

# Space Battle Playtest Encounters

The following document contains 4 space battle encounters to test various aspects of the *Voidrunner's Codex*. Each of the following encounters requires a group of 3–4 players and a single Narrator. Every stat block required for running these encounters can be found at the end of the playtest packet.

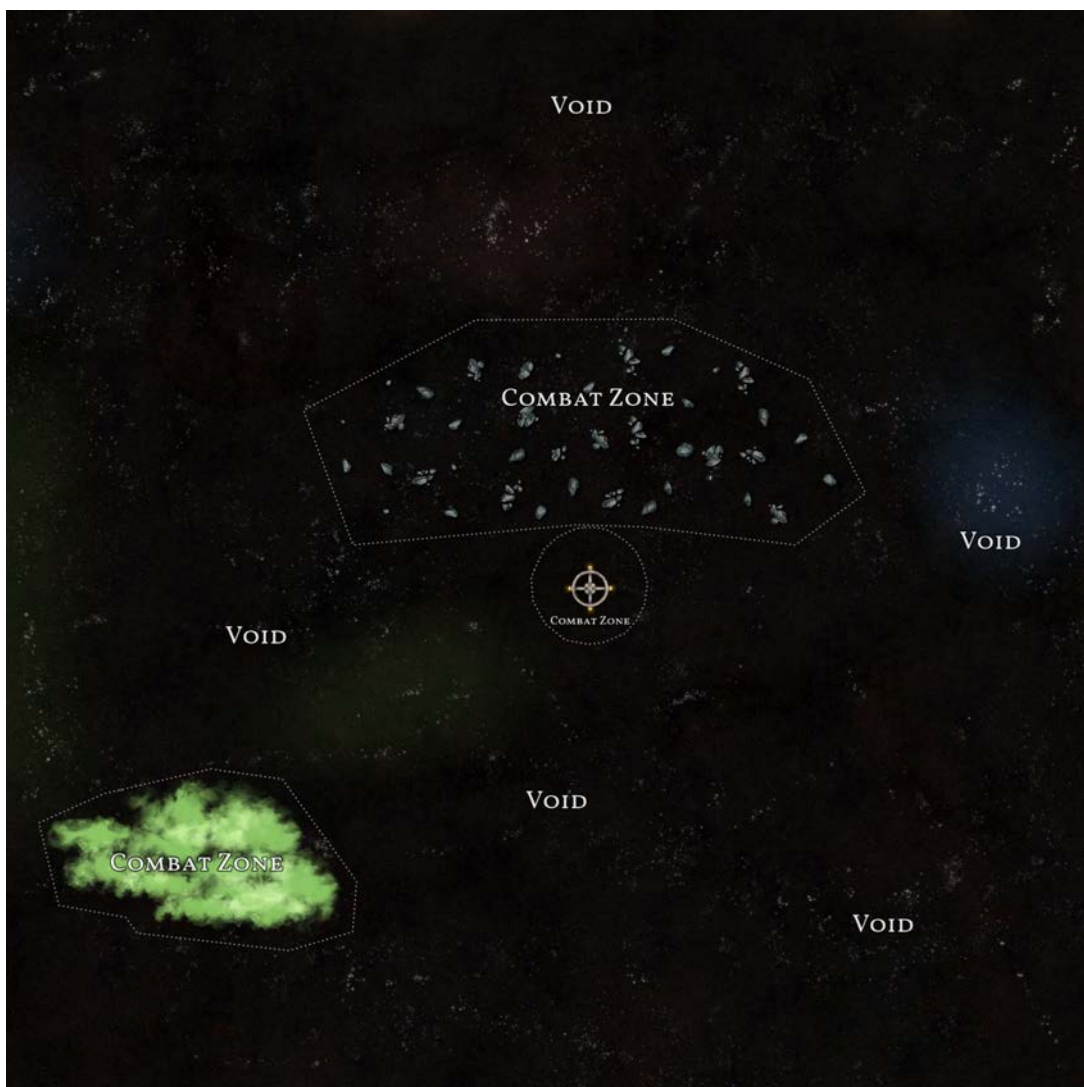
## Encounter 1: Space Station Ambush

This encounter introduces the fundamentals of sectors, combat zones, and combat utilizing starfighters. The voidrunners pick up an unexpected distress signal and discover a derelict space station. While preparing to dock and investigate they are ambushed by space pirates hiding in a nearby asteroid field!

