

Stars & Lasers!!

Two Free Scenarios

No.6

These two scenarios have been kindly written by Vic Dobson for Stars & Lasers (description of each by Vic in the notes)

If you want to get lots of your ships onto the table for a battle then the first of the two scenarios "The Fortress" is just what you need.

The second scenario "Between a rock and a hard place" tests your Captains skills... how will you use your Fighters?

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

I hope you have fun using Stars & Lasers and these scenarios.

Mac

You can see news and updates for Stars & Lasers at www.littlewargamingworlds.com there is also a section where you will find all the FAQ's

You can contact me at starsandlasers@hotmail.com with any questions you may have or any feed back.

THE FORTRESS ...

Immediately following the Igstreveans unprovoked attack upon the UEF Hornblower (that was to lead to the horrors of the Four Years War between the United Earth Federation and the Igstrevea Colonies) there followed a brief lull as both sides, taken by surprise by the sudden rush of events, scrambled to ready their forces for the approaching conflict.

Some of the more hot headed of the UEF captains and admirals called for an immediate retaliatory strike upon the Igstraveans before they could complete their preparations, and after much political pressure and public popular agitation for such a strike, the Admiralty finally decided to make a demonstration attack against the Igstravean star fortress known only as The Bight ...

Starting Fleets

United Earth Federation:-

- UEF Cruiser Group 1: 3 Light Cruisers + 2 Destroyers + 2 Frigates + 30 points extras.
- UEF Cruiser Group 2: 3 Light Cruisers + 2 Destroyers + 2 Frigates + 30 points extras.
- UEF Fighter Group 1: 4 Flights of fighters/fighter-bombers of the UEF players choice.
- UEF Reinforcements: Starting with Turn 2, roll 1D6 at the start of every turn until successful – on a roll of 5+ 2 Battlecruisers (with 180 points of extras) arrive on any one table edge selected by the UEF player in 2D6 turns time, facing as desired and at maximum speed.

Igstrevea Colonies:-

- I.C. Cruiser Squadron Alpha: 4 Light Cruisers + 40 points extras.
 - I.C. Bight Fortress Defence Squadron Beta: 4 'Tarantol' class Gunboats
 - I.C. Reinforcements: Roll 1D6 at the end of every turn – on a roll of 4+ the I.C. player may make one 1D6 roll on the I.C. Reinforcements Table below.
- Any reinforcements rolled arrive at the start of the next turn on any table edge selected by the I.C. player, facing as desired, and at maximum speed.

Roll Reinforcements

- 1** - 1 Destroyer
- 2** - 1 Frigate
- 3-4** - Nothing
- 5** - 1 Light Cruiser
- 6** - 1 Heavy Cruiser

Starting Speed / Set-up

- Table size should be 6'x4'.
- The Igstrevean players **MUST** place The Bight Fortress in the exact centre of the table, and may place 3 clusters of 3 asteroids each randomly on the table – no asteroid cluster may be placed within 24" of The Bight, or within 12" of any other cluster.
- I.C. Cruiser Squadron Alpha may set-up anywhere on the table, facing as desired, and at a speed of 4".
- I.C. Bight Fortress Defence Squadron Beta **MUST** set-up within 20" of The Bight, facing as desired, but at a speed of 0".
- Both UEF Cruiser Groups enter the table at the start of the first turn from any one selected table edge, facing in any direction, and at maximum speed.

Special Scenario Rules

The Bight Star Fortress: Constructed by hollowing out a massive 6 Km diameter nickel-iron asteroid, the Bight mounts numerous lasers battery's, rail gun turrets & missile launchers, whilst its dark halls are filled with troop barracks, ammunition hoists and fighter launch bays, all protected by a dense layer of crystal-iron armour, heavy shields and PDS.

The Bight is activated like any other 'ship', but it cannot move. Instead, at the start of each new turn it rotates 90° clockwise – this rotation cannot be stopped or speeded up.

The Bight Fortress is heavily armed. Each of its four arcs has 6 Lasers and 2 Hardpoints (with a capacity of 40 missiles total, 10 per arc) plus the Bight has 3 turrets, each holding a Rail Gun.

The Bights hangars hold a total of 6 flights of Fighters or Fighter-Bombers.

The Bight Fortress is also heavily defended. It has 16 points of armour, 6 shields, and an array of 4 PDS.

The Bight Fortress has 5 Engineer Repair Teams, but no extra teams may be purchased.

