
SCENARIOS

SPACE PIRATES!

Submitted by Les Braun

Somewhere in space, a freak dimensional rift opens and begins to expand. Unfortunately, Galaxy Express 999 en route through the far reaches of space happens to be too close to the phenomenon when it occurs. Using everything it has to try and pull free, it sends out a distress signal hoping help will arrive before it is sucked into the maelstrom. Help does arrive – it's the Arcadia and the Queen Emereldas. But just as rescue operations begin, the rift grows even larger and all three are dragged into the heart of the void. After long minutes of violent turbulence, the three space craft are thrown clear of the rift. Captain Harlock on board the Arcadia doesn't immediately recognize any of the surrounding star systems and as he attempts to get his bearings, his ship detects the presence of a number of ships nearby – ships of unknown design. He is signaled by the captain of the lead craft, a man with ghost white skin and blue eyes. Harlock is told he and his crew, along with the other vessels, have interfered with an experiment and obviously not being 'mechanisms' are inferior and will be destroyed.

Wherever they have ended up, it's a place run by mechanical beings. Beings which begin to move in to attack Harlock and his companions. There is no love lost between Harlock and 'artificial' men, so with some pleasure he brings Arcadia's guns to bear on the enemy ships. Suddenly the opposing fleet splits in two and Harlock's sensors indicate another ship has entered the area. By the looks of it, it appears to be a huge battleship from Earth's ancient past. The enemy fleet has split up to engage this vessel as well. Well, as they say, "any enemy of my enemy is my friend..."

Meanwhile, on board the Yamato, Derrick Wildstar stares in amazement at the scene before him – a Dark Nebula fleet in front of a huge swirling rift in space moving to attack what appears to be a space train and two ships flying of all things, the Jolly Roger. "We came to investigate the Dark Nebula Empires involvement in the creation of this rift and what do we find...? Space Pirates!"

EDF Forces

1 SBB Yamato (Refit 2202)

Free Earth Forces

1 Arcadia

1 Queen Emereldas

1 Galaxy Express 999

Dark Nebula Empire Forces

1 SBB Galiades

2 SCGH-H Nazdar

2 HSSCSG-L Teraz

1 SCV-M Prax (2202)

3 SFFG Neter

1 SAA-CV Zakaz transport

Set up

Place the Galaxy Express 999 in the center of the map. Place the Arcadia and Queen Emereldas on either side of it three hexes away, all facing the Dark Nebula force and moving at a speed of 1. 20 hexes away place the Dark Nebula ships in two groups, 5 hexes apart, speed 3. Place the Yamato in one corner of the map on the opposite side of the Dark Nebula from the Free Earth

vessels, speed 6. It has 8 points of special power accumulated. In the opposite corner across the map from the Yamato is the rift. It entirely fills the six hexes of the corner. Any ship coming within two hexes of it will be sucked in. All ships carry a full load of battle/support craft.

Special Rules

The Yamato and the Free Earth vessels all may use the 'smaller scale' rules on page 89 of the Second Edition rulebook (aka Module II), to their advantage. They may also use the 'cinematic effects' rules (listed separately). The Dark Nebula ships may not use these rules. The Arcadia and Queen Emereldas will do their best to protect the 999.

Victory Conditions

The Yamato and the Free Earth Forces will unite to defeat the Dark Nebula Empire fleet. If they win, Harlock and the others will return home after the battle through the rift just before it closes. This is an all on nothing scenario, one side must defeat the other to win.

STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME: UNIT NUMBER:

SUPPORT CRAFT

Free Spirit Forces 



ENERGY ABSORBER SHIELD
SHIELD POINTS-18 POINTS PER TURN
RECHARGE: 3 PTS. PER 1 POWER PT.

[FL]	MEDIUM SHOCK CANNON-LONG RANGE				DP MODE			
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG -%
0	1-6	7-12	13-18	0	1-6	7-12	13-18	
1D10	10	1D8	8	1D6	6	1D6	6	1 DIE ROLL PER EVERY 2 BATTERIES

SUPPORT CRAFT
BAY POINTS: 0
BATTLECRAFT
BAY POINTS: 0

[MLS]	MINE LAUNCHING SYSTEM - TYPE 2		
	RANGE	ROF	SOM FACTORS
	1	1	2

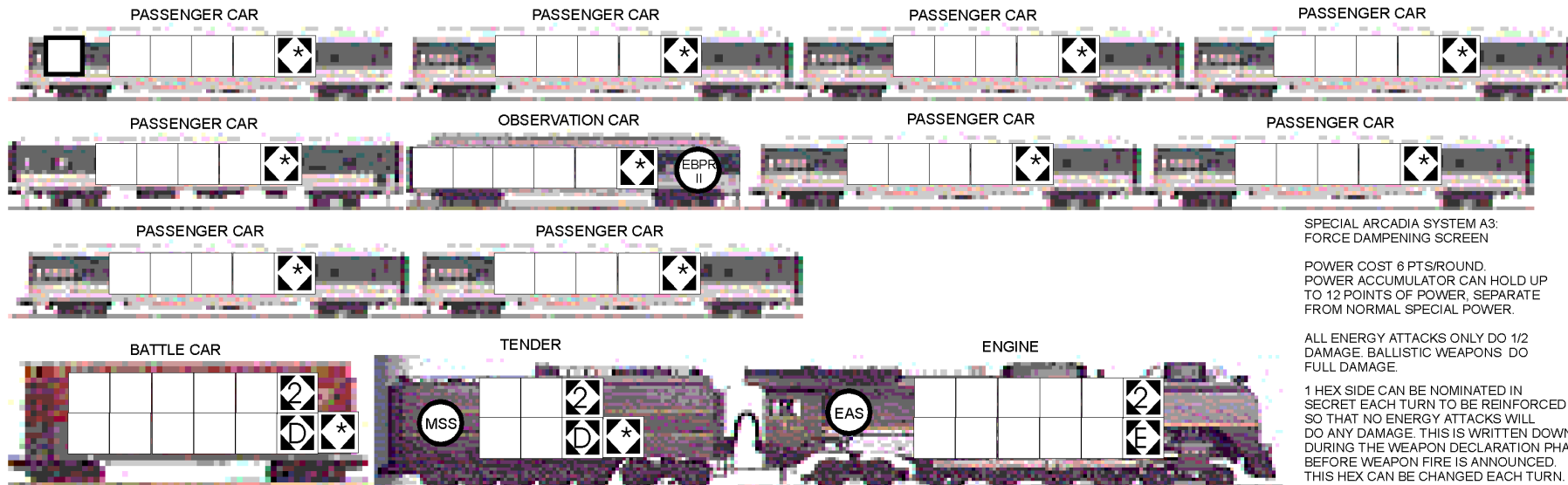
SHIP SYSTEMS

COMMAND BRIDGE	SPACE DEFENSE SYSTEM
BATTLE BRIDGE	SPECIAL WEAPON SYSTEM
NAVIGATION BRIDGE	CARGO CAPACITY
RADAR RANGE: 80	

MINE SWEEPING SYSTEM - TYPE 2

[MSS]	RANGE	ATTACKS	DAMAGE
	6	2	1D10

WARSHIP HULL STRUCTURE:
NOTE: YOU START WITH THE TOP ROW, LEFT TO RIGHT AND PROCEED DOWNWARD. THE ENGINE WILL THE LAST UNIT HIT.





SPECIAL ARCADIA SYSTEM A3:
FORCE DAMPENING SCREEN

POWER COST 6 PTS/ROUND.
POWER ACCUMULATOR CAN HOLD UP TO 12 POINTS OF POWER, SEPARATE FROM NORMAL SPECIAL POWER.

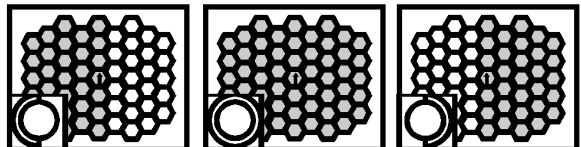
ALL ENERGY ATTACKS ONLY DO 1/2 DAMAGE. BALLISTIC WEAPONS DO FULL DAMAGE.

1 HEX SIDE CAN BE NOMINATED IN SECRET EACH TURN TO BE REINFORCED SO THAT NO ENERGY ATTACKS WILL DO ANY DAMAGE. THIS IS WRITTEN DOWN DURING THE WEAPON DECLARATION PHASE BEFORE WEAPON FIRE IS ANNOUNCED. THIS HEX CAN BE CHANGED EACH TURN. COST: 150 PTS

 * = FORCE COUPLING: THESE WILL ABSORB/DEFLECT THE MAX EXPLOSIVE FORCE AWAY FROM THE UNIT BEING TARGETED NEXT IN LINE. YOU HAVE TO USE ANOTHER WEAPON TO TARGET THE NEXT CAR.

 UNIT IN QUESTION IS DESTROYED, ALL ASSOCIATED EQUIPMENT IN THE CAR IS ALSO DESTROYED.

F-L F-L F-L SW A3



CARGO MANIFEST-1.5 CARGO FACTORS

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POWER ACCUMULATION LOG- 1D6+1 PER TURN

TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN
1	2	3	4	5	6	7	8	9	10	

MOVEMENT LOG

TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN
1	2	3	4	5	6	7	8	9	10

WARSHIP DATA

WARSHIP CLASS	4	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITY	2	
POWER RATING FACTOR	4	TACTICAL WARP COST	50	
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

TRANS-SOLAR TRAIN

