand strongholds. |
| **2** | Home Base Assault | **Stage 3:**Eliminate enemy presence inthe area by decimating theirprimaryassets. |

**Missions**

*Ambush*

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| **Forces** | The Attacker can have up to 100% of the Force Point Level, the Defender MUST have (d4\*100)% present using number of ships listed below, surface only. |
| **Preparations** | **Player is attacker**:  The Enemy deploys all their forces within 10nmi of each other in the center of the map. Player chooses a point (to place their unit(s)) on the map parallel with the direction of travel of the Enemy force that is at max detection range of the player force. Enemy force is detected and classified.  Enemy course randomly determined by rolling (1d6-1)\*60 + (1d6\*10) degrees.  Speed is determined by rolling d100. The die roll represents the percentage of max speed that the ship is currently moving at.  **Player is defender**:  The player deploys all their forces within 10nmi of each other in the center of the map. The TOD = 1.0. on Enemy’s turn, player is automatically detected. Player has not detected enemy. |
| **Force Generation:** | * 100%: spread across d4 ships as evenly as possible. * 200%: spread across d4 ships as evenly as possible. * 300%: spread across d6 ships as evenly as possible. * 400%: spread across d6 ships as evenly as possible. |
| **Scenario Special Rules** | None |
| **Game Length** | The game lasts until the Attacker has no ships left, either through withdrawal or enemy action. The defender is considered to be withdrawn if there is more than one hour without contact. |
| **Victory Points** | * 1 VP for each ship that is damage * 3 VP for each ship that is sunk * 1 VP for each ship that escapes (Defender only) |
| **Victory** | Victory Points are scored as normal, with the exception that the Defender gains no VP for Attacking ships that leave. The winner is the force that scores the most VP. |

*Battlefield Supremacy*

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| **Forces** | Attacker and Defender have 100% of the Force Point Level. |
| **Preparations** | Terrain is determined randomly. Draw a line from one corner to the midline of the opposite long table edge. This and the mirrored area in the opposite corner are the deployment zones. |
| **Scenario Special Rules** | None. |
| **Game Length** | 4 turns or until one force has no models left on the table. |
| **Victory** | Victory Points are scored as normal. In addition, divide the board into 2’x2’ squares. A player earns a bonus 100 VP for each 2’x2’ square in which they have the only active, unbroken models. The winner is the force that scores the most VP |

*Convoy Duty*

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| **Forces** | The Attacker has 50% of the Force Point Level, the Defender has 100%. In addition, the Defender has a number of Transports equal to half the total number of squadrons in their force. These models form a single squadron of their own, but do not generate a STAR card, and STAR cards cannot be played upon them |
| **Preparations** | Terrain is determined randomly. One of the short sides of the table is designated as the destination edge. The Defender deploys in a 10” circle in the center of the table. The Attacker moves each squadron onto the table from either long edge, at least half a table length away from the destination edge, in their first activation. |
| **Scenario Special Rules** | The game lasts until all Transports have left the table or have been destroyed. |
| **Game Length** | Victory Points are scored as normal. In addition, the Attacker gains 100 VP for each Transport he manages to sink, and the Defender gains 200 VP for each Transport that escapes off the opposite short table edge. The winner is the force that scores the most VP. |
| **Victory** | Victory Points are scored as normal. In addition, the Attacker gains 100 VP for each Transport he manages to sink, and the Defender gains 200 VP for each Transport that escapes off the opposite short table edge. The winner is the force that scores the most VP. |
| **Transport** | TBD (come up with a way to generate a convoy) |

*Epic Conflict*

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| **Forces** | Attacker and Defender have 100% of the Force Point Level. |
| **Preparations** | Terrain should be determined randomly. Forces will deploy along opposite table edges,  within 12” of that edge. In addition, players will take turns placing 3 objectives each. The first  objective placed MUST be in contact with their board edge. |
| **Scenario Special Rules** | Objectives (can be drilling platforms, towers, tokens, etc), count as being  Indestructible Massive models with no other stats. You “control” an Objective as long as you have at  least one AP on the Objective, or the only model within 6” of it. |
| **Game Length** | The game ends at the end of turn 3, 4, or 5 when a player has achieved 2 Mission  Objectives. Otherwise, at the end of turn 4 roll a die: on a 5 or 6 the game is over, any other result the  game continues. At the end of turn 5 the game ends on a roll of 3, 4, 5 or 6. The game automatically  ends after turn 6 otherwise. |
| **Victory** | The player with the most Mission Objectives wins. In case of a tie, the player with the most  VP wins. Victory Points are scored as normal. In addition, each players earns a bonus of 100 VP for  each Mission Objective he has achieved at the end of the game. |
| **Mission Objectives** | * Control 2 Objectives on foe’s side of the table. * Control foe’s Home Edge Objective. * Destroy foe’s most expensive Squadron. * Control all 3 Objectives on your half of the table. * Foe has no models on your half of the table. |

