

**(SP0831.0) DEFYING DESTINY**

(Y149)

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In the aftermath of the initial Trobrin probe into Republic territory, the Auroran Navy was put on a high state of alert, in the event that a further Imperial incursion might take place. However, the Aurorans still knew relatively little about the Trobrin Empire, and it was seen as critical that as much information of Trobrin fleet deployments, tactics, and intentions could be ascertained as possible.

To that end, the Orion-built vessel *Throne of Ozymondas* was ordered to investigate; a task for which its speed, stealth systems, and cloaking device made it uniquely suitable.

The *Throne* ventured into what was now Trobrin space, intercepting data transmissions, observing Trobrin vessels engaging nearby Mæsrón forces, and stalking various Imperial warships.

The most dramatic event of this operation involved a plan to raid the data files aboard a Trobrin command cruiser, which had received a highly encrypted data burst from a local fleet headquarters. The *Throne's* commanding officer, Derevan Yavin, in one of his last tours of service aboard the *Throne*, resolved to make the most of the opportunity. He ordered the *Throne* to approach the cruiser – which was flanked by three escorting vessels.

Gambling on the Trobrin not being aware of his ship's unique (in the Omega Octant) cloaking device, Yavin maneuvered the *Throne* directly behind the Trobrin command cruiser, remaining in the "wash" of its warp drive to further mask his ship's approach. If the Trobrin seemed to detect his approach, he would have to break off and run. Yavin's goal was not to destroy the Trobrin ship, but to deliver what he hoped would be a disabling strike that would allow him to batter down its shields and allow his Marines to secure the most recent communications files the ship had received.

The *Throne* spent three agonizing days creeping up on a target that might, at any moment, accelerate away or be reinforced with other ships in preparation for some operation. Several times he nearly abandoned the attempt when maneuvers by the cruiser and its accompanying ships made his bridge officer's nervous. On the fourth day, one of the ships, an FB, accompanying the command cruiser departed, which increased the odds of success, but the strength of intercepted signals indicated that at least one other ship was apparently approaching the command cruiser's position, possibly to join up with it.

The *Throne's* game of cat and mouse was over, as it was finally in position, just 9,789 kilometers behind the Trobrin ship, with its photon torpedoes fully overloaded. Yavin and his primary bridge crew having resumed the bridge for this final approach, he ordered the cloaking device disengaged, revealing its existence to the Trobrin for the first time. As the *Throne's* fire control locked on, he gave the order to fire, initiating the most storied operation in the ship's history.

**(SP0831.1) NUMBER OF PLAYERS:** Two, the Auroran player and the Trobrin player.

**(SP0831.2) INITIAL SETUP**

**AURORAN:** CR *Throne of Ozymondas*, set up (on Map A) in hex 1515, heading C, speed 12, WS-III.

**TROBRIN:** CC *Restitution*, set up (on Map A) in hex 1615, heading C, speed 10, WS-I.

FF *Reduction*, set up (on Map A) in hex 1612, heading C, speed 10, WS-I.

PT *Roam*, set up (on Map A) in hex 1618, heading C, speed 10, WS-I.

**(SP0831.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SP0831.4) SPECIAL RULES:**

**(SP0831.41) MAP:** Use a floating map. The *Throne* can only disengage in directions B or C. The Trobrin ships can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

**(SP0831.42) SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs or megapacks.

**(SP0831.421)** The year of this scenario precedes the development of MRS shuttles, but in a variant of the scenario where MRS shuttles are available; they may be purchased [up to the limits in (J8.5)] under (SP0831.431).

**(SP0831.422)** There are no fighters in the basic version of this scenario.

**(SP0831.421)** There are no PFs in the basic version of this scenario.

**(SP0831.43) COMMANDER'S OPTION ITEMS:**

**(SP0831.431)** 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 Modified Victory Conditions (S2.2) as victory points for the enemy.

**(SP0831.432)** Missile-armed ships can purchase missile enhancements as part of the Commander's Option Items that are available in the year selected for the scenario. 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.

