

(SP____.0) TITLE**(Y???)**

by Name, State

Background

(SP____.1) NUMBER OF PLAYERS: 2; the xxx player and the xxx player. *(If there are more than two players, continue the format, e.g., 3; the xxx player, the xxx player, and the xxx player.) If a variant could allow more players, or if it is a large scenario conducive to more players, add things like "alternatively, one player could control the Federation ships and another player could control the allied Kzinti ships" or "one player could control the carrier group while another player controls the other ships" or as appropriate.*

(SP____.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SP____.45).

(SP____.2) INITIAL SETUP

TERRAIN: Class M planet (P2.23) in hex 2215. *(Do not use this line if there is no terrain, but if there is, always include the appropriate rules reference for the terrain in question. Each terrain type should be a separate line, e.g., if there were two planets each would have a separate line, if the action takes place in an asteroid field that its inside a nebula, during an ion storm, each terrain feature gets its own line.)*

FEDERATION: CA+ Yorktown in 2215, FFG Burke in 2212, both heading C, Speed Max, WS-III. *(Always use the format of Heading, Speed, Weapon Status.*

KLINGON: C8K in 0204, heading D, Speed 5, WS-I.

D5V in 0101 (12 Z-V fighters), heading D, Speed 5, WS-I.

D5E and F5E within 3 hexes of the D5V, both heading D, Speed 5, WS-I.

D6M in 0203, heading D, Speed 5, WS-I.

F5B in 0708, heading C, Speed 10, WS-I.

(Another set up is "all ships within X hexes of hex ####.

Always use "heading" if the unit is moving, and "facing" if the unit is stationary, like a base. Always either state the initial facing and rotation rate of a base, or state that the initial facing and/or rotation rate are at the player's option.)

(Bases on planets or moons are always given in terms of the hexside they face, e.g. if a planet is in hex 2215 and a ground base is on its northern hexside as the map is oriented, the base is on the 2215/2214 hexside. Mention if any small or medium ground base is connected to a power grid (R1.28P).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y??? is assumed if no other year is selected. *(This paragraph is deleted if the scenario is historical, i.e., the date above the introduction is the year of the scenario. If the scenario is generic, i.e., useable in any year, this paragraph is used to suggest the year believed to be the best one for the scenario. This paragraph is also sometimes, but not always, used for monster scenarios.*

(SP____.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. *(This is also where you will state if there is a specific end turn, e.g., ". . . or until the end of Turn #4").*

(SP____.4) SPECIAL RULES

(SP____.41) MAP: Use a floating map.

(SP____.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The XXX units can only disengage from XXXX.

The XXX units can only disengage from XXXX. *(If there are more sides, there may be more entries for where units of another side can disengage. This is also the place where you will noted if one side cannot disengage by any means.*

Units which disengage in unauthorized directions or areas are considered destroyed. *(Only use this sentence as is if both means, direction and area, are available. If all sides can only disengage by moving in a specific direction, then delete ". . . or areas, . . .", if both or all sides can only disengage in a specific location, say off the map between hexes 0101 and 0115 for one side and 4225 and 4230 for the other side, then delete ". . . directions or . . .".)*

(SP____.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Mega-packs are **not** available. *(Either debold the "not" if they are not available, or delete the bold "not" if they are available. This first entry is generally used for scenarios set in Y180 or later.)*

(SP____.42) SHUTTLES AND PFs: All shuttles are advanced types (J17.0) and PFs have warp booster packs. Mega-packs are **not** available. *(Either debold the "not" if they are not available, or delete the bold "not" if they are available. This first entry is generally used for scenarios set in Y180 or later.)*

(SP____.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Mega-packs are **not** available. *(This entry is generally used for scenarios set in Y170s, but note that it can and often is modified to allow Interceptors and/or fast patrol ships to use warp booster packs.)*

(SP____.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them. Mega-packs are **not** available. *(This entry is generally used for generic scenarios, this may also need to be modified to reflect sublight Romulan shuttles if the Romulans have not gotten warp technology yet.)*

(SP____.42) SHUTTLES AND PFs: All shuttles are Early Years types. PFs, warp booster packs, and mega-packs are not available. *(This entry is generally used for Early Years scenarios.)*

(SP____.42) SHUTTLES AND PFs: All non-Romulan shuttles are Early Years types, Romulan shuttles are sublight types. PFs, warp booster packs, and mega-packs are not available. *(This entry is generally used for Early Years scenarios with the Romulans participating.)*

(SP____.42) SHUTTLES AND PFs: All shuttles are sublight types. PFs, warp booster packs, and mega-packs are not available. *(This entry is generally used for Early Years scenarios when warp powered shuttles are not available.)*

(It should be obvious that not all the choices are covered, each scenario needs to be reviewed for its needs, e.g., a time travel scenario could pit advanced shuttles against early years shuttles or warp pack fitted Interceptors against PFs that do not have warp packs and so on. Note that this section would also have to be modified appropriately to cover any bombers appearing in a scenario.)

(SP____.421) If using the optional MRS shuttles, the XXX has one MRS.

(SP____.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP____.431).

(SP____.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SP____.431).

(SP____.421) MRS shuttles are not available in the year of this scenario.

(SP____.422) If using EW fighters, one of the xxx on the xxx is a xxx. If not using EW fighters, it is a standard xxx. (Note that EW fighters are not available before about Y170, so do not include them if your scenario is set before they are available.)

