

SPACE VIXENS FROM MARS

Scenario #1: Tour of Inspection

U.S.E. Briefing

One great thing about being a big & important person like Commissioner Hildegard Cooper of the U.S.E. is that you get endless opportunities for pomp, circumstance and the flattery of toadies. And one of the most common forms of these is 'The Inspection' tour, where the visiting dignitary inspects the local troops and facilities before being treated to a slap-up meal, fine drinks, then another round of fanfares, ruffles & flourishes ... and home to bed, ego massaged and all's well in the world.

You are Lt. Tom Bradman, U.S.E. officer in charge of the Beta-Carotene Research Facility, and it was your privilege - nay your honour - to conduct an inspection tour of your facilities for none other than the U.S.E. Commissioner Hildegard Cooper. You were almost half way through the tour, which was going well (and you had visions of a big fat promotion & a move to somewhere - anywhere - nicer than this god-damn damp, soggy dump) when the sound of blaster fire came from nearby ... and you glimpsed a bunch of flamboyantly attired desperadoes in the distance - pirate scum! The Commissioners shuttle is still on the landing pad beyond the tree line, so it's plain what you need to do - you must escort her back to her shuttle safely and ensure she escapes back to her cruiser in orbit.

Forces & Set-Up

The U.S.E. have the following forces available:-

- U.S.E. Commissioner Hildegard Cooper with her aide Yuri Voskov, U.S.E. Lieutenant Tom Bradman, 1 x U.S.E. Private First Class Nolan White, and 3 x U.S.E. Privates Charles De' Salle, Lucas Grenville, and Burt Reynolds
- All the U.S.E. forces must set-up within 8" of 'A' on the map. Set-up second.

Special Rules

SELF SACRIFICE: Whenever Commissioner Hildegard Cooper is hit by any attack (ranged or melee), any one non-stunned character with the Self Sacrifice skill that is within 3" of Commissioner Hildegard Cooper may attempt to take the hit themselves by successfully making an Enable Test roll with a +1 bonus, before any damage from the hit is worked out, leaving Commissioner Hildegard Cooper unaffected by the hit.

Victory!

The U.S.E. force secures a ...

- Defeat if Commissioner Hildegard Cooper is killed or captured by the Pirates.
- Minor Victory if Commissioner Hildegard Cooper is successfully escorted but injured off the LEFT edge of the table.
- Victory if Commissioner Hildegard Cooper is successfully escorted uninjured off the LEFT edge of the table.
- Major Victory if Commissioner Hildegard Cooper is safely escorted uninjured off the LEFT edge of the table AND the at least 4 of the Pirates are killed or captured.
- Incredible Victory if Commissioner Hildegard Cooper is safely escorted uninjured off the LEFT edge of the table AND all the Pirates are killed or captured.

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U.S.E. Forces

NAME/TYPE:	Hildegarde Cooper, U.S.E. Commissioner		
STRENGTH: 2	INTELLIGENCE: 3	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, COWARD		
EQUIPMENT:	Com-Tag		

NAME/TYPE:	Yuri Voskov, US.E. Presidential Aide		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, HEALER, SELF SACRIFICE		
EQUIPMENT:	Palm Blaster, Com-Tag		

NAME/TYPE:	Lieutenant Tom Bradman, U.S.E. Officer		
STRENGTH: 3	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, SELF SACRIFICE, HERO		
EQUIPMENT:	Blaster Pistol, Grenades, Knife, Com-Tag		

NAME/TYPE:	Private First Class Nolan White, U.S.E. Soldier #1		
STRENGTH: 3	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, SNIPER		
EQUIPMENT:	Blaster Rifle, Com-Tag		

NAME/TYPE:	Private Charles De' Salle, U.S.E. Soldier #2		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD		
EQUIPMENT:	Blaster Rifle, Com-Tag		

NAME/TYPE:	Private Lucas Grenville, U.S.E. Soldier #3		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD		
EQUIPMENT:	Blaster Rifle, Com-Tag		

NAME/TYPE:	Private Burt Reynolds, U.S.E. Soldier #4		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD		
EQUIPMENT:	Blaster Rifle, Com-Tag		

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Scenario #1: Tour of Inspection

Pirate Briefing

You are Captain 'Black Jakk' Davy, pirate captain extraordinaire, Reaver of the Dark Stars, scourge of the Capella Main, and one of the nice things about being a notorious space pirate is that people flee in terror at the mere mention of your name, leaving behind all their nice shiny valuables ripe for the picking. It's a grand life to be sure - go where you want, taking orders from none, fun in the sun, loot & drink galore ... oh yeah, it's a grand life to be sure ...