The Bight Fortress has no hull points (it's far too big to be even slightly damaged with normal weapons) but every time 1 damage point is scored on it after all of its armour has been destroyed roll 1D20 – on a roll of 16+ the shot has caused critical damage.

For any critical hits received roll 1D20 on the Fortress Critical Hit Table on page 4

Any ship that rams or crashes into the Bight Fortress suffers damage from ramming an asteroid!!

Scoring

Score normal points value for all enemy ships destroyed in the battle, but add +1000 points to the UEF total if the Bight is destroyed.

The side with the highest total points value at the end of the game will be declared the winner.

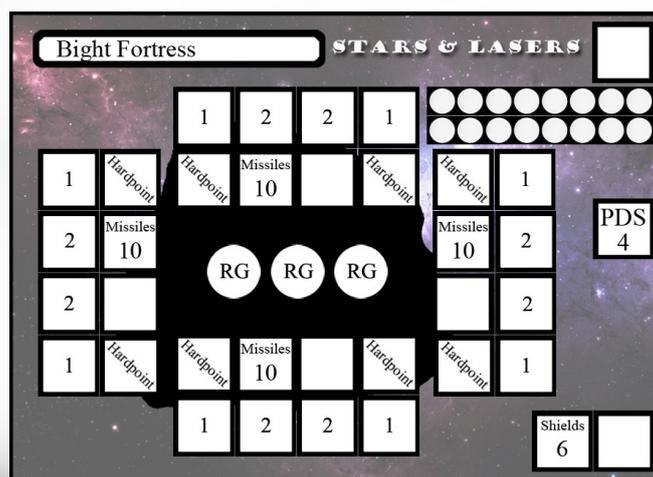
Game End

The game ends when either the Bight Fortress is destroyed, or when all the UEF forces retreat off table or are destroyed.

Bight Fortress Critical Hit Table

1	The critical hit causes a power surge which disables all the Bights sensors. Whilst its sensors are disabled the Bight may not fire any weapons, launch missiles or use its PDS. The sensors can be repaired with a normal repair roll.
2	The critical hit causes a fire! Roll 1 extra critical hit at the end of each turn for every fire burning on the Bight. A Fire can be extinguished by a repair roll.
3	The critical hit causes a firestorm to flash through the narrow hallways and corridors of the Bight! 1 of the Bights Engineer Repair Teams is killed.
4	1 of the Bights turrets is destroyed.
5 - 7	1 Laser on the side closest to the taken hit is destroyed.
8 - 9	The critical hit sets the Bights hangars ablaze! 1D3 fighter flights (if any) currently in the hangar are destroyed, and the hangers are then rendered useless and unable to launch/ retrieve fighters for the remainder of the scenario.
10 - 12	Thunk! ... the Bights massive bulk absorbs the critical hit without effect.
13 - 15	1 Laser on the side closest to the taken hit is destroyed.
16	1 of the Bights turrets is destroyed.
17	The critical hit causes a fire! Roll 1 extra critical hit at the end of each turn for every fire burning on the Bight. A Fire can be extinguished by a repair roll.
18	The critical hit causes a firestorm to flash through the narrow hallways and corridors of the Bight! 1 of the Bights Engineer Repair Teams is killed.
19	A hit to a missile launcher leads to a flash down into the missile magazine, causing a massive explosion! 1 missile launcher on the side closest to the taken hit is destroyed along with 1D6 missiles, then roll 2D3 more critical hits (if there are no missiles in this section then Thunk! ... the Bights massive bulk absorbs the critical hit without further effect)
20	The hit causes a massive pressure surge in the fortresses fusion reactor – roll 1D20. On a roll of 20 the Bight Fortress is instantly destroyed in one massive explosion! Everything (and we do mean everything) within 10” of the Fortress is instantly destroyed , whilst everything else on the table takes 1D6 hits from massive chunks of exploding fortress... if not a 20 then roll 2D3 more critical hits.

Below is the datasheet for the Bight Fortress, print this out and either laminate it or put inside a clear card sleeve so that you can use Dry Wipe markers to keep track of any damage etc.



Notes:

The Battle of Heligoland Bight took place on the 28th August 1914. When in 1914 the British public became concerned by the perceived inactivity of their Royal Navy, they clamoured for some kind of action to be taken.

Eventually the Navy's Commodores Reginald Tyrwhitt & Roger Keyes proposed a plan for an aggressive move into the Bight area just off the German coast, to seek out and attack the German navy's patrols around the Bight.