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

**(SP0831.433)** Prime Teams (G32.0) are not available in this scenario.

**(SP0831.44) REFITS:** No refits have been applied to any units involved in this encounter.

**(SP0831.45) INITIAL STRIKE:** In the last Impulse of Turn #0, the *Throne*, having just de-cloaked, launch a full alpha strike on the *Restitution* – which made the most of the Trobrin crew's unfamiliarity with cloaking technology.

**(SP0831.451)** In Turn #0, the three Trobrin vessels were at WS-0, but once the *Throne* began uncloaking, each vessel used its batteries to warm its phaser capacitors, bring its shields to full strength from minimum level, and begin arming their heavy weapons.

The Trobrin FF and PT each begin Energy Allocation of Turn #1 with a half point of battery power available as a result.

The CC, in addition to the two points spent warming its phaser capacitors and raising its shields, used its remaining four points to begin arming one of its ITBs and both its ITMs, it has no battery power available during Energy Allocation of Turn #1 (and thus left no battery power to spare to reinforce shields).

On Impulse #32 on Turn #0, the *Throne* fired two fully overloaded (16-point warhead) photon torpedoes and its five bearing phaser-1s at the *Restitution's* #4 shield. Roll the damage total (from the phasers as the photons will not miss) and apply the damage from the phasers and photons to the *Restitution's* unreinforced #4 shield before commencing the scenario.

**(SP0831.46) THE THRONE:** Note that in this scenario, the *Throne* is equipped with photon torpedoes in its wing mounts,

and a phaser-1 in its center mount. It has not yet been 'equipped' with a tachyon missile launcher.

**(SP0831.461)** While the *Throne* is at WS-III, it has only one point of power in its phaser capacitors at the start of Energy Allocation on Turn #1 (the capacity for its phaser-3s) and the photon torpedo tubes are empty. The *Throne* fired both photon torpedoes and all five of its phaser-1s at the Trobrin CC on Impulse #32 of Turn #0; it cannot fire the phaser-1s again until Impulse #8.

**(SP0831.462)** The *Throne* used its batteries to raise its shields (which had been down all during its approach to conserve power) and to activate its fire control. Its engines were not doubled during Turn #0 (to maintain its stealth). It begins Turn #0 with eight points of feedback damage on its #1 shield and with no power in its batteries.

**(SP0831.45)** TROBRIN REINFORCEMENTS: All Trobrin reinforcements are at speed max, WS-III.

**(SP0831.451)** A squadron of two Trobrin FFs and an FFL arrives at the start of Turn #10 from direction E, set up at the three ships no closer than 30 hexes from the nearest ship (whether Auroran or Trobrin) before Energy Allocation of Turn #10. The three ships must be within two hexes of at least one of the other ships of the squadron.

**(SP0831.453)** A Trobrin CB will arrive at the start of Turn #12 from direction F. Set it up no closer than 30 hexes from the nearest ship (whether Auroran or Trobrin) before Energy Allocation of Turn #12.

**(SP0831.5) VICTORY CONDITIONS:** The *Throne* wins a Decisive Victory if it makes a successful hit-and-run raid on a control space on the *Restitution* (bridge, flag bridge, aux, or emer), and successfully disengages without being crippled.

The *Throne* wins a Substantive Victory if it destroys all three initial Trobrin vessels and disengages without being crippled.

The *Throne* wins a Tactical Victory if it destroys two of the Trobrin ships and disengages without being crippled.

The *Throne* wins a marginal victory if it destroys one of the Trobrin ships and disengages without being crippled.

The Trobrin win a Marginal Victory if the *Throne* disengages without conducting a successful hit-and-run raid on a control space on the *Restitution*. This is increased to a Tactical Victory if the *Throne* is crippled, a Substantive Victory if it is destroyed, and an Astounding Victory if it is captured. Lower the Trobrin victory level by one for each Trobrin FF or PT destroyed, by two if the CA is destroyed, and by three if the CC is destroyed.