So when your ship - the 'Sharp Dressed Man' - suffered a break down, you decided to raid a small U.S.E. facility you'd been informed about for whatever loot and supplies there might be hidden in the storeroom. Avoiding the U.S.E. space patrols you arrived stealthily, landed your ship, and then you and a few of your crew trekked across the hills until you reached the facility ... only to find that some V.I.P. from U.S.E. Central had arrived before you and was taking a tour of the place. Now there are a handful of U.S.E. troops in the vicinity of the storeroom - if you want your loot, you're going to have to go through them ...

Forces & Set-Up

The Pirates have the following forces available:-

- Pirate Captain 'Black Jakk' Davy, First Mate Layla, 3 x Pirates Jimmi, Blakey & Lacey, Golandan Pirate Xixu, and Skeg Pirate Grikk.
- The Pirate forces MUST set-up 1 x Pirate within 4" of each 'B' on the map, whilst Captain 'Black Jakk' Davy & First Mate Layla may choose which one of the 'B' positions to set-up at. Set-up first.

Special Rules

SECURITY OVERRIDE: If either Captain 'Black Jakk' Davy or First Mate Layla are within 1" of the entrances to the storeroom they can use 1 action to try and override either doors security to open the door. Doing this requires an Enable Test roll with no +1 bonus (the locks code is VERY complex). Once open, the door remains open for the remainder of the game ... but it can be re-locked by U.S.E. Lt. Tom Bradman, also within 1" with 1 action, with an Enable Test roll with a -1 bonus (God dammit, Jim, I'm a blaster bunny, not a lock smith ...)

LOOT: Each pirate can carry 1 Crate of loot at a time. Carrying a looted crate requires one hand - in order to fire a blaster rifle a pirate must drop any looted crate they are carrying. Pirates carrying a looted crate shoot with a -1 to-hit penalty & fight in melee with a -2 penalty.

Victory

The Pirate force secures a ...

- Defeat if just 1-2 crates of loot are carried off the LEFT edge of the table.
- Minor Victory if 3+ crates of loot are carried off the LEFT edge of the table.
- Victory if 3+ or more crates of loot are carried off the LEFT edge of the table AND the U.S.E. Commissioner Hildegard Cooper is wounded.
- Major Victory if 4+ crates of loot are carried off the LEFT edge of the table AND U.S.E. Commissioner Hildegard Cooper is killed.
- Incredible Victory if 4+ crates of loot are carried off the LEFT edge of the table AND U.S.E. Commissioner Hildegard Cooper is captured alive.

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Pirate Forces

NAME/TYPE:	Captain 'Black Jakk' Davy		
STRENGTH: 3	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, LOOT, SECURITY OVERRIDE, COMBAT, HERO		
EQUIPMENT:	Blaster Pistol, Light Sword, Com-Tag		

NAME/TYPE:	First Mate Layla		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	PAD, LOOT, SECURITY OVERRIDE, MAIN CHARACTER		
EQUIPMENT:	Blaster Pistol, Sword, Com-Tag		

NAME/TYPE:	Jimmi, Pirate #1		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	LOOT		
EQUIPMENT:	Blaster Rifle, Knife, Com-Tag		

NAME/TYPE:	Blakey, Pirate #2		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	LOOT		
EQUIPMENT:	Blaster Pistol, Com-Tag		

