

(SP0805.0) . . . AND THEY VANISHED IN THE VOID**(Post-Revolt)**

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After the purging of Tholians in the Tholian Home Galaxy, the Seltorians began organizing expeditions to follow the fugitives that fled to neighboring galaxies. The *Nest of Monarch Butterflies* was the core of one of the first of extragalactic excursions undertaken by the Seltorians.

Months (years?) into the voyage, *Nest of Monarch Butterflies's* Taskforce was set upon by a pack of Banshees (SM13.0), which had not been detected by the *Nest of Monarch Butterflies's* sensors.

This is its story, and it is not a happy one.

(SP0805.1) NUMBER OF PLAYERS: 1; the monsters move by automatic rules; see (SP0805.45).

(SP0805.2) INITIAL SETUP

SELTORIAN: Nest Ship *Nest of Monarch Butterflies*, in hex 1824, heading B, speed 7, WS-I.

CA *Mountain of Green*, CL *Blue Hill of Flowers*, DD *Golden Wind of Spring*, FF *Rain of Jasper*, FF *Hail of Ginger*, FF *Leaves of Basil*, 2xLarge Freighter, all within 3 hexes of the *Nest of Monarch Butterflies*, heading B, speed 7, WS-I.

BANSHEE: 48 Banshees (SP0805.45) setup in and near hex 4230 as follows: place three Banshees in 4230, then three more in an adjacent hex along the board edge. Then place an additional three next to an existing stack of Banshees, continue doing so until all Banshees have been placed. All banshees are heading F and speed max.

(SP0805.3) LENGTH OF SCENARIO: The scenario continues until all forces, belonging to one side, have been destroyed, captured, or have disengaged.

(SP0805.4) SPECIAL RULES

(SP0805.41) MAP: Use a floating map. The Seltorian units can only disengage by destroying all of the Banshees or by distance in any direction, the Banshees will not disengage until all Seltorian ships are destroyed.

(SP0805.42) SHUTTLES AND PFs: No shuttles have warp booster packs, if a variant is played with an empire which has warp booster packs, PFs and shuttles will have them. Mega-packs can be used if fighters are present and the year selected allows their use.

(SP0805.421) MRS shuttles are not available in this scenario as any available would have been mothballed for the trip across the barren void of space.

(SP0805.422) 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.

(SP0805.423) There are no PFs in this scenario, in a variant of the scenario where PFs are used, all PFs will be combat variants, no leaders or scouts.

(SP0805.43) COMMANDER'S OPTION ITEMS

(SP0805.431) There are no Commander's Option points in this scenario.

(SP0805.432) 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.

There are no special drones in this scenario even if a drone-armed empire replaces the Seltorians as combat

was not foreseen in the emptiness of space between galaxies.

(SP0805.433) Prime Teams (G32.0) are not available in this scenario.

(SP0805.44) REFITS: There are no refits for Seltorian ships, but in a non-historical variation using other empires the refit status of the ships will depend on the year selected.

(SP0805.45) BANSHEES: The Banshees follow the same rules as Banshees in Module K (SM13.0) with the following exception:

(SP0805.451) Banshee Radiation. The damage from these Banshees is particularly harmful to living beings, crew and boarding party losses are at twice the normal rate, (i.e., every five points of damage causes the loss of one crew) and crew unit losses begin after receiving ten internals.

(SP0805.452) Banshee Target: The Banshees have selected the Nest ship as a viable place in which to breed and will operate as if the Nest ship were a base, albeit one that is moving. As a reminder, shield crackers do not work against Banshees as they are unshielded targets.

(SP0805.46) CREW AND EQUIPMENT: For the long arduous trek through intergalactic space, the Seltorians kept their crews at low levels to reduce power requirements for life-support and maintenance (since equipment would be used less).

(SP0805.461) Each ship, except the Nest ship and the freighters, has only twice its minimum crew requirement plus 1D3 of crew when the scenario starts, one crew unit on each ship is the two deck crews provided under (J4.814). The freighters and Nest Ship have their normal crew. Only the Nest Ship has boarding parties and only half of its allotment at that.

