

# Scenario Intruder

Here is a scenario similar to the episode "Balance of Terror". Were one or more ships are hunting a cloaked ship.

For this scenario there will be some rule changes for movement and attack. There are two teams referred as **Defenders** (any ship) and **Infiltrators** (any ships with a cloak equipped) small ships are suggested.

There will be two terms used for combat, **Direct Hit** and **Indirect Hit**.

**Direct hit:** To suffer a direct hit the cloaked ship must be in the targeted cell and the attacking ship must roll a successful hit on cloaked ships (8+ or 9+). Full damage is applied.

**Indirect hit:** the cloaked ship is located in the area of affect of the weapon. Half damage is applied.

For the scenario you will need a numbered grid map (squares or hex) and a grid pad to track the cloaked ship either a small version of the grid map or just to write down the ships coordinates.

**Number of turns:** 6

**Goal:** Defenders destroy the cloaked ship before the end of turn 6

Infiltrators: survive until the end of turn 6

**Deployment:** All ships deploy as normal except for the Infiltrators, they do not place their ship but note it's deployment location on the pad.

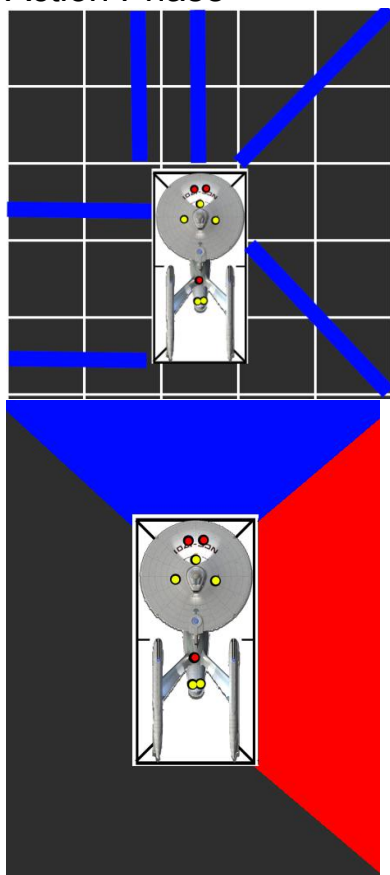
Initiative: as normal

**Phases:**

Defenders: phases stays the same except with the action phase, they gain **Launch Probe, Metaphasic Sweep** and **Tachyon Grid** as an **actions**. Each ship receives **3 probes**.

Infiltrators: they automatically recloack at the end of their activation, they may move up to 2 cells in any direction but cannot change facing.

## Action Phase



**Launch probe:** the player declares what path the probe will follow (straight or diagonally, the probe cannot change direction) starting from any cell adjacent to the acting ship. Any cloaked ship located along that path or adjacent to those cells, must be declared but its position is not revealed. The blue lines are examples of the paths a probe can be launched from.

**Metaphasic Sweep:** at the cost of 2 PR, a sweep can be done in one chosen arc of the ship. Any cloaked ship found in the arc must be declared but not its location. The red and blue areas are examples of the arcs for the sweeps.

**Tachyon Grid:** at the cost of 2 PR per turn for each ship a grid can be setup between (from the midpoint of at least 2 ships) the involved ships. Any cloaked ship passing through are declared but not its location.

## Movement Phase

### Defenders

They ignore the grid during this phase but use standard movement.

### Infiltrators

The only time the ship is placed on the mat is when the ship decloaks. All ship movement is tracked with a pad. The movement is measured in the number of cells (ex: impulse of 8", the ship can move up to 8 cells). For turning, a ship can turn towards an adjacent cell (including diagonally) in its front arc.

If the cloaked ship starts its movement adjacent to a Defenders ship, they must declare that the Infiltrator ship has moved away from the Defender ship (ship sensors detected a tetryon signature in close proximity).

## Attack Phase

### Defenders

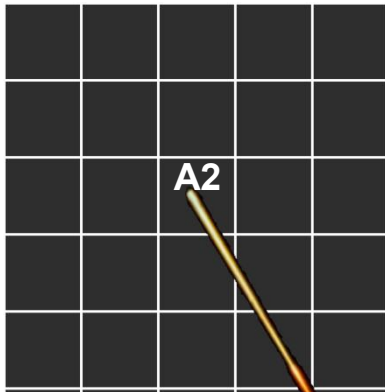
This group only uses the grid to declare attacks. The cells of the grid are treated as targets (see Attack in the Manual). The attacking ship declares which cells are being targeted and rolls for the attack following the standard rules for attacking. If

there are any successful hits, the Infiltrator player declares if the cloaked ship is located in the targeted cell, then he applies the damage received.

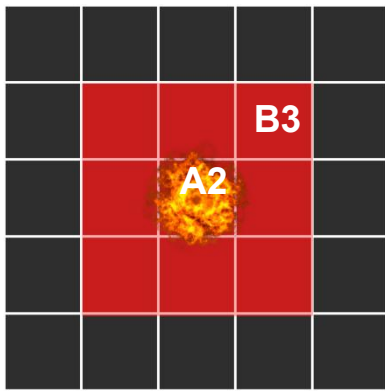
For secondary weapons any that have missed the targeted cell will scatter. Roll a **D10** and use the point of the die to determine the direction (or a scatter die) and divide the number by 2 rounding up (D5) to determine the number of cells it scatters.

Primary weapons only hit a cloaked ship with a **direct hit**.

Secondary weapons have an area of effect, any cloaked ship found adjacent to the successfully targeted cell suffer from an automatic **indirect hit**.



A constitution class is hunting a Romulan Warbird (cloak II, 9+ to hit) and declares cell **A2** as a target for his phasors. The cell is in the arc of three of his phasors, so he roles 3D10 and scores a 3, 7 and 9. The phasors hit on a 5+ so only 7 and 9 are hits, but because they are trying to hit a cloaked ship with a Cloak II only the 9 is a potential hit. The Romulan player would then declare if the cloaked ship was located at cell **A2**, if so he would inform of the direct hit and then apply full damage to the Warbird.



The Miranda is hunting a Klingon cloaked ship (Cloak, 8+) and declares cell **A2** as a target for its two photon torpedoes. The player then roles 2D10 and scores a 6 and 8. The photon torpedoes hit on a 6+ so both torpedoes detonate at the targeted cell **A2**. Both torpedoes will cause an indirect hit to the adjacent cells. Because the torpedoes are trying to hit a cloaked ship needing a 8+ only one torpedo can cause a **direct hit**. The cloaked ship being located in cell **A2** gets one **direct hit** and one **indirect hit**. If the cloaked ship is located in cell **B3** the ship would receive two **indirect hits**.