

## **“Research Station Omicron” – a Power Projection: Escort scenario by Glenn M Goffin**

### **Introduction**

Support of intelligence operations often falls to the escorts, as larger fleet assets are required to achieve major objectives. During the Fifth Frontier War, a small Zhodani force raided an Imperial Research Station in close orbit around a star. Although Zhodani intelligence was able to find the station's location, it did not learn about the Imperial defense squadron.

### **Victory Conditions**

*2 points:* The Zhodani docks at least one ship with the research station, keeps it there for one turn, and executes a safe jump out of the system.

*1 point:* The Zhodani docks at least one ship with the research station, keeps it there for one turn, and executes a hazardous jump out of the system.

*1 point:* The Zhodani destroys the research station.

3 points: Major Zhodani victory.

2 points: Zhodani victory.

1 point: Marginal Zhodani victory.

0 points: Imperial victory.

### **Set Up**

The Imperial sets up first. One edge of the table is closest to the star; mark it. The research station is set up within 10 MU of this table edge, with a vector of up to 2 MU parallel to this table edge. The other Imperial ships are placed within 6 MU of the research station, with vectors of any direction and of up to 5 MU length.

The Zhodani player is assumed to have jumped into the system undetected. Zhodani units enter the table from any edge, with any vector.

### **Special Rules**

*(a) Imperial Research Station:* Use the SSD for the Chtierabl Transport, modified as follows: Laser Battery x 1; Sandcaster Battery (level 2) x 2

*(b) Docking and boarding:* The research station's laser battery must be disabled before docking may take place. A ship or small craft must have the same vector and be in base-to-base contact with the research station. (If the models are too big to allow this, substitute empty bases for the actual docking move.) (If you have *Power Projection: Fleet*, use its rules for boarding.) (*At Close Quarters* or *Azhanti High Lightning* can be used to resolve the boarding action.)

(c) *Firing on docked ships:* While docked, the Zhodani ship may not fire defensively or offensively. Imperial ships may fire on the docked Zhodani ship, but every shot may hit the research station in addition to or instead of the Zhodani. If the result of the roll on the Secondary Weapon Damage Table is "no effect", roll d6: On a 5 or 6, the research station was hit instead of the Zhodani ship; roll again as if the research station had been the original target. With any other result on the Secondary Weapon Damage Table, roll d6. On a 6, the research station was hit in addition to the Zhodani ship. Roll again on the Standard Battery row. Don't forget to resolve the hit on the Zhodani ship normally.

(d) *Stellar Effects:* The research station is within the gravity well of the star, making any jump out hazardous (+4 to misjump roll). To jump out safely, a ship must be at least 40 MU from the table edge closest to the star. The station does not need to plot motion if gravity effects on vector are in play, but will become subject to these effects if its M-Drive takes a single threshold check failure.

(Optional effect: If you have *Power Projection: Fleet*, either pick a star type and resolve the gravity using the tables in the book; alternatively, treat the gravity as a 1G field towards the end of the table closest to the star. This is resolved as an additional shift of the final position counter at the end of movement. Any ship that exits the table on the edge closest to the star is considered to have been destroyed. Note that this will severely limit the manoeuvre capability of the Shivva class so this rule must be used with agreement of both players. – Dom Mooney).

**Zhodani Forces (Total PV 128):**

Zhdiak x 2  
Plokl x 3  
Shivva x 3

**Imperial Forces (Total PV 130):**

research station  
Viper x 10  
Fer-de-Lance x 2  
Chrysanthemum x 2