

RAID ON THESEUS

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The peoples of the Frontier have been numbered by the savagery of the Sathar onslaught. The war is only ten days old and already the UPF Spacefleet has been driven from a half-dozen star systems. Courageously fighting against overwhelming odds, the Fleet has destroyed some Sathar ships, but seems unable to stem the tide of conquest.

A few small Spacefleet vessels, cut off from the main fleet, have fled to Theseus. Clarion (White Light system) is blockaded, so the star route from Theseus to the rest of the Frontier has been effectively cut.

Now these ships, repaired and rearmed, have joined with the militia vessels of Minotaur (Theseus system) to form the force that will have to defend the system against Sathar attacks . . . for there is no place left to run.

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The Ships

The militia of Minotaur possesses the following ships:

4 Assault Scouts: *Gnat, Mosquito, Dragonfly, Wasp*

HP: 15	ADF: 5	MR: 4	DCR: 50
Weapons:	AR (x4)	LF	
Defenses:	RH		

1 Frigate: *Heroic*

HP: 40	ADF: 4	MR: 3	DCR: 70
Weapons:	LC	RB (x4)	LB
	T (x2)		
Defenses:	RH	MS (x2)	ICM (x4)

1 Destroyer:	<i>Republic</i>		
HP: 50	ADF: 3	MR: 3	DCR: 75
Weapons:	LC	RB (x4)	LB
	T (x2)	EB	
Defenses:	RH	MS (x2)	ICM (x5)

The following Spacefleet vessels have joined the militia:

3 Assault Scouts:	<i>Dirk, Blade, Needle</i>		
HP: 15	ADF: 5	MR: 4	DCR: 50
Weapons:	AR (x4)	LB	
Defenses:	RH		

1 Frigate:	<i>Zz'Likk'tt</i>		
HP: 40	ADF: 4	MR: 3	DCR: 70
Weapons:	LC	RB (x4)	LB
	T (x2)		
Defenses:	RH	MS (x2)	ICM (x4)

1 Light Cruiser:	<i>Intrepid</i> - combined flagship		
HP: 70	ADF: 3	MR: 2	DCR: 100
Weapons:	DC	LB	EB
	PB	RB (x6)	T (x4)
Defenses:	RH	ES	SS
	ICM (x8)		

This following station orbits the planet of Minotaur, providing a base for the combined fleet's ships:

Fortified Space
Station:

Minotaur Station

HP: 140	ADF: 0	MR: 0	DCR: 100
Weapons:	LB	LB	RB (x8)
Defenses:	RH	MS (x2)	ICM (x6)

Opposing the above vessels are the following Sathar ships:

3 Destroyers:

Villainous, Maggot, Assassin

HP: 50	ADF: 3	MR: 3	DCR: 75
Weapons:	LC	RB (x4)	LB
	T (x2)	EB	
Defenses:	RH	MS (x2)	ICM (x5)

2 Light Cruisers:

Hellion, Foul

HP: 70	ADF: 3	MR: 2	DCR: 120
Weapons:	DC	PB	EB
	LB	LB	T (x4)
	RB (x8)	S (x2)	
Defenses:	RH	ES	PS
	SS	ICM (x8)	

2 Heavy Cruisers:

Ghoul, Spectre

HP: 80	ADF: 2	MR: 1	DCR: 120
Weapons:	DC	PB	EB
	LB	LB	T (x4)
	RB (x8)	S (x2)	
Defenses:	RH	ES	PS
	SS	ICM (x8)	

Setting Up

Ideally, the referee is the only player who should read the following description before the battle is fought. The referee should fill out a ship roster form for each of the ships listed above, and divide all players present into two teams. If the battle is being fought as part of a campaign, the Referee may wish to run all of the Sathar vessels, while the militia and Spacefleet ships are divided among the other players. Otherwise, roughly half of the players should be on each side.

The Spacefleet has been ordered to await the enemy in the vicinity of Minotaur, so place a counter in the middle of the map. Place a fortified station counter in orbit around the planet to represent Theseus Station.

The two fleets will enter the map from the opposite short map edges. The ships of each fleet may be spread among as many hexes as the owning team wishes or stacked together.

All of the Sathar ships enter with a previous speed of "12". The UPF and militia ships may be traveling at any speed from "1" to "20" as they come on the map. The UPF and militia ships do not all have to travel at the same speed.

If the UPF has at least one ship traveling faster than "12", it is the attacking side in the battle, otherwise the Sathar are the attackers.

Referee's Notes

At first, this scenario might seem a bit unbalanced since the Sathar ships are generally larger and possess more firepower than the UPF and militia vessels. In fact, in the hands of inexperienced players, the Frontier force may well be ignominiously wiped out.

The key to a UPF victory lies in utilizing the superior speed and maneuverability of its ships, particularly the assault scouts. The assault rocket may be the deadliest weapon in the game; if the scouts can get behind the cumbersome Sathar cruisers, these rockets can inflict great damage. Whenever possible, assault rockets should be launched at maximum range (4 hexes), so the scouts can avoid the rocket batteries of their opponents.

The UPF can fully capitalize on its advantage by entering the map with all ships traveling at the maximum allowable speed (20). This will allow all of the militia and Spacefleet ships to make close approaches to the enemy, while maintaining enough speed to flee out of range if a ship is badly damaged.
