

# STATION 18

## Overview:

For unknown reasons unknown a space station had not responded to any hails. No one knows why, or who caused it. Unfortunately there a number of fleets in the area who know the station is not operable. Not all of them are friendly to your cause.

## Special Rules:

In the center of the board place a Space Station (or any appropriate model to represent a station). To occupy the station you must have a ship with at least 5 remaining hits do a *teleport attack* to the station (the stations shields are down until occupied). If you roll a 5 or 6 on the teleport attack you have gained control of the station.

Use the rules found on p. 145 if the Battlefleet Gothic rulebook with the following exceptions. The Space Station may not use it's launchbays (there are no pilots to fly) and at the beginning of each player turn for the player controlling the station roll a D6. On a result of a 1 something has gone terribly wrong and the people manning the station disappear.

Treat the station as if it were unmaned again, any player at this point may attempt another *teleport attack* to gain control of it as above.

## Mission Objective:

Use the standard Victory Point system found on p. 66 of the Battlefleet Gothic rulebook with the following additions. If the Space Station is not crippled or destroyed and controlled by a player, that player receives +150 VPs. If the difference in Victory points is 150 or less the game is considered a draw.

## Deployment:

- Roll a die to determine who places the first piece of celestial phenomena. Alternate placing them on the table until all the terrain has been placed.
- Roll another die to see who chooses a deployment zone. The player who chose their deployment zone places a ship or squadron first. Then alternate placing ships (or squadrons) until all units are placed. No ships or units may be closer than 50cm to an enemy ship.
- Both players roll a die for the first turn. The winner may choose to go first or second.

## Who Goes First?:

Each player rolls a D6. The player who rolled higher may choose to go first or second.

## Game Length:

The game lasts for 8 turns, until one fleet disengages or time is called, whichever comes first.

## Battle Point Modifiers:

- +1 If the enemy flagship is crippled, is destroyed, or has disengaged by the end of the game.
- +1 If you controlled the station for at least one turn.
- +1 If more of your enemy's cruisers have been crippled, have been destroyed, or have disengaged than yours by the end of the game.
- 1 If no enemy cruisers or escort squadrons were destroyed or have disengaged by the end of the game.
- 1 If your opponent has more cruisers in your deployment than you have in his.