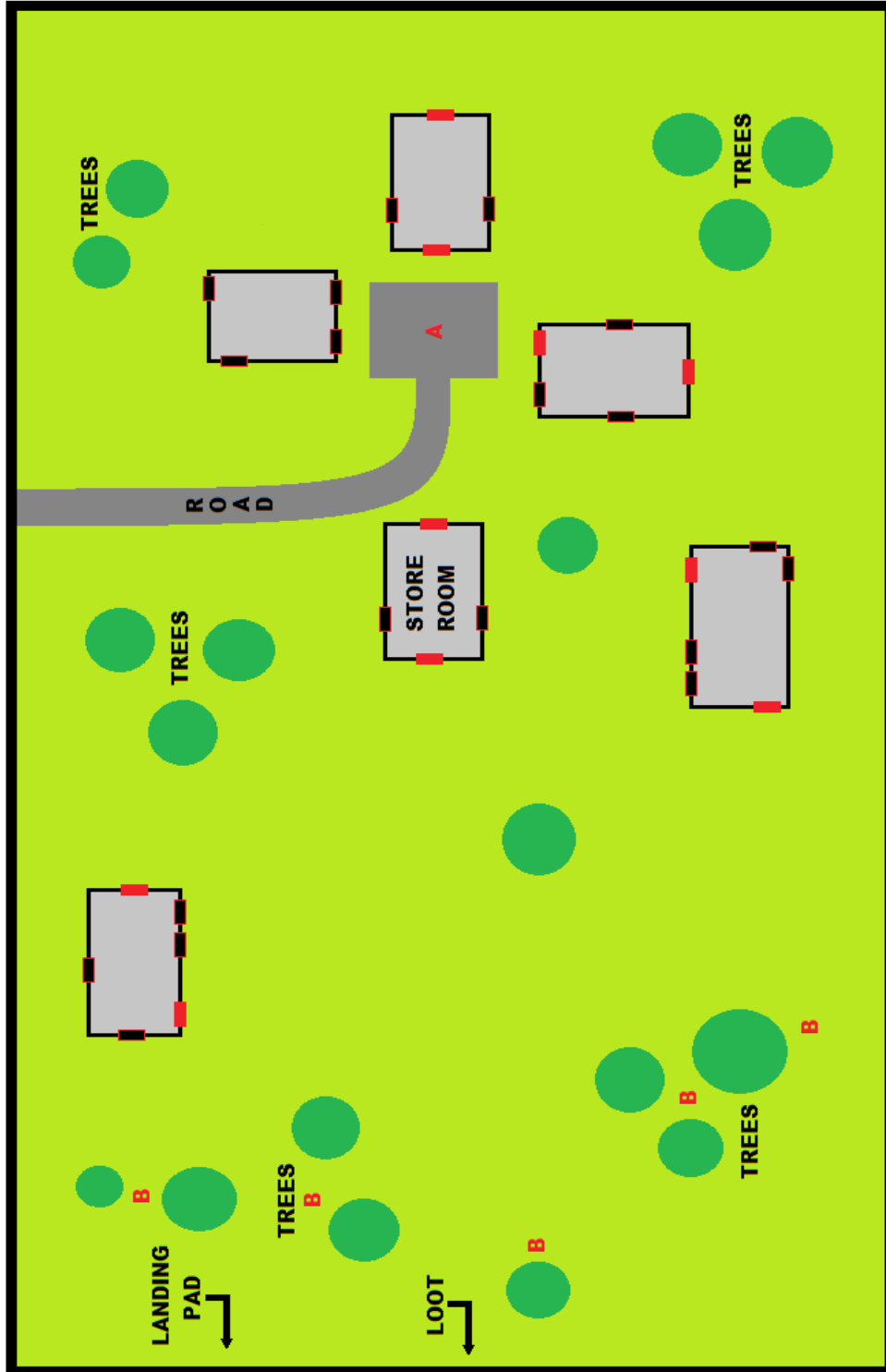
NAME/TYPE:	Lacey, Pirate #3		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Medium
SPECIAL SKILLS:	LOOT		
EQUIPMENT:	Blaster Pistol, Com-Tag		

NAME/TYPE:	Xixu, Golandan Pirate		
STRENGTH: 2	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Slow
SPECIAL SKILLS:	LOOT		
EQUIPMENT:	Armour, Blaster Pistol, Knife, Com-Tag		

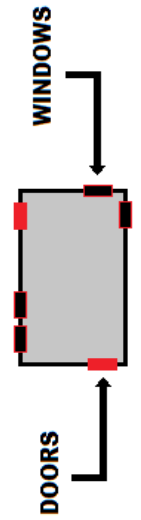
NAME/TYPE:	Grikk, Skeg Pirate		
STRENGTH: 4	INTELLIGENCE: 2	ACTIONS: 2	MOVE: Slow
SPECIAL SKILLS:	PAD, LOOT		
EQUIPMENT:	Armour, Disruptor Pistol, Light Sword, Com-Tag		

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Scenario #1: Tour of Inspection

TABLE SIZE IS 60" X 36" BUT CAN BE ADJUSTED TO SUIT AVAILABLE SPACE & TERRAIN



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Cast of Characters

Commissioner Hildegarde Cooper	Mavis Plumber	SV62	£2.00
Yuri Voskov, U.S.E. Aide	U.S.E. Starship Crew	SV72	£2.00
Lt. Tom Bradman	Human Officer	SV17	£2.00
P.F.C. Nolan White	U.S.E. Trooper Sniper	SV71	£2.00
Pvt. Charles De'Salle	Human