

# *Stars & Lasers!!*

## *Two Free Scenarios*



These two scenarios have been designed to be used in games of Stars & Lasers, but as always with a little adjustment they should be usable in other games systems as well.

I hope you have fun using them.

### *Mac*

You can see news and updates for Stars & Lasers at [www.littlewargamingworlds.com](http://www.littlewargamingworlds.com) there is also a section where you will find all the FAQ's  
You can contact me at [starsandlasers@hotmail.com](mailto:starsandlasers@hotmail.com) with any questions you may have or any feed back.

# **Bug Hunt!!!**

A small human force is hunting a solitary alien ship that they believe is hiding within an asteroid field, they have no details about this ship, but they have orders to seek and destroy, so that's what they will do.

An alien Battleship has flown into an asteroid field to try to avoid some human ships that it spotted on its long-range sensors, but it was a little slow in hiding so did not manage to avoid being detected, so now the humans are hunting it, and it must fight to survive...

## ***Starting fleets -***

The human force has 600 points to spend on ships.

One Alien bio-battleship – it has a Bio Spitter in the front weapon slot and twin Electropulse batteries in its turret.

## ***Starting speed / Setup -***

This scenario works best on a 6ft x 4ft table with at least 20 asteroids, giving plenty of line-of-sight blocking scenery, and a chance for the alien ship to hide.

The alien ship starts in the centre of the table and at any speed up to its maximum ( this is the controller's choice )

The human ships can start anywhere within 6" of either one of the 4ft table edges, and they are travelling at full speed.

## ***Special scenario rules -***

The alien bio-ship has not had enough time to re-grow all of its chitinous armour plates since it last fought, so it starts the game with some missing, roll 2D3 to see how many are missing (mark this off as damage from the nine armour slots before the game starts)

## ***Scoring -***

There are no points in this scenario, all that matters is survival, the alien wins if it survives, the humans win if they destroy the alien.

## ***Game end -***

The game ends as soon as either side has been destroyed or at the end of turn seven.

*Note: for non Stars & Lasers rules systems you will need to use whatever points system your rules use to build your forces, but as a guide the alien bio-battleship with its extra weapon and turret weapons is about 600 points, so at least in points value the two forces are fairly even, you could also replace the alien bio-ship with a normal battleship if your rules system does not include alien ships...*

# ***Raiders!!!***

A small strike force has been sent deep into enemy space to destroy a heavily defended base, it is vital to succeed, they have one thing on their side.... Surprise!!

A vital military base has come under attack by an enemy strike force, most of the defender's ships are out on patrols, but they are returning as fast as they can, will the defending ships return in time to save the base...

## ***Starting fleets -***

The attacking force gets 1,000 points to spend on ships.

The defenders have one Sentry Space Station plus 700 points of ships ( must consist of at least three ships )

## ***Starting speed / Setup -***

This scenario works best on a 6ft x 4ft table, place the space station in the centre of the table, the defender places 10 mines anywhere within 24" of the space station, you could place a few asteroids on the table to just give a little bit of LOS blocking scenery, but not within 12" of the spacestation.

The defending ships use the special scenario rules.

The attackers enter the table anywhere within 6" of either one of the 4ft table edges, and they start at full speed.

## ***Special scenario rules -***

The space station has two fighter bases that do not start on the board, they can be launched at the beginning of turn two.

The spacestations turret weapon is a double laser.

The defending force is split into three separate groups, and then numbered 1,2 and 3, at the start of the game see which group starts on the table, roll a D3 to see which groups it is, set this group up anywhere within 12" of the space station and at speed 2.

At the beginning of turn three, randomize which group arrives first of the remaining two groups, then randomize which table edge they start on, and they will be travelling at full speed.

The last group will arrive at the beginning of turn six, again on a random table edge.

Add the dice for each group to the dice bag as and when the groups arrive on the table.

## ***Scoring -***

There are no points in the scenario.

The attackers win if they destroy the space station.

The defender wins if they destroy the attacking force before they lose their space station.

## ***Game end -***

The game ends as soon as the space station is destroyed or the attacking force is destroyed.

*Note: for non Stars & Lasers rules systems you will need to use whatever points system your rules use to build your forces, but as a guide the space station with its turret weapon is 900 points, plus the 700 points of extra defenders ships.*