

# MISSION PACK #1



Initial attempts at negotiation between the Federation and the Colonists have failed. With both sides distrustful of the other, an encounter between a Colonial Battleship and two Federation starships goes awry.



Includes ship stat card worksheets for use in play, including areas for tracking speed, damage, shields, and one-shot actions.

Suggestion for use: print on card and laminate, then use with a washable marker. Personal lamination machines for A4 or US Letter size are available in many stores very cheaply.



To use this Mission Pack, you need a copy of the *SPACE FIGHT!* rules available from:

[www.spacefightgame.com](http://www.spacefightgame.com)

## Players

This scenario is designed for two players. One will play the Colonists, and the other will play the Federation (aided by a small contingent of Rebels).

## Counters Needed

To play this scenario, you need the following counters and corresponding stat cards:

- Colonial Battleship
- Colonial Fighter Squadron x 10
- Colonial Support Vessel x 3
- Federation Cruiser
- Federation Flagship
- Rebel Fighter Squadron x5
- Assorted asteroids
- Hero Cards: *Seasoned Admiral*, *Squadron Leader*, *Plucky Pilot*, *Bold Captain*, *Science Genius*, *Legendary Engineer*.

### Player 1: Colonists

The Colonial Battleship begins play with two Colonial Fighter Squadrons launched; the remaining eight Colonial Fighter Squadrons and the three Colonial Support Vessels begin play on board the Colonial Battleship. The Colonist player also begins play with the Seasoned Admiral, Squadron Leader, and Plucky Pilot, which he may place on whichever of his ships he sees fit.



### Player 2: Federation

The Federation vessels begin play escorted by the five Rebel Fighter Squadrons. The Federation player also begins play with the Bold Captain, Science Genius, and Legendary Engineer, which he may place on whichever of his ships he sees fit.



## Setup

Start each side in an opposite corner of the starscape. Place several asteroids of various sizes randomly on the starscape. Each player should have the stat card sheets for his vessels. The Colonial Player will need two Colonial Fighter Squadron sheets.

## Objectives

This battle is a simple fight to the death. The player in control of the last ship standing wins the game.

## Tactics

The Federation begins with the upper hand. However, the Colonists' main strength is the sheer number of fighters that the Colonial Battleship can launch, and as the game progresses more and more of these fighters should start making heavy inroads into the Federation vessels' shields. The Rebel Fighters assisting the Federation are useful for holding Colonial Fighters off the Federation capital ships in the early stages of the game, allowing the two capital ships to close and begin bombarding the Colonial Battleship with as much firepower as possible. Colonial Support Vessels should be prime targets since these impinge on the Federation sensors, which are needed when the capital ships engage fighters.

FEDERATION CRUISER *Name:* \_\_\_\_\_

A large front-line vessel designed for long duration missions with minimal support. Boasting battleship-level armament but lighter armor in exchange for speed, a Federation Cruiser carries a wide array of scientific equipment and sophisticated sensors.



<b>ACTION POINTS 14</b> Crew 430 (4 combat units)					<b>THRUST 4<sup>r</sup></b> FTL Capable 2/6	<b>AGILITY 2</b> Clumsy	<b>DEFENCE 8/6</b> Large (289m)	<b>HIT POINTS 85</b>
4	3	2	1	0				

## SPEED

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
TURN		2				3		4		5		6		7		8		9		10		11	

Crit	System	Cost	Details
1	Sensor Array	2	Able to maintain sensor lock on 2 simultaneous targets. +2 bonus to sensor checks.
2	Deflector Shields	3	Heavy military grade deflector shields. Rating 5, Shield Points 60.
3	Tractor Beam	3	Size Small or lower, rating 5. Range 10.
4	Transporters x2	2 each	Range 4.
5	Engineering Department	2	Repair Rating 10.
6	Sick Bay	2	Repair Rating 5.
7	Phaser Banks x12	1 each	+2 to hit, 1d6 damage, 6 forward, 3 port, 3 starboard. Range 8
8	Photon Torpedoes x2	2 each	3d6 damage, 2 forward. Range 10.

64-84 Scratched	42-63 Damaged	21-41 Battered	1-20 Crippled
No effect	AP 10, Thrust 3	AP 7, Thrust 2, Shields Down	AP 3, Thrust 0, Weapons Down
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## SHIELDS

	F	
P		S
	A	

# FEDERATION FLAGSHIP

Name: \_\_\_\_\_

A large front-line vessel designed for long duration missions with minimal support. Boasting battleship-level armament but lighter armor in exchange for speed, a Federation Flagship carries a wide array of scientific equipment and sophisticated sensors.