(SP0805.462) For the arduous trek through intragalactic space, the Seltorians partially mothballed each ship, closing off whole sections and decks. Each ship (except the Nest Ship and freighters) has only the following non-combat/non-power systems available: one transporter, two shuttles (with shuttles), one tractor, two labs, probe launcher (and probes), all hull boxes, all control boxes, sensors, scanners, damage control, and all shield boxes. The other boxes may still take damage, but cannot be operated or repaired during the scenario, they have been significantly deactivated for intragalactic travel and may not be reactivated/used during the course of the scenario.

(SP0805.463) Except for the freighters and the Nest ship, no Seltorian ship has to pay for life support due to the reduced crew. Repairs, whether CDR, EDR, shuttles, or shield boxes, function normally, but note that EDR will be limited by the number of operating lab boxes and shuttle repairs will depend on the deck crews being retained as deck crews.

(SP0805.464) Crew units can be transferred between ships to increase the numbers, and this might be done to avoid having a ship fall below minimum crew levels (which would impact its ability to operate those systems that are operational under (G9.42)).

(SP0805.5) VICTORY CONDITIONS: If the *Nest of Monarch Butterflies* is destroyed, you lose. If it disengages safely, you win. If it survives and all of the Banshees are destroyed, you win an astounding victory.

(SP0805.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP0805.61) Banshees could have attacked an Alpha Quadrant Supply Node during Operation Unity (approximately

Y205). Use the standard Banshee force given in (SM13.0) for attacking a Mobile Base, but the Alpha player has 220 BPV for ships [to reflect the added lethality (SP0805.45)]. You would obviously ignore rule (SP0805.46), and would be at WS-II.

(SP0805.62) Banshees could have attacked an Andromedan RTN node between the LMC and the Alpha or Omega Octants prior to Operation Unity (Y170-Y180). Use an Andromedan Satellite Base supported by a Conquistador and a Cobra. The attacking force will consist of 48 Banshees. The additional damage from (SP0805.451) would still affect Andromedan crew units and boarding parties as written. Treat Banshee blasts as disruptor damage versus Andromedan PA panels for degradation purposes. The Andromedans would be at WS-II and would obviously ignore rule (SP0805.46). The Banshees ignore the effects of Temporal elevation for all purposes (note, this rule on Banshees is for playtest and may be changed).

(SP0805.63) In the Omega Octant, the Iridani actively hunted Banshees to clear the space between their Cluster and the Omega Octant. The Iridani player purchases 600 BPV of ships, these set up within five hexes of hex 2215, heading at the player's option, speed 10, WS-III. There is a moon in hex 4215. The Banshees enter along the 01xx map edge, one Banshee per hex, except that there will be two Banshees in hexes 0110 and 0120.

(SP0805.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP0805.71) Change the FF to a DD, or change the CL to a CA. Change the CA to a CL, change the DD to an FF.

(SP0805.72) Increase the number of activated shuttles allowed per each ship.

(SP0805.73) Increase or decrease the number of Banshees.

(SP0805.8) TACTICS: A good time to stay at a slow speed and double-charge your particle cannons. Keep firing as much and as fast as you can to destroy the Banshees as quickly as possible. Read the rules of (SM13.0) thoroughly and be prepared to sacrifice your ships to protect the "Nest".

(SP0805.9) PLAYTESTERS COMMENTS:

(SP0805.X) DESIGNER'S NOTES: Something dark and sinister must live outside the galaxy that preyed upon the Seltorians as they were crossing the vast empty void. I also wanted minimum crew issues to pose a problem for the Seltorian player also.

HISTORICAL OUTCOME: The Seltorians attempted to keep their force compact to allow overlapping defensive fire, but could not keep a pair of Banshees eventually impacting upon two of the frigates, leaving them lifeless hulks. The light cruiser was destroyed by venom blasts, its explosion devastating the freighters it was guarding. The Nest Ship finally fell to a sextet of Banshees that could not be destroyed fast enough. *Mountain of Green* was the only ship to escape the encounter and was able to locate the <Seltname> Hiveship Taskforce and join up with it to continue to the Milky Way galaxy.