But the Germans had got wind of the operation and were ready with light cruisers and, more ominously, the dreadnought of the High Seas Fleet standing ready to steam out into battle in support.

On the day of the operation a haze of fog covered the Bight, and the Royal Navy's plan soon descended into confusion and chaos – with limited communications, poor visibility and non-existent recognition signals the Royal Navy's ships fired on one another AND the Germans, chased each other AND the Germans ... and all the while more German light cruisers were joining the action.

As the German response to the incursion began, the looming threat of the Bight fortress, with its heavy guns and minefields, added to the increasing danger.

As more German light cruisers joined the battle they began to press the Royal Navy's ships hard, but just when it looked like the Royal Navy might get the worst of the battle some of the RN battlecruisers, including HMS Lion and HMS Queen Mary, emerged from the fog shroud to rain heavy shells down on the startled German light cruisers, who promptly scattered and fled back into the fog.

After sinking some of the German cruisers Admiral Beatty commanding the RN battlecruisers, unwilling to risk their valuable big ships in such shallow mine infested waters, withdrew the RN ships from the Bight.

The Germans lost three light cruisers and a destroyer, whilst the British, who lost no ships but suffered much damage to many, emerged victorious.

BETWEEN A ROCK AND A HARD PLACE ...

All space fleets conduct various training exercises designed to confront their valuable ships captains & crews with unexpected problems & sudden dangers.

By doing this Admirals can evaluate their captains reactions to the unexpected, so that should a real enemy appear suddenly or do something utterly unexpected they will remain calm and react appropriately.

Some of the most valuable of any fleet assets are the powerful yet vulnerable fighter carriers.

One such training exercise was designed to train the carriers captains on how to deal with the sudden appearance of major enemy forces behind them ...

Starting Fleets

Side A

- Battle Group 1: 1 Fighter Carrier +1 Medium Escort + 350 points of additional ships & extras.
- Battle Group 2: 1 Escort Carrier + 2 Heavy Cruisers + 350 points of additional ships & extras.
- The Escort Carrier & the Fighter Carrier are carrying their full load of Fighters and/or Fighter Bombers in any desired combination.

Side B

- Battle Group A: 1 Escort Carrier + 1 Battleship + 700 points of extras and additional ships.
- The Escort Carrier is carrying a full load of Fighters and/or Fighter Bombers in any desired combination.

Starting Speed / Set-up

- Table size should be at least 6'x4' – play is from short edge to short edge down the length of the table. Scatter 4 clusters of 3-4 asteroids randomly over the table – alternately you can use 4 areas of Space Debris or Plasma Clouds (see Stars & Lasers Supplement One – 'More Lasers' for rules on these)
- Side B's Battle Group A sets up in the middle of the table & facing any direction, at speed 4" and must set-up first.
- Side A's Battle Group 1 sets up on any one short table edge, facing Side B's Battle Group 1, at speed 4", and sets up second.

Special Scenario Rules

- At the end of each turn roll 1d6 and add +1 for each additional turn that has passed. On a roll of 7+ Side A's Battle Group #2 will enter the battle at the start of the next turn, setting up on the short table edge opposite to the one that Side A's Battle Groups 1 started on.
- Neither side may have off board fighter support nor can they buy additional carriers.
- Battle Group 2's Escort Carrier starts with ALL of its fighter craft in its hangars, and so may only begin launching them once its has arrived on the table.
- Side A's ships may not escape from the battle – any of Side A's ships that leave the table for any reason count as being destroyed by Side B, who score the points for their destruction.
- Side B's ships may ONLY escape off table via the short edge of the table that Side A's Battle Group 2 entered on.

Scoring

Score normal points value for all enemy ships destroyed. Side B gets 1.25 times the points value of any of their ships that escape off the table.

The side with the highest total points value at the end of the game will be declared the winner.

Game End

The game ends after 12 turns.

Notes:

There's one thing Carrier captains fear most, and that's being caught with their carriers defenceless whilst their fighter complements are engaged with the enemy ...

Side B's Escort Carrier captain must decide how to get the best use from his fighter complement.

Does he risk sending them all off to attack Side A's Battle Group 1 in the hope he can destroy them before the second Battle Group arrives, or does he keep some back for later use only to risk not being able to defeat Battle Group 1 and then end up with BOTH enemy battle groups attacking him?

Of course, Side A's Battle Group 1 is in a bind too – he's outnumbered and outgunned, but if he can just keep Side B occupied long enough, the cavalry might arrive ...