

scenario:

THE RECONQUEST: A NEW SOLO SCENARIO FOR SPI'S OUTREACH

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After the collapse of the Galactic Empire, the remnants were left under the control of the descendants of five generals who had preserved civilisation within the areas under their command. One of these dynasties — the only one deriving from the former Imperial dynasty — began to reconquer the former Imperial territory, bringing it into conflict with the autonomous dynasties to whom a loss of sovereignty was abhorrent. The Imperialists are handled by the player whilst the Separatists are represented as autonomous forces.

Initial Set-Up

Use the seedwinds table to determine the location of the Imperialists and four Separatists. The Imperialists set up as per 18.53 but the Separatists' set up is different. The first-named has a stargate placed in it and then a die is rolled.

- 1 That force is a G
- 2 That force is an H
- 3 That force is an I
- 4 That force is a J
- 5 Roll again
- 6 Roll again

The remaining stargates and the starforces are set up as per 13.1.

Victory Conditions

All the Separatists must be eliminated.

Game Length

50 Game Turns maximum. Reduce the maximum if you feel your task to be too easy, or why not set your own record times for victory?

Special Rules

- (1) During every fate phase the Separatists interact with the Imperialists even if they are not in contact.
- (2) If at any time all the Imperialists' starting stargates are neutralised, the game is lost — the Imperial family has been murdered.
- (3) If the 'X' wisdom chit is revealed the game is lost — hitherto hidden evidence proves the Imperial dynasty to be hoaxers — unrelated to the true Imperial family. The effect of the 'X' chit is neutralised if, on the turn of its revelation, the Imperialist civilisation level rises — enabling the hoaxers to suppress the evidence of their origins. The 'X' chit may be expended on the aforementioned die roll.