

TWO ADDITIONAL SCENARIOS FOR STARFORCE

A. Interstellar Readiness Maneuvers

[1.0] There can be from two to five Players. Each deploys twelve StarForces on eight Gates placed on tertiary systems.

[2.0] Each of the Gates of a Player may shift as many of his units per Turn as there are Players in the Game. (Or twice that many if all are coming and going from/to the same place.)

[3.0] A "unit" means one StarForce or four FakerForces.

[4.0] Each uncontrolled system is able to enhance the shift of one unit of each Player's per Turn.

[4.1] In all other respects, uncontrolled systems are neutral, are non-active, non-capturable Gates.

[4.2] The enhancement factor of neutral systems is transferrable on a Turn-to-Turn basis between allies, providing consent is obtained.

[4.3] Forces in the LZ of a neutral system must reveal their exact composition and must be represented on the Display.

[4.4] A neutral system can never be used as an active Gate, but it may be broken-off to.

[5.0] Permanent neutralization of an opponent's Gate changes it into a neutral system.

[6.0] When fighting tactically in a neutral system, a Gate is put on the Tacboard. Anyone who moves into the Gate's MLZ is immediately subject to a full strength attack by the Gate until he vacates. In addition:

Anyone who a) attacks into the MLZ (and thus the Gate), b) attacks out of the MLZ is banned from using the enhancement of that system for any of his ships for the rest of the game.

Anyone who, in addition, **disrupts** the Gate or neutralizes the Gate is also subject to attack by that Gate if any of his ships come into that **LZ** for the rest of the game.

[6.1] In the Basic Game, at the start of any TacTurn, a Player can declare that some or all of his ships have gone into the Gate at which point similar rules apply. The other Players) have the option of aborting any attacks against those ships.

[6.2] While a Gate is engaged in attacking ships in its MLZ, it cannot enhance. Attacks against barbarian neutral attackers only take place if the Gate is doing nothing else. If a Gate is neutralized, it remains neutralized until no ships remain in its MLZ; i.e., on the Turn after it is vacated it comes back. This simulates a voluntary shutting down of the Gate in disgust at barbarians and not an actual stunning of its Teleshetics.

[7.0] If, because of randomization, a 'DESTR' chit comes up, remove the unit from play. This simulates a simulation of the units destruction which would never take place in maneuvers.

[8.0] The winner is determined on the basis

of a) whoever is left, and b) whoever has more of his eight original Gates.

[9.0] If a Player capitulates/surrenders/drops-out, try to divide his holdings equitably, discarding fractions. No one can hold more than eight Gates and twelve StarForces. Incidentally, capitulated Gates do not count towards determining how many of your eight original Gates you have left.

[10.0] Use any or all optional rules; you might have some trouble finding enough counters to use Fakers, but perhaps that simulates an operational limitation.

B. The Arrival of the Orions: 2836. A Solitaire Scenario.

Rationale: After the conclusion of the Xenophobe campaigns in 2787, the PSL instituted a program of sensors and military call-ups to avoid ever again being taken by surprise. In 2836, they were, by five forces of inshifting StarForces; these would prove to be the Orions.

The Xenophobe incursion into PSL space was part of a massive expansion by the Xenophobe race, which was directed outwards against all neighboring sentient races. The Orions had finally come to the conclusion the PSL had the Xenophobe race had to be bottled up. Upon arriving at the Xeno system, they found the LID, and their commander was faced with deciding whether or not this was the work of another race in self-defense, or one of the many rival Xenophobe families in self-aggrandizement. He traced the trail of war-related debris back to the PSL. The Admirals there had the same decision; friend or foe? Eventually, of course, war was averted, but what if ...

[1.0] Orion deployment. Use one set of the decimal chits. Pick a chit; if odd, the Orions enter from the positive side of the Display; if even, from the negative side. Replace the chit and draw five more. These represent the five Orion forces, the size of each being shown by the number on it. But randomize them without looking; turn them over.

Draw one last chit and lay it aside unseen. This will be used to determine what decision the Orions came to.

[1.1] Plot a course for each of the five chits to the nearest (to each) PSL home system: Each Turn, except as explained below, each force will shift one Lite along this course.

[1.2] Take another set of decimal chits and add sight unseen the four chits remaining from the first. Each Turn, this will be used according to the procedure outlined in section (38.3). When the second zero is drawn, the status of the Orions is revealed by turning over the set-aside chit. If it is odd, the Orions are hostile. If it is even, they are peaceful (and the game is over).

[2.0] PSL deployment: practically non-existent. At each tertiary system is based one **StarShip**. At each Secondary system, four ships are based. At each home system, there is one StarForce based. The problem is thusly how to get it together, and where to put it once assembled. StarS hips, unlike FakerForces, may not operate independently.

[3.0] When a StarForce is created out of four StarShips as per FakerForces rules, the Player returns one of the previously drawn chits to the set of fuse-chits and draws again; this only happens once each Turn in which StarForces are created, no matter how many are formed. In addition, the shift of all Orion forces is increased that Turn by the number of StarForces created, to a maximum of five Lites total.

[4.0] If the Orions should enter a LZ containing PSL forces, their status is immediately revealed, as is the composition of that force, and the Movement Allowance for all Orion forces in the next Turn and for the rest of the game is five Lites. Of course, the Player may wish to send PSL forces into an Orion occupied LZ to investigate, or he may wish to pre-empt the fuse and attack the Or ions (in which case the Orions are automatically considered hostile for the rest of the game). If the Orions should enter a home system before any of these and before the clock runs out, the same things apply.

[5.0] The Orions, being in unfriendly if not unknown space, may never overshift, and may only enhance to satisfy (6.0).

[6.0] If any combat occurs, use the strategic-tactical system. Draw a decimal chit for the Orion forces to indicate what percentage (rounding up) of the available Strength Points will be allocated to the attack, after you have decided how many you are going to allocate. Each Orion StarForce always has a combat strength of three. The PSL Player may use reserves, the Orion never does; but use situational continuity rules. If any Orion forges are randomized, split them up. If any are randomized outside known space (according to the chits) let them be, and let them stay there. After suffering an in-space neutralization, they head towards the nearest PSL home system to their new location. Single or separated Orion forces must be plotted to take advantage of every opportunity to regroup that would not delay their progress (that of the unit being joined or the group enhancing) more than one Turn. Units may never sit still in space for two Turns in a row in an un-neutralized state, unless they are fighting. Also, regrouping may not take place if it increases the distance between any Orion unit and the system he' heading for.

[7.0] The eventual objective of the Orions is the destruction of the PSL home systems along Xenophobe lines. Actually, if war does not break out, it represents a strategic defeat for both sides. The PSL has to try and prevent it from becoming an overwhelming one.

[8.0] Sequence of Play

1. Pick from status-chit set.
2. PSL move; pick again if any StarForces are formed.
3. Orion move.
4. Combat actions, if any.

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