The voidrunners begin the encounter in the combat zone surrounding the space station at the center of the sector, and the space pirates begin the encounter within the asteroid field combat zone.

Each of the voidrunners may choose to pilot an **alvarez bomber**, a **hunterman patrol ship**, or a **razor interceptor**. Assume each voidrunner has 4 exertion points to spend. The space pirate force consists of **3 justicar ambushers** who begin the encounter cloaked in the asteroid field. If bloodied, the space pirates retreat to the nebula where they attempt to charge and fire their superweapons at long range. These space pirates fight until killed. Two of the combat zones within this sector have additional encounter elements. The asteroid field follows the rules for debris, and the small nebula in the bottom left of the sector follows the rules for interference.

This sector includes an asteroid field, a space station, and a small nebula each with a surrounding combat zone. The asteroid field and space station are quite close, and are considered adjacent combat zones. The nebula however is separated from the others by the Void.



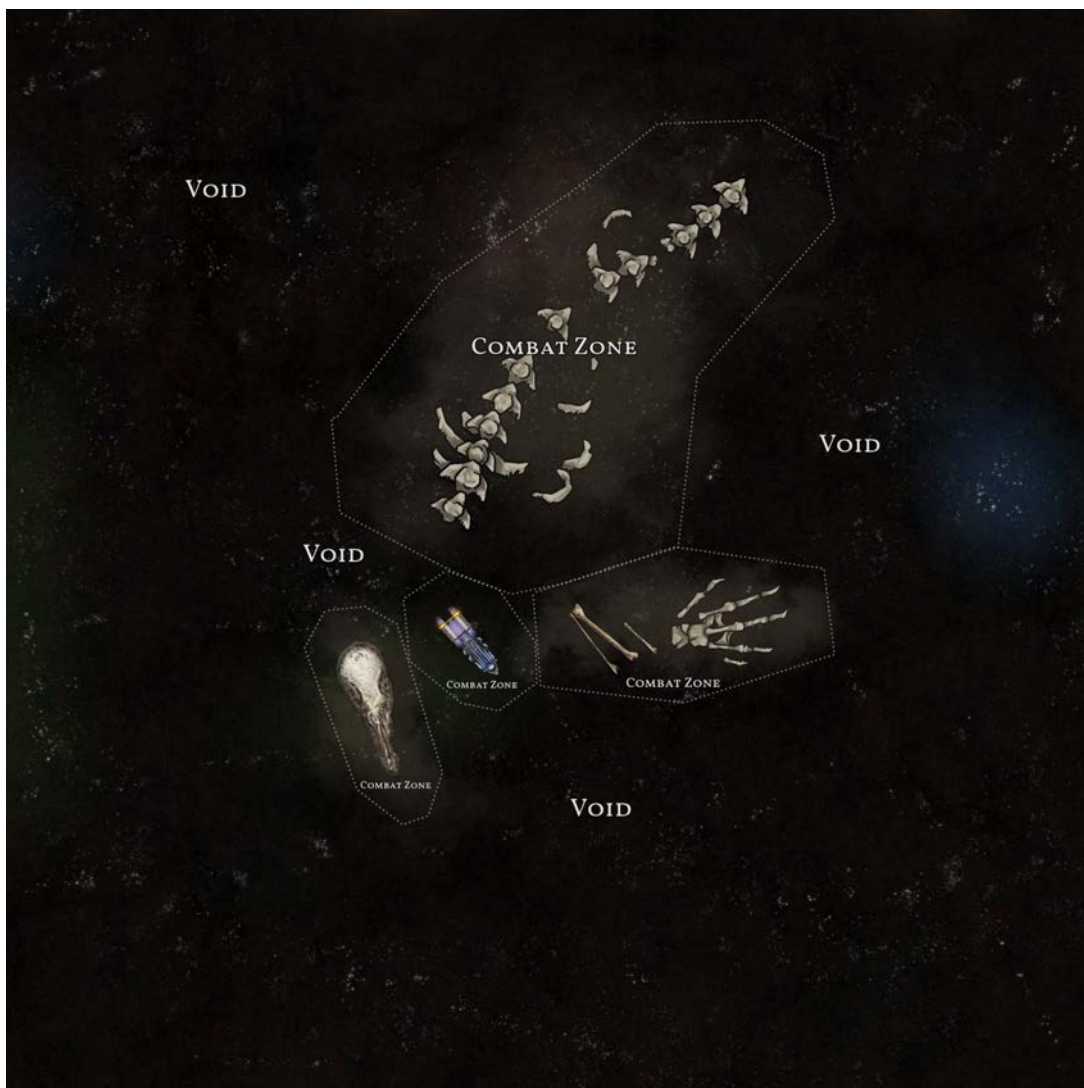
## Encounter 2: Cloak Ray Infestation

This encounter introduces capital ships, shields, and moving combat zones. The voidrunners discover the remains of a long dead titanic starfaring creature. While investigating the colossal petrified bones they notice the ship's power draining rapidly. The space titan's bones are infested with cloak rays eager to feast on fresh electric current.