*Escape To Base*

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| **Forces** | The Defender has 75% of the Force Point Level, the Attacker has 100%. |
| **Preparations** | A Large hill, island, or other base-like terrain piece is placed 6” from the center of one short table edge. This island is Home Base. No other terrain is placed. The Defender deploys his entire force 24” from the opposite short board edge and the Attacker deploys half of his strength, including all Large and larger models, in 6”x12” areas at the corners of the same board edge. Remaining units enter in turn 2 from a point 24” from the edge, each squadron from a randomly chosen side. The Defender’s Tiny Flyer tokens may refuel/rearm at Home Base. The Attacker’s Tiny Flyer tokens may refuel by flying off of any board edge. |
| **Scenario Special Rules** | Home Base counts as a Standard Bunker, but all AD are at -1 to hit. |
| **Game Length** | The game ends when all the Defenders models have reached Home Base, or after 6  Turns. |
| **Victory** | Victory Points are scored as normal. In addition, the Defender gains the full value of each model that reaches Home Base in VP, regardless of what damage it has taken. In order to reach Home Base a model must make contact with the hill/island/base, at which point it is considered to have  entered the safety of the underground hidden base and is removed from the game. The winner is the force that scores the most VP. |

*Fields of Blood*

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| **Forces** | All opponents have 100% of the Force Point Level |
| **Preparations** | Terrain is determined randomly. In addition, a single Sturginium drilling platform is placed in the center of the board. Players then take turns placing 2 more platforms each, one at a time. No platform can be placed within 12" of another, or within 6” of terrain. After all platforms are placed, determine deployment zones by rolling a die: low number: 8" deep 24” long in the center of the edges, or 8" deep, 12" long corners. |
| **Scenario Special Rules** | Platforms have 1 AP and 1AA each and count as Massive models. The AA is controlled by the player with the most AP on the platform. Once a player has removed all other AP from a platform he counts as controlling it even if he removes all his AP, but then the platform is unprotected and can be taken without a fight by another player. Tiny Flyers may refuel by leaving the board at their sides’ deployment zone. |
| **Game Length** | The game ends at the end of turn 4, or when a single player controls 3 platforms in a 2 player game, 4 platforms in a 3 player game, or 5 platforms in a 4 player game. |
| **Victory** | The player controlling the most platforms at the end of the game wins. If there is a tie, the tying player with the most VP wins. Victory Points are scored as normal. In addition, each player earns  100 VP per platform he controls at the end of the game. |

*Home Base Assault*

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| **Forces** | The Defender has 70% of the Force Point Level, the Attacker has 100%. |
| **Preparations** | A large island or hill is placed 6” from the center of one short table edge. Home Base is located on this island. Other terrain is generated as normal but the Defender places it all, except for pieces won in a Strategy Point bid. The Defender deploys his entire force within 12” of Home Base, and the Attacker enters in turn 1 from the opposite table edge. |
| **Scenario Special Rules** | 6 turns or until the base has been destroyed or reduced to 0 AP |
| **Game Length** | If the Defender has more AP in the base than the Attacker at the end of the game, he wins. If there are no Defender AP and at least one Attacker AP in the base at the end of the game, or if the bunker is destroyed, the Attacker wins. Any other result is a tie. Points are scored as normal. In addition, the Attacker earns a bonus of 50 VPs for each destroyed Gun Emplacement. The winner earns 10 Strategy Points in addition to the regular rewards for winning |
| **Victory** | If the Defender has more AP in the base than the Attacker at the end of the game, he wins. If there are no Defender AP and at least one Attacker AP in the base at the end of the game, or if the bunker is destroyed, the Attacker wins. Any other result is a tie. Victory Points are scored as normal. In addition, the Attacker earns a bonus of 50 VPs for each destroyed Gun Emplacement. The winner earns 10 Strategy Points in addition to the regular  rewards for winning. |
| **Gun Emplacements** | The Defender has a number of Gun Emplacements  (gun/rocket/tesla/torpedo towers) equal to half the number of Squadrons of the Attacker. |
| **Home Base** | TBD |

*Land Grab*

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| **Forces** |  |
| **Preparations** |  |
| **Scenario Special Rules** |  |
| **Game Length** |  |
| **Victory** |  |

*Meeting Engagement*

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| **Forces** |  |
| **Preparations** |  |
| **Scenario Special Rules** |  |
| **Game Length** |  |
| **Victory** |  |

*Reconnaissance*

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| **Forces** |  |
| **Preparations** |  |
| **Scenario Special Rules** |  |
| **Game Length** |  |
| **Victory** |  |

*Running the Gauntlet*

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| **Forces** |  |
| **Preparations** |  |
| **Scenario Special Rules** |  |
| **Game Length** |  |
| **Victory** |  |

*Vigorous Diplomacy*

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| **Forces** |  |
| **Preparations** |  |
| **Scenario Special Rules** |  |
| **Game Length** |  |
| **Victory** |  |