

**CHAPTER 8 SCENARIOS****KLINGON BORDER AND ROMULAN BORDER**

## 8A THE MAP

8A1 WAYS TO USE THE MAP

8A2 MAP SCALES

## 8A3 HEXES ON THE MAP

## 8B GENERAL SCENARIO RULES

8B1 SCENARIO FORMAT

8B2 POINT VALUE VICTORY SYSTEM

8B2A STARTING VALUES

8B2B SCORING POINTS

8B2C JUDGING VICTORY

**ORION ATTACK**

8B3 SCENARIO STARTING CONDITIONS

**BRIEFING #1, COMMUNIQUE #2, AND CAPTAIN'S LOG #32**

8B101 (8J, 8C0) SABOTAGE!

**BRIEFING #1 AND COMMUNIQUE #7**

8B102 (8CM1) REFINER'S FIRE

**BRIEFING #1 AND COMMUNIQUE #8**

8B103 (8CM02) THE COMING OF THE METEOR

**BRIEFING #1**

8B104 A QUESTION OF FRANCHISE

8B105 WHO IS THE MUTINEER?

8B106 RAID ON A MINING PLANET

8B107 THREADS OF WAR

8B108 LANDING PARTY

8B109 THE TAKING OF THE *SOLITUDE*

8B110 ESCAPE FROM THE HOLDFAST

8B111 PANDORA'S BOX

8B112 OUT OF THE FRYING PAN

8B113 THE CRITICAL HIT

8B114 RESCUE THE *CHERENKOV***BRIEFING #1 AND COMMUNIQUE #12**

8B115 (8CM6) PASSING ENGAGEMENT

**BRIEFING #1 AND COMMUNIQUE #10**

8B116 (8CM4) END RUN

**BRIEFING #1 AND COMMUNIQUE #11**

8B117 (8CM5) LAST STAND

**BRIEFING #1**

8B118 THE DAY AFTER THE EAGLE

8B119 LESSONS

8B120 THE LONG WAY HOME

8B121 FIGHT FIRE WITH FIRE

8B122 THE LONE GREY WOLF

8B123 COMBAT RALLY

8B124 DEMO DERBY

**BRIEFING #2**

8B201 MAKE WAR, NOT PEACE

8B203 ORION ROULETTE

8B204 MERCY OR DEATH

8B205 FOXES IN THE HEN HOUSE

8B206 HERE TODAY, GONE TOMORROW

8B207 GRAVEYARD OF SHIPS

8B208 FLASHPOINT MANTOR

8B209 LOCAL DEFENSE

8B210 MILITARY CONVOY

**BATTLESHIPS ATTACK**

8BA01 FORM LINE OF BATTLE

8BA02 LEADER OF THE PACK

8BA03 DEATH DEALER

8BA04 INFECTED!

8BA05 STARBASE ASSAULT

8BA06 SIBLING RIVALRY

8BA07 DEATH OF THE STAR COUGAR

8BA08 IN THE BOX

8BA09 DESTROYER OF WORLDS

8BA10 MORE SCENARIOS FOR BATTLESHIPS

**CHAPTER 8 SCENARIOS****LINE OF BATTLE**

8BA11 GIANTS IN THE PLAYGROUND  
8BA12 INVULNERABLE FOR THE DEFENSE  
8BA13 INVIOABLE IN ACTION

**CAPTAIN'S LOG #33, COMMUNIQUE #6**

8C01 (8C1) THE FIRST BATTLE OF JUGGERNAUT BETA

**CAPTAIN'S LOG #33**

8C02 (8C2) STARHUNT: THE STOLEN FREIGHTER

**CAPTAIN'S LOG #33, COMMUNIQUE #5**

8C03 (8C3) THE BATTLE OF JUGGERNAUT ALPHA

**CAPTAIN'S LOG #34**

8C04 (8C4) BATTLE FOR ORGANIA

**CAPTAIN'S LOG #35**

8C05 (8C5) MUTINY ON THE *DEMONSLAYER*  
8C06 (8C6) RETURN OF THE *HOOD*

**CAPTAIN'S LOG #36**

8C07 (8C7) RACE AGAINST TIME  
8C08 (8C8) TREASURE SHIP

**CAPTAIN'S LOG #36 AND GORN SHIP CARD PACK #1**

8C09 (8C9) MY BROTHER, MY ENEMY

**CAPTAIN'S LOG #37**

8C10 BLOOD FEUD  
8C11 LONG LANCE  
8C12 SACRED  
8C13 THE BIGGER THEY ARE  
8C14 AMBUSH OF THE *YAMAMOTO*

**CAPTAIN'S LOG #38**

8C15 AFTER THE AMBUSH  
8C16 EAGLE'S RETURN  
8C17 WITNESS FOR THE PROSECUTION

**CAPTAIN'S LOG #39**

8C18 STARHAWK RISING  
8C19 DOUBLE SURPRISE  
8C20 PRACTICE POUNCING

**CAPTAIN'S LOG #40**

8C21 ENEMY AMONG US  
8C22 DIE BEM, DIE!  
8C23 MIS-FIRE

**CAPTAIN'S LOG #40 SUPPLEMENTAL**

8C24 THE QUICK AND THE DEAD

**CAPTAIN'S LOG #41 AND FRAX SHIP CARD PACK #2**

8C25 KUMERIAN'S KARISMA

**CAPTAIN'S LOG #41**

8C26 WHAT LIES BENEATH  
8C27 CAUGHT AT THE STOP LIGHT

**CAPTAIN'S LOG #42**

8C28 POP GOES THE ANDROMEDAN  
8C29 THE LOST PIRATE  
8C30 THOLIAN PINWHEEL

**CAPTAIN'S LOG #42 SUPPLEMENTAL**

8C31 KNIGHT'S DUEL

**CAPTAIN'S LOG #43**

8C31 A MEASURE OF FEAR  
8C32 BELOW THE WAVES  
8C33 PIRATE STEW

**CAPTAIN'S LOG #43 SUPPLEMENTAL**

NONE

**CHAPTER 8 SCENARIOS****COMMUNIQUE #9**

8CM03 CRUISE DRONES

**COMMUNIQUE #13**

8CM07 INTRUDER ALERT

**COMMUNIQUE #14**

8CM08 THE STASIS BOX

**COMMUNIQUE #15**

8CM09 CRUISE DRONES (ACCIDENTAL REPEAT OF 8CM3)

**COMMUNIQUE #19**

8CM10 THE PIRATES FIND AN ALLY

**COMMUNIQUE #20**

8CM11 THE CONVENTIA AFFAIR,

**COMMUNIQUE #21**

8CM12 THE PIRATES HAVE GONE TOO FAR

**COMMUNIQUE #22**

8CM13 ASTEROID OPERATIONS

**COMMUNIQUE #23**

8CM14 INTERNAL DISORDER

**COMMUNIQUE #25**

8CM15 THE BATTLE AT HASBRON

**COMMUNIQUE #26**

8CM16 PLASMAS VS DRONES

**COMMUNIQUE #27**

8CM17 DIPLOMATIC IMMUNITY

**COMMUNIQUE #30**

8CM19 THE CHASE

**COMMUNIQUE #31**

8CM20 PIRATES ... INTERRUPTED

**COMMUNIQUE #36**

8CM23 PICKETT'S CHARGE

**COMMUNIQUE #37**8CM26 A *PLAGUE* ON THEIR HOUSES**COMMUNIQUE #39**

8CM28 WHAT PRICE VICTORY?

**COMMUNIQUE #41**

8CM29 THE GREENING OF LOT 49

**COMMUNIQUE #42**8CM30 THE *DAKOTA* INCIDENT**COMMUNIQUE #43**8CM31 THE *NAVAJO* INCIDENT**COMMUNIQUE #44**

8CM32 RESCUE THE SUPPLY TUG

**COMMUNIQUE #45**

8CM33 A MATTER OF JURISDICTION

**COMMUNIQUE #46**

8CM34 GROUNDFIRE

**COMMUNIQUE #47**

8CM35 BATTLE WITHOUT HOPE

**COMMUNIQUE #48**

8CM36 LEGACY OF THE ANCIENTS

**CHAPTER 8 SCENARIOS****COMMUNIQUE #49**

8CM37 A HARD DAY'S FIGHT

**COMMUNIQUE #50**

8CM38 FLAWED TRAP

**COMMUNIQUE #51**

8CM39 ESCAPE FROM ASTRACAZ

**COMMUNIQUE #52**

8CM40 THE OPHIUNIA RAID

**COMMUNIQUE #53**

8CM41 PIRATE HUNT

**COMMUNIQUE #54**

8CM42 SUCKER PUNCH

**COMMUNIQUE #55**

8CM43 A GAME OF SNAKES AND LIZARDS

**COMMUNIQUE #56**

8CM44 THE TROJAN SHUTTLE,

**COMMUNIQUE #57**

8CM45 THE SCIENCE OF WAR

**COMMUNIQUE #58 AND KLINGON SHIP CARD PACK #1**

8CM46 TARGET OF OPPORTUNITY

**COMMUNIQUE #59 AND FEDERATION SHIP CARD PACK #1**

8CM47 DECAPITATION

**COMMUNIQUE #60**

8CM48 HYDRANS VS SANTA CLAUSE

**COMMUNIQUE #61**

8CM49 SHIFTING SANDS

**COMMUNIQUE #62**

8CM50 THE BLOCKADE OF GAMMA EPSILON III

**COMMUNIQUE #63**

8CM51 MIS-MATCH

**COMMUNIQUE #64**

8CM52 ZOMBIE APOCALYPSE

**COMMUNIQUE #65 AND WYN SHIP CARD PACK #1**

8CM53 NOT SO FAST

**COMMUNIQUE #66**

NONE

**COMMUNIQUE #67**

8CM54 MERCY MISSION

**DISTANT KINGDOMS**

8DK1 FIREWALL

8DK2 BATTLE OF THE LONG CLAWS

8DK3 WORLD KILLER

8DK4 ATTACK ON THE WYN CLUSTER

8DK5 MORAY EEL OF SPACE

**COMMUNIQUE #28**

8DK99 LET'S GET TO THE BOTTOM OF THIS

**FRAX SHIP PACK #2**

8E1 STOP THEM!

**FRAX SHIP PACK #3**

8E2 BELOW THE WAVES

**HYDRAN ATTACK AND HYDRAN SHIP CARD PACK #1**

8HA1 BROTHERS

**CHAPTER 8 SCENARIOS****HYDRAN ATTACK**

8HA2 THE ASTEROID IN DISPUTE

**HYDRAN ATTACK AND COMMUNIQUE #33 AND LYRAN SHIP CARD PACK #1**

8HA3 (8CM22) NORTH WIND

**HYDRAN ATTACK AND COMMUNIQUE #29**

8HA4 (8CM18) SUPPLY VOYAGE

**HYDRAN ATTACK AND COMMUNIQUE #32**

8HA5 (8CM21) KLINKS IN THE WIRE

**HYDRAN ATTACK AND COMMUNIQUE #34**

8HA6 (8CM24) STINGER'S NEST

**HYDRAN ATTACK AND COMMUNIQUE #35**

8HA7 (8CM25) SEA WALL

**HYDRAN ATTACK**

8HA8 ENERGY MONSTER

**KLINGON ATTACK AND COMMUNIQUE #3**8KA01 (8KA, 8Z3C) THE MIGHTY *HOOD* GOES DOWN**KLINGON ATTACK**

8KA02 (8KB) THE ALKAIRIK CONVOY

8KA03 (8KC) TARGET OF OPPORTUNITY

8KA04 (8KD) DELAY IN SECTOR

8KA05 (8KE) ATTACK ON BATTLE STATION K3

8KA06 (8KF) RAID ON RUKYVERK

8KA07 (8KG) REFUELING ROULETTE

8KA08 (8KH) THE OLD SHELL GAME

**KLINGON ATTACK AND KZINTI SHIP CARD PACK #1**

8KA09 (8KJ) SHOWDOWN AT GRIMROCK

**KLINGON ATTACK**

8KA10 (8KK) JUGGERNAUT

8KA11 (8KL) DERELICT

8KA12 (8KM) REPAIR RENDEZVOUS

**KLINGON BORDER**

8KB1 8C TRAINING

8KB2 8D THE DUEL

8KB3 8E THE IRIDIMA CONVOY

8KB4 8F THE PLANET KILLER

8KB5 8G PLANETARY RESCUE

8KB6 8H BASE ASSAULT

**ORION ATTACK**

8PA1 HIDE AND STING

**ORION ATTACK AND ORION SHIP CARD PACK #1**

8PA2 RACE TO THE BASE

**ORION ATTACK**

8PA3 POLICE ACTION

8PA4 MONITOR DUTY

8PA5 CONFLICT OF INTEREST

8PA6 DREADNOUGHTS OVER ORION

8PA7 IF YOU CAN'T BEAT THEM, PAY THEM

**BRIEFING #1**

8PT SCENARIO DESIGNER GUIDE

8PT1 SCENARIO TITLES (PART 1), SCENARIO BACKGROUND (PART 2)

8PT1A NUMBER OF PLAYERS

8PT1B INITIAL SETUP (PART 1), INITIAL SETUP (PART 2)

8PT1C OBJECTIVE (PART 1), OBJECTIVE (PART 2), OBJECTIVE (PART 3)

8PT1D SPECIAL RULES

8PT1E FORCE DYNAMICS

8PT1F DESIGNER'S NOTES

**CHAPTER 8 SCENARIOS****ROMULAN ATTACK**

8RA01 (8RA1) SURPRISE REVERSED  
8RA02 (8RA2) AND TO THE *REPUBLIC*  
8RA03 (8RA3) THE ART OF DUTY  
8RA04 (8RA4) ENCOUNTER AT DENEbola  
8RA05 (8RA5) YEFIMOV'S ANABASIS  
8RA06 (8RA6) THE MAGNIFICENT PANZERS  
8RA07 (8RA7) THE MORKEDIAN DEATH MARCH,  
8RA08 (8RA8) SHIELD OF THE FEDERATION  
8RA09 (8RA9) PRACTICE, PRACTICE, AND THEN WHAT?  
8RA10 (8RA10) SPACE AMOEBA

**ROMULAN BORDER**

8RB0 (8C) TRAINING

**ROMULAN BORDER AND ROMULAN SHIP CARD PACK #1**

8RB1 (8RA) DESTRUCTION OF MOBILE BASE X-RAY

**ROMULAN BORDER**

8RB2 (8RB) CONVOY TO DENEbola  
8RB3 (8RC) THE WRECK OF THE *REX*  
8RB4 (8RD) SPACE DRAGON  
8RB5 (8RE) CEASEFIRE COLLAPSE

**THOLIAN ATTACK AND THOLIAN SHIP CARD PACK #1**

8TA01 GUNFIGHT AT THE THOLIAN WEB

**THOLIAN ATTACK**

8TA02 *ARES* IS DOWN  
8TA03 ASSAULT ON THE HOLDFAST  
8TA04 NEGOTIATE  
8TA05 DESPERATE DAYS  
8TA06 A DIFFERENT KIND OF WEB  
8TA07 ON THE ROCKS  
8TA08 BEGINNINGS AND ENDINGS  
8TA09 NEST OF COCKROACHES  
8TA10 REBEL CONVOY  
8TA11 DEATH PROBE

**THOLIAN ATTACK AND COMMUNIQUE #16**

8TA12 ASSAULT ON BASE STATION #3

**THOLIAN ATTACK AND COMMUNIQUE #17**

8TA13 ASSAULT ON BASE STATION #4

**THOLIAN ATTACK AND COMMUNIQUE #18**

8TA14 BATTLE OF THE HOOK

**TRANSPORTS ATTACKED**

8TR1 PRIORITY CARGO  
8TR2 STRATEGIC REDEPLOYMENT  
8TR3 RESCUE TUG  
8TR4 THE GUN RUNNERS  
8TR5 PASSING THE FOOTBALL  
8TR6 THE *CASSINI* INCIDENT  
8TR7 THE LITTLE TUG THAT COULD  
8TR8 MUTUAL DELIVERY, MUTUAL DESTRUCTION  
8TR9 THE FEDERATION EXCHANGE  
8TR10 DEATH OF THE *STAR COUGAR*

**WAR AND PEACE**

8WP1 COMPLICATED ENCOUNTER

**WAR AND PEACE AND COMMUNIQUE #38**

8WP2 8CM27 FIRST AND FUTURE SHOCK

**WAR AND PEACE**

8WP3 THREE AGAINST *CORTEZ*  
8WP4 PEACEKEEPING  
8WP5 SNAKE ATTACK  
8WP6 ANOTHER MAN'S TREASURE

**WAR AND PEACE AND ANDROMEDAN SHIP CARD PACK #1**

8WP7 BASE BUSTING

**NOTE: NUMBERS IN BRACKETS (8xxx) ALTERNATE NUMBERS: PREVIOUS PUBLICATION, OR EARLIER NUMBERING SYSTEM.**