

## **“The Pirate Base.” - a ‘Power Projection: Escort’ Scenario by Glenn M. Goffin**

### **Introduction**

In the years before the Fifth Frontier War, pirate activity in the Kinorb Cluster rose to high levels, and the 213th Fleet eventually sent a small task force to identify and clear out the pirates. Intelligence received during that operation provided the location of a pirate base in the Gireel system, and the task force proceeded across the Imperial border to attack the base, recover any property, and capture any pirates and ships found there. What they found, however, was much more important than pirate booty -- it was clear evidence that the Zhodani were providing direct support to the pirates. Now they have to get that intelligence back to the Imperium.

### **Victory Conditions**

*Major Imperial Victory:* The Imperial spots the Zhodani transport and one Imperial ship executes a safe jump out of the system.

*Minor Imperial Victory:* The Imperial spots the Zhodani transport and one Imperial ship executes a hazardous jump out of the system.

*Marginal Imperial Victory:* The Imperial destroys the Zhodani transport.

*Major Zhodani Victories:*

- (a) The Imperial does not spot the Zhodani transport.
- (b) The Imperial spots the Zhodani transport, but no Imperial ships jump out of the system.

### **Set Up**

The base is on a size 4 planet in orbit around the star. Safe jump distance is more than 8 MU from the planet. Hazardous jump distance is 1-8 MU from the planet. Very hazardous jump distance is from 0-1 MU from the planet. However, the planet is within the hazardous jump zone of its star.

The planet moves along a vector 1/2 MU in length and in a direction parallel to a table edge.

The Zhodani sets up first. Ships may be placed on the planet, in space, or both. Ships in space must be within 10 MU of the planet, with any vector. Ships on the planet are not revealed to the Imperial, and may not fire until they leave the planet. Each such ship's initial vector is its ship's thrust minus 1, to account for the planet's gravity.

The Imperial player may approach from any table edge or may jump in; the entire force enters the table the same way.

If approaching from a table edge, the Imperial ships may have any vector and any facing. All enter from the same table edge.

If jumping in, the ships may be placed anywhere on the table more than 40 MU from the marked table edge. Cross off 3 fuel boxes from each Imperial ship. Ships that jump in have no vector. Ships that jump in all have the same facing, but the facing is determined randomly.

### **Special Rules**

#### *(a) Spotting Ships on the Planet:*

Ships on the planet may not be spotted by any ship more than 1 MU from the planet. Once an Imperial ship is within 1 MU of the planet, all Zhodani ships on the planet are spotted and may be attacked as if they were in space, with agility +2.

*(b) Zhodani Broadwords:* These are the actual pirate ships -- captured or purchased mercenary cruisers, crewed by Vargr corsairs, supplied and financed by the Zhodani.

#### **Zhodani Forces (Total PV 188):**

Chtierabl x 1;  
Zhdiak x 1;  
Zhodq x 3;  
Zhodatl x 3;  
Broadsword x 4

#### **Imperial Forces (Total PV 94):**

Kinunir x 2;  
Fer-de-Lance x 2;  
Chrysanthemum x 2