

Fires of Space Scenarios

Death of a Cossack. Relations between Ten ni Nihon and Rossiya v zvezdakh were severely strained when Tentai Nihon Kaigun hatched a plan to take the RZMV's sole capital ship off the playing board. Using its own refueling capacity, the TNK used its Shiretokos to support a strike by its 4 Idzumo class cruisers across almost 80 light years. The TNK plan was built on catching the RZMV locked in a regular peacetime schedule. Helped by some timely espionage, the TNK cruisers arrived in-system at Chekov just in time to catch the *Taras Bulba* as it left on a scheduled training cruise.

Forces:

Rossiya v zvezdakh morskoye verdomstvo – Taras Bulba (Taras Bulba class battleship), Derzki, Gromki, Pylki, Schastlivy (all Besspokoiny class destroyers)

Tentai Nihon Kaigun – Idzumo, Iwate, Adzuma, Kasuga (all Idzumo class heavy cruisers)

Set-up:

Set-up takes place on the operational grid.

There is a gas giant planet at 0125 with a minimum jump distance of 30 hexes. The Taras Bulba and the Besspokoinys begin in hex 0125. They are stationary. The Idzumos begin off-grid. They are also stationary.

The Taras Bulba must move to a position 30 hexes from the gas giant and then begin preparations for a jump. It may make one course change during movement. It must be 30 hexes from the gas giant by turn 8. It may move freely once the thrust or power plant of a TNK ship is detected.

The Besspokoinys must remain stationary in hex 0125 until a TNK ship is sighted. They may then move freely.

Once the Taras Bulba moves, the Idzumos may prepare to jump into any hex at or beyond the minimum jump distance of the gas giant.

No TNK ship may enter hex 0125.

Game length: 20 operational turns.

Victory Conditions: Victory is determined by victory points. Any permanently disabled TNK ship counts as being destroyed.

Proof of Concept. The destruction of the *Taras Bulba* only added to the TNK's problems. The Celestial Empire came to the aid of her Russian ally with the loan of several ships crewed by Tianti Haijun "volunteers." When the 3rd TKN flotilla came across two Hai Tien class cruisers during a raid on a RZMV forward base, the flotilla commander immediately attacked. This was a test of TNK missiles against TH point defense capabilities.

Forces:

Tianti Haijun – Hai Yung, Hai Chow (Hai Tien class light cruisers)

Tentai Nihon Kaigun – Unebi (Nanima class light cruiser), Niji, Oboro, Sazanami (Akebono class destroyers)

Set-up: Set-up takes place on the tactical grid, using the normal rules.

Game length: As per the usual rules for tactical engagements.

Victory Conditions: Victory is determined by victory points.

The Good Shepherds. Amid heightened tensions between the Asian Alliance and the Celestial Empire, the Ruang Tentera Laut instituted convoying of merchant traffic. The precaution was well timed, as two Tianti Haijun destroyers had just jumped to an Asian Alliance system on a commerce raiding mission.

Forces:

Ruang Tentera Laut – Panay, Borneo (Guardian class destroyer escorts), Mekong (River class destroyer), 10 1M3J35C20P merchant ships

Tainti Haijun – Chi Lin, Fu Chun (Bespokoiny class destroyers)

Set-up:

Set-up takes place on the operational grid.

The planet Mahajapit IV is at 2525. It has a minimum jump distance of 10 hexes. The Panay and Borneo begin in that hex, together with the merchant ships. They are all

stationary. The Mekong, Chi Lin and Fu Chun all begin off the grid. They are also stationary.

The Mekong may not begin jump preparations until one of the TH ships is detected. All other ships may move freely.

No TH ship may enter hex 2525.

Game length: 30 operational turns.

Victory Conditions: Victory is determined by victory points. Any permanently disabled TH ship counts as being destroyed. The RTL cannot win unless at least 8 of the merchant ships have jumped out of the system before the scenario ends.

To be a Pirate King. Celestial Empire ships had been falling prey to pirates of an unknown origin. When the merchants resisted convoying, the Tianti Haijun stepped up patrolling along the trade routes.

Forces:

Tianti Haijun – Wuhu, Chang De (Ningpo class destroyer escorts), Li Dazhao (Q ship), 5 1M3J35C20P merchant ships

Mystery ships – Orryx, Ulthar (Cthulhu class raiders)

Set-up:

Set-up takes place on the operational grid.

The planet Fujian III is at 2525. It has a minimum jump distance of 10 hexes. The Wuhu begins in that hex, as do the merchant ships and the Q ship. They are stationary. The Chang De begins between 5 and 10 hexes from hex 2525, at any course and speed. The Orryx and Ulthar begin off the grid. They are stationary.

The 5 merchant ships must move out from hex 2525 along the 6 hex rows leading away from that hex. No more than 1 ship may move along any 1 hex row. The Q ship may also move along 1 of the hex rows not occupied by a merchant ship. The merchant ships must move to the minimum jump distance from Fujian III and then prepare to jump.

All other ships may move freely.

No raider ship may enter hex 2525.

Game length: 20 operational turns.

Victory Conditions: Victory is determined by victory points. Any permanently disabled raider counts as being destroyed. The HT cannot win unless at least 2 of the merchant ships avoid being ransomed or disabled.