**(SP0831.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following options:

**(SP0831.61)** Move the date of the encounter to Y178, replace the center-mounted phaser-1 on the *Throne* with a disruptor and add the tachyon missile launcher refit.

**(SP0831.62)** Replace the Trobrin vessels with a Koligahr CA, DD, and BP, and the reinforcing ships with three DDs and a CA.

**(SP0831.63)** Move the scenario to Y205, replace the CC with a DCS (with fighters and PFs) and delete the PT and FF.

**(SP0831.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SP0831.71)** Delete one or both of the escorting Trobrin warships.

**(SP0831.72)** Replace the CC with a CA or CB, or a DCS with no fighters or gunboats.

**(SP0831.73)** Adjust the turn(s) in which Trobrin reinforcements are to arrive by allowing them to arrive sooner or later.

**(SP0831.74)** Increase the damage to the Trobrin CC by either adjusting damage scored by the *Throne's* phasers (from a minimum of 20 points to a maximum of 40 points), or that supply problems had resulted in the crew eating some or all of the ship's armor, or both.

#### **(SP0831.8) TACTICS**

**AURORAN:** You need to make a hit-and-run raid, but to succeed you need to make sure the Trobrin ship has no batteries to block it. The ship starts with enough batteries to block all three of your transporters, and worse he knows (since he has read the scenario set up) that that is your goal. Expect him to repair the batteries and post guards on his control boxes. Make sure you bought your two allowed commando squads to give you the best chance to pull this off. Evaluate the CC's condition and decide if you can go after one or both of the escorts. A phaser overrun on Turn #2 might be enough to put the Patroller out of the fight, but the frigate will require overloaded photons, and that is two turns of doubled engines, leaving you just two more turns of doubling to try to smash that CC. After those four turns look at your options. If the Trobrin are still in fighting condition, you have probably lost and it is time to leave. If the Frigate and Patroller are out of it, maybe you can take the CC if you have hurt it badly enough, so that you can make some hit-and-run raids. Remember to watch your own internals as you cannot afford to be crippled. If you succeed with a hit-and-run raid (and his control boxes will be guarded), then call it a good job and get away. You are here for the information you want to capture, not for the glory of destroying enemy ships.

**TROBRIN:** So these mysterious aliens dare hamper the *Silicon Destiny*, do they? Admittedly, they are likely to have scored considerable damage on your cruiser, but they seem to wish to stay a bit longer. Give them reasons not to, by holding off their ship with your radiation phasers, heavy weapons, and boarding parties – and if they leave themselves exposed, or dally long enough for your reinforcements to arrive, destroy the interloper... or better yet, capture it, and haul its technology and surviving crew back to the Admiralty.

Evaluate the damage to the CC and decide what, if any weapons, you will continue arming. Work it up to the fastest speed it can manage to make the Auroran work to make attacks (the more power he has to spend chasing you, the less he has for reinforcement and arming his weapons, making him less capable of getting to you). Throw up max ECM to make him spend power to hit you effectively. Repair the batteries on the CC so that you can bounce any hit-and-run raids and put guards on its control boxes to lessen the chance of any such raid being successful.

**(SP0831.X) DESIGNER'S NOTES:** When writing the fiction piece *Games of the Throne*, I wanted to create a scenario featuring the storied Orion-built vessel in action – and it seemed fitting to highlight one of its more storied exploits.

**HISTORICAL OUTCOME:** The *Throne* succeeded in acquiring the data and disengaging, leaving *Restitution* and *Roam* crippled. Neither vessel would be repaired in time to take part in the eventual Trobrin strike on Aurora.

The data acquired in this and other missions proved invaluable, and allowed the relatively-inexperienced Auroran Navy to engage the Trobrin fleet and win a decisive victory.

In the wake of this defeat, the Empire decided to bypass the well-defended Republic, and instead established

diplomatic relations with what it had ‘mistakenly’ considered to be Mæsron allies.

The Republic’s place in the Omega Octant was secured, and the crew of the *Throne* – including Yavin, who retired after this operation – had further cemented their central place in Auroran history.