## ACTION POINTS 16

Crew 1012 (4 combat units)

4	3	2	1	0
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## THRUST 4<sup>r</sup>

FTL Capable 2/6

## AGILITY 2

Clumsy

## DEFENCE 8/6

Large (642m)

## HIT POINTS 100

## SPEED


0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
TURN		2				3		4		5		6		7		8		9		10		11	

Crit	System	Cost	Details
1	Sensor Array	2	Able to maintain sensor lock on 4 simultaneous targets. +3 bonus to sensor checks.
2	Deflector Shields	4	Heavy military grade deflector shields. Rating 10, Shield Points 80.
3	Tractor Beam	3	Size Small or lower, rating 6. Range 12.
4	Transporters x4	2 each	Range 4.
5	Engineering Department	2	Repair Rating 12.
6	Sick Bay	2	Repair Rating 8.
7	Phaser Banks x18	1 each	+2 to hit, 1d6 damage, 6 forward, 6 port, 6 starboard. Range 10.
8	Photon Torpedoes x3	2 each	3d6 damage, 2 forward, 1 aft. Range 12.

76-99 Scratched	51-75 Damaged	21-50 Battered	1-25 Crippled																																																																																																				
No effect	AP 12, Thrust 3	AP 8, Thrust 2, Shields Down	AP 4, Thrust 0, Weapons Down																																																																																																				
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## SHIELDS

<div><div>RATING</div><div>10</div><div>4 AP</div></div>	<div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div></div> <div>RATING 3</div>	<div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div></div> <div>RATING 5</div>	<div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div></div> <div>RATING 8</div>	<div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div></div></div> <div>RATING 10</div>	<div><div><div></div><div>F</div><div></div></div><div><div>P</div><div></div><div>S</div></div><div><div></div><div>A</div><div></div></div></div> <div>INTENSIFIED ARC</div>
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<h2>COLONIAL FIGHTER SQUADRON</h2> <p>A squadron of 12 Colonial Fighters, usually launched from a Colonial Battleship. Colonial Fighters are highly maneuverable, and are armed with projectile cannons and javelin missile launchers.</p>					
<b>ACTION POINTS</b> 4		<b>THRUST</b> 7	<b>AGILITY</b> 5	<b>DEFENCE</b> 16	<b>HIT POINTS</b> 12
Crew 12		Not FTL Capable	Agile	Small (Squadron)	Squadron
<b>Crit</b>	<b>System</b>	<b>Cost</b>	<b>Details</b>		
1	Twin Accelerator Cannons x12	1	+2 to hit squadrons or size Tiny ships, 1d4 damage, forward arc. Range 3.		
2	Javelin Missile Launcher x12	1	-4 to hit, 1d8 damage, forward arc. Range 5. Usable only once between dockings.		
-	Turbo	1	Usable only once between dockings, allows double acceleration for one round.		



ACTION POINTS 4 Crew 12		THRUST 7 Not FTL Capable	AGILITY 5 Agile	DEFENCE 16 Small (Squadron)	HIT POINTS 12 Squadron
Crit	System	Cost	Details		
1	Twin Accelerator Cannons x12	1	+2 to hit squadrons or size Tiny ships, 1d4 damage, forward arc. Range 3.		
2	Javelin Missile Launcher x12	1	-4 to hit, 1d8 damage, forward arc. Range 5. Usable only once between dockings.		
-	Turbo	1	Usable only once between dockings, allows double acceleration for one round.		

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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	<b>SPEED</b>																								
MISSILE	No effect				AP 3				AP 2				AP 1												
TURBO																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	-	2													3				4						
	<b>SPEED</b>																								
MISSILE	No effect					AP 3					AP 2					AP 1									
TURBO																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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	<b>SPEED</b>																								
MISSILE	No effect		AP 3			AP 2			AP 1																
TURBO																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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	<b>SPEED</b>																								
MISSILE	No effect		AP 3			AP 2			AP 1																
TURBO																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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	<b>SPEED</b>																								
MISSILE	No effect			AP 3						AP 2						AP 1									
TURBO																									

# COLONIAL BATTLESHIP *Name:* \_\_\_\_\_

A large, armored carrier ship, a Colonial battleship carries a number of squadrons of Colonial Fighters. Heavily armed with nuclear warheads and strong point defence systems, the Colonial Battleship is notable for its decentralized design which makes it immune to viruses and EMPs.



<b>ACTION POINTS 12</b> Crew 5200 (6 combat units)							<b>THRUST 4<sup>r</sup></b> FTL Capable 4/6	<b>AGILITY 1</b> Lumbering	<b>DEFENCE 6/3</b> Huge (1.4km)	<b>HIT POINTS 370</b>
6	5	4	3	2	1	0				

## SPEED

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TURN		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

Crit	System	Cost	Details
1	Defense Grid	4	Aura 5, Damage Rating 1d6 network of automated projectile gun turrets.
2	Flak Grid	4	Incoming missiles and torpedoes explode prematurely on roll of 13+ on d20.
3	Launch Vessels x2	2	Launch up to two squadrons or vessels from its complement of 10 Colonial Fighter Squadrons and 8 Colonial Support Vessels.
4	Engineering Department	2	Repair Rating 5.
5	Sick Bay	2	Repair Rating 2.
6	Nuclear Warheads x4	2 each	Cannot target ships smaller than size Large, 3d8 damage (burst 3 from determinate hex of target ship), 2 port, 2 starboard. Range 15. Nukes move slower than most weapons, and are easier to evade; ships which take evasive action gain an additional +2 defense against a nuke.
7	Gun Batteries x4	1 each	2d6 damage, 2 port, two starboard. Range 6.
-	Decentralized	-	Non-linked systems, little automation and basic computer technology makes the vessel immune to computer viruses or EMPs.

<b>281-370</b> Scratched	<b>191-280</b> Damaged	<b>91-190</b> Battered	<b>1-90</b> Crippled
No effect	AP 9, Thrust 3	AP 6, Thrust 2	AP 3, Thrust 0

## DEFENCE/FLAK GRIDS

<b>D6 / 13</b>	<b>D6 / 15</b>	<b>D4 / 17</b>	<b>D4 / 19</b>
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	<b>F</b>	
<b>P</b>	<b>AURA 5</b> <b>1d6 DAMAGE</b>	<b>S</b>
	<b>A</b>	



# REBEL FIGHTER SQUADRON

A squadron of 12 Rebel Fighters. Rebel Fighters are armed with laser cannons and proton torpedoes, along with an on-board repair droid and FTL capability.



<b>ACTION POINTS 4</b> Crew 12		<b>THRUST 8</b> FTL Capable 2/2	<b>AGILITY 5</b> Agile	<b>DEFENCE 16</b> Small (Squadron)	<b>HIT POINTS 12</b> Squadron
Crit	System	Cost	Details		
1	Quad-linked Laser Cannons x12	1	+2 to hit squadrons or size Tiny ships, 1d6 damage, forward arc. Range 3.		
2	Proton Torpedo Launcher x12	1	-4 to hit, 1d8 damage, forward arc. Range 5. Usable only once between dockings.		
3	Repair Droid x 12	1	Repair Rating 1.		

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	SPEED																								
<div></div> TORPEDO	No effect			AP 3			AP 2			AP 1															

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<div></div> TORPEDO	No effect			AP 3			AP 2			AP 1															

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<div></div> TORPEDO	No effect			AP 3			AP 2			AP 1															

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<div></div> TORPEDO	No effect			AP 3			AP 2			AP 1															

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<div></div> TORPEDO	No effect			AP 3			AP 2			AP 1															

# COLONIAL SUPPORT VESSEL

A multi-purpose transport and electronic warfare platform, the Colonial Support Vessel usually supports squadrons of Colonial Fighters. Used for boarding maneuvers, minelaying, electronic surveillance and countermeasures, the Colonial Support Vessel is an all-round craft.



ACTION POINTS 2 Crew 2 [2 unit capacity]		THRUST 5 <sup>r</sup> FTL Capable 2/2	AGILITY 4 Average	DEFENCE 14 Small (8.5m)	HIT POINTS 12
Crit	System	Cost	Details		
1	Boarding Action	2	When adjacent to another vessel, and carrying a combat unit, the Colonial Support Vessel can attempt a boarding action.		
2	Electronic Countermeasures	1	Release an ECM pulse (burst 10, centered on the ship) which prevents sensor locks other than its own. The AP cost can be used to maintain this pulse.		
3	Lay Proximity Mines	2	The hex directly behind the vessel becomes a minefield. Any vessel coming within 1 hex of the minefield must roll 11 or more on 1d20 to avoid setting off the mines. If the mines explode, they do 2d6 damage (burst 1).		
4	Sensors	2	Establish a sensor lock on an enemy ship. The Colonial Support Vessel's Weapons & Control Systems allow any Colonial vessels within 10 hexes of the Colonial Support Vessel to benefit from the sensor lock.		
5	Javelin Missile Launcher	1	-4 to hit, 1d8 damage, forward arc. Range 5.		

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	SPEED																								
	No effect			AP 1, Thrust 3			AP 1, Thrust 2			AP 1, Thrust 0, Weapons Down															

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	SPEED																								
	No effect			AP 1, Thrust 3			AP 1, Thrust 2			AP 1, Thrust 0, Weapons Down															

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	No effect			AP 1, Thrust 3			AP 1, Thrust 2			AP 1, Thrust 0, Weapons Down															

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	SPEED																								
	No effect			AP 1, Thrust 3			AP 1, Thrust 2			AP 1, Thrust 0, Weapons Down															