The voidrunners begin the encounter on board their **rockhopper exploration craft** when they discover that **2 cloak rays** have attached themselves to their ship and another **6 cloak rays** are awakening now to the presence of electric current (2 in each of the titanic bone-filled combat zones). A **hunter patrol ship** and a **razor interceptor** are both docked on the rockhopper and are available to the voidrunners to help fight off the cloak rays.

The voidrunners goal is to either eliminate the rays, or to escape together by fending them off long enough to warp away using the rockhopper's FTL speed. The cloak rays fight until only 3 remain alive, at which point they retreat and hide amongst the bones.

This sector includes three combat zones consisting of titanic bones, two adjacent areas for the creature's spine and a desiccated limb, and a third more distant zone for the creature's skull. At the beginning of the encounter the voidrunner's capital ship and its surrounding combat zone is adjacent to all three of these zones.



### Encounter 3: Hollows In the Decks

This encounter introduces decks, movement between decks, and combat onboard capital ships. One of the voidrunners stumbles across two of their former crewmates dead and drained dry in a storage locker. The alarm is raised—clearly there are hollow folk aboard—and no one is safe or can really be trusted.

For this encounter the voidrunners can each select an **agent**, a **bounty hunter**, a **marine**, or a **smuggler** to represent themselves. There are also **4 crewmembers** on board that are allied to the voidrunners and will follow their orders to the best of their abilities. **2 hollow folk** are also on board, and are doing their best to imitate crewmembers.

The encounter begins with the voidrunners and crewmembers (2 of which are secretly hollow folk) scattered between decks. Choose a voidrunner at random to discover the dead bodies and raise the alarms.

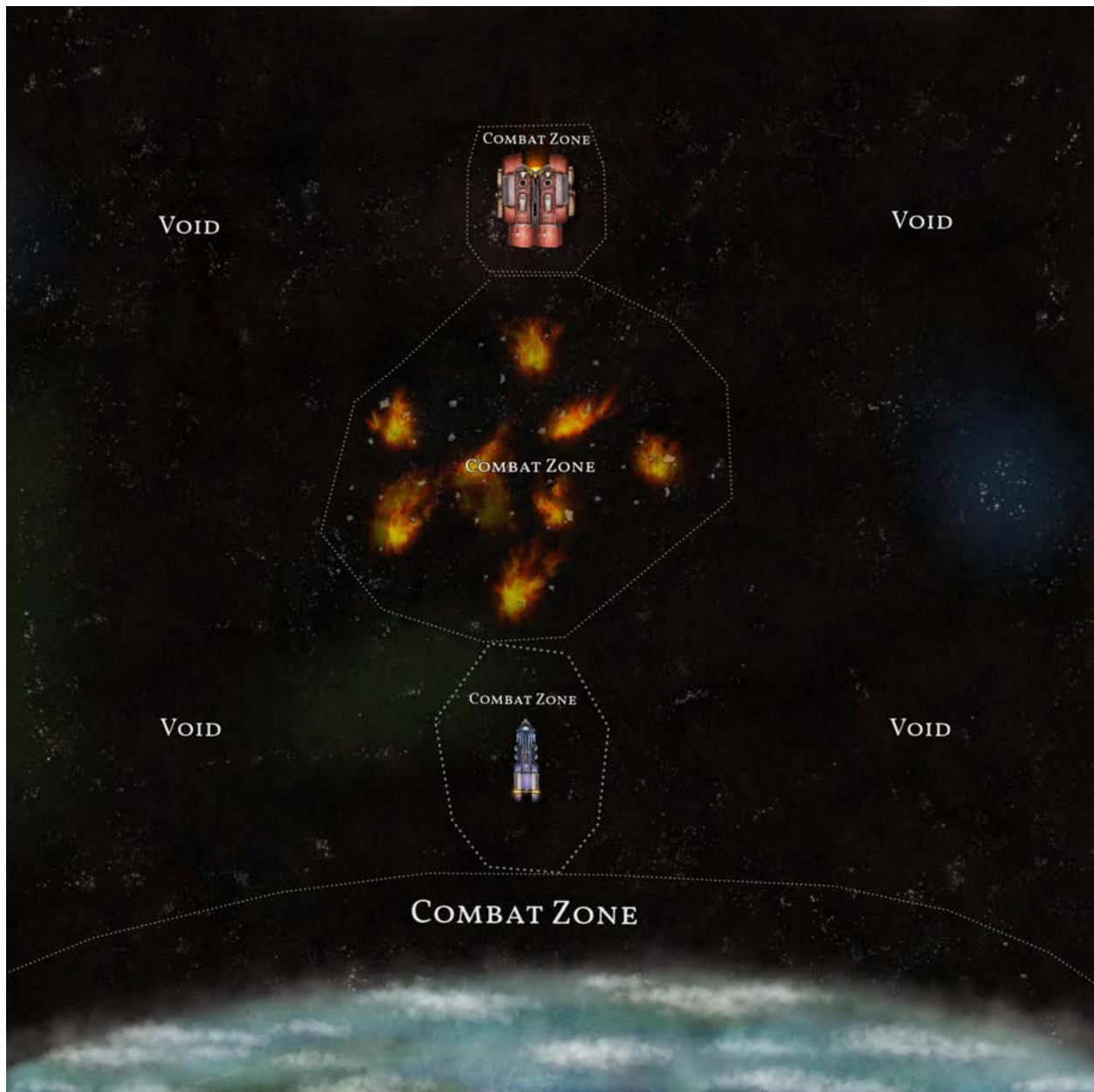
The hollow folk do their best to maintain their disguises as long as possible while attacking and killing any creature that is isolated or otherwise vulnerable. If the hollow folk are ever left alone together on a deck, they attempt to barricade themselves in it. Whenever they are seriously threatened they try to flee onto other decks for easier targets but otherwise fight until killed.