(SP____.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SP____.422) EW fighters were not available in the year in which this scenario is set. In a variation where EW fighters are used, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SP____.422) The only fighters in this scenario are Romulan sublight fighters; EW fighters are not available.

(SP____.423) The six PFs are a standard flotilla including one leader and one scout.

(SP____.423) The six INTs are a standard flotilla including one electronic warfare variant.

(SP____.423) The ### xxx carried by the xxx are standard xxx.

(SP____.423) There are no PFs or INTs in this scenario.

(SP____.43) COMMANDER'S OPTION ITEMS

(SP____.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the **Standard and Modified** Victory Conditions (S2.2) as Victory Points for the enemy.

(SP____.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

(SP____.432) The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, drone speeds will depend on the year selected for the scenario.

(SP____.432) All drones are "fast," i.e., Speed 32.

(SP____.432) All drones are "medium," i.e., Speed 20.

(SP____.432) All drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are **not** available for purchase as special drones.

(SP____.432) All drones are "slow," i.e., Speed 8. "Medium," i.e., Speed 20 drones are **not** available for purchase as special drones.

(SP____.432) Medium," i.e., Speed 20. "Fast," i.e., Speed 32 drones are **not** available for purchase as special drones.

(Be sure to check the year and the right drone availability. Note that drones faster than Speed 8 have phase in periods.)

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

OMEGA OCTANT:

(SP____.432) Each missile-armed ship can purchase missile enhancements as part of the Commander's Option Items provided they are available at this point in history.

(SP____.432) There are no missile using ships in this scenario, in a variation where missile-using ships are used each missile-armed ship can purchase missile enhancements as part of the Commander's Option Items provided they are available at this point in history.

MAGELLANIC

(SP____.432) The empires that are involved in this scenario do not use drones, or mass driver missiles.

In a variation where a ship armed with mass driver missiles is present, the mass driver missiles selected must still be purchased as Commander's Option Items. Note that (S3.2) allows mass driver ships extra points for this purpose.

In a variation where a drone-armed race is used, all drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are **not** available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP____.432) The empires that are involved in this scenario do not use drones. In the year of this scenario, only ESMs, DGMs and GBMs are available.

(MSH2.432) The empires that are involved in this scenario do not use drones. Maghadim and Baduvai units use their usual percentages for special missiles. In the year of this scenario, KSMs and AFMs are not available. The Maghadim may have CPMs; the Baduvai may not.

OMEGA AND MAGELLANIC COMBINED

(SP____.432) The empires that are involved in this scenario do not use drones or tachyon missiles. In a variation where a drone-armed race is used, all drones are "slow," i.e., Speed 8. Type-II and type-V drones (Speed 12) are **not** available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

In a variation where missile-using ships are used each missile-armed ship can purchase missile enhancements as part of the Commander's Option Items provided they are available at this point in history.

(SP____.433) If players wish to use the optional rules for Prime Teams (G32.0), the XXX and the XXX each normally carry one such team.

(SP____.433) If players wish to use the optional rules for Prime Teams (G32.0), the XXX will normally carry one such team while the XXXs can be given 25 additional Commander's Option Points to distribute among his forces as desired **or to purchase additional units.**

(SP____.433) If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).

(SP____.433) If the player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his starting forces (not part of Commander's Options).

(SP____.433) Prime Teams (G32.0) are not available in this scenario.

(SP____.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes

assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SP____.433) It is not known if any equivalent of Prime Teams existed in the original Tholian Home Galaxy. If players wish to experiment with the (G32.0) rules, they may do so on the basis of one team on each BB, DN, BCH, NCA, or CA.

(SP____.433) It is not known if any equivalent of Prime Teams existed in the Magellanic Cloud. If players wish to experiment with the (G32.0) rules, they may do so on the basis of one team on each or CA or CC.

(SP____.433) It is not known if any equivalent of Prime Teams existed in the Omega Octant. If players wish to experiment with the (G32.0) rules, they may do so on the basis of one team on each BB, DN, BCH, NCA, or CA.

HISTORICAL OUTCOME: *(You can write something here to tell people the outcome you expected from the forces based on your own experiences, playtest reports may result in its modification.)*

(SP____.44) REFITS:

(SP____.44) REFITS are available depending on the year selected. *(Be very sure you research the rfit status and explain it here, even if here only says something like "refits are as noted in (SP____.2) above except that all drone-armed and plasma-D armed ships have the Y175 refit", or "all plasma-armed ships have the Y180 sabot refit" or whatever is needed to make the refit status of the units clear.*

(SP____.45) *(Pretty much if you do not have special scenario rules, you probably are just doing a variant of a generic scenario with a list of ships.)*

(SP____.46)

(SP____.47)

(SP____.48)

(SP____.49)

(SP____.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SP____.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SP____.5) VICTORY CONDITIONS for this scenario are as follows:

(SP____.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP____.61) AlternateEmpire

(SP____.62) TacIntel

(SP____.63) SmallScale

(SP____.64)

(SP____.65)

(SP____.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP____.71) Change the XXX to an XXX.

(SP____.72) Replace the XXX with an XXX.

(SP____.73) Delete or add

(SP____.8) TACTICS: *If you cannot figure out tactics for your scenario, then you probably had no real idea what you were creating. Seriously, give the players an idea of what the sides should do with the forces to accomplish the victory objectives you have set for them.)*

(SP____.9) PLAYTESTERS COMMENTS:

(SP____.X) DESIGNER'S NOTES: *(Do not be afraid to tell people where you got the idea and why your scenario is so cool they should play it.)*