The voidrunner's ship has 4 decks: a **bridge**, a **cargo hold**, an **engine**, and a **medical bay**. Refer to the playtest rules document for maps for these decks.

## Encounter 4: Hold the Blockade

This encounter brings all the previous elements together, creating one encounter that requires movement through combat zones while integrating starship combat and combat between decks. The nearby planet is being evacuated and the voidrunners must hold off the enemy armada for as long as they can. Little do they know that a double agent sneaks throughout their ship!

This sector includes a near-orbit combat zone surrounding a habitable planet. It also includes a debris-filled combat zone filled with wreckage and explosions, and the combat zones surrounding the enemy warship and the voidrunner's own rockhopper exploration craft.





The encounter begins as the voidrunners take off from the planet's surface to enter the fray. For this encounter the voidrunners can each select an **agent**, a **bounty hunter**, a **marine**, or a **smuggler** to represent themselves. The voidrunners begin the encounter on board their **rockhopper exploration craft** which has a **hunterman patrol ship** and an **alvarez bomber** both docked on the rockhopper and available to the voidrunners.

At the other side of the field of battle, an enemy armada **orca warship** is rapidly closing in on the planet. In between both of the capital ships is a combat zone filled with ships fighting on both sides. **3 razor interceptors** allied with the voidrunners are currently fighting **5 rogue corvettes** allied with the enemy armada. This area is so fraught with scraps, wrecks, and explosions that it follows the rules for debris. Both of these groups fight until killed, and will aid their side if fighting is still ongoing when the remaining enemy ships are destroyed.

The orca warship is determined to enter the combat zone surrounding the planet to bombard a starport on the surface. The starport has an AC of 10, 300 hit points, and can be fired upon from the planetary combat zone as if it were in an adjacent zone.

If attacked by the rockhopper exploration craft, the orca warship attempts to perform a capital boarding action. If successful 2 marines working for the enemy armada board the rockhopper and make their way to the bridge to kill whoever is piloting the rockhopper.

The voidrunners who remained on the rockhopper must deal with these marines while also controlling the rockhopper (remember that firing a capital ship's weapon requires an action from a creature crewing the bridge).

The planet is successfully evacuated at the end of the 6th round of combat. The voidrunner's goal is to either destroy the enemy armada's forces, or to protect the starport long enough for the evacuees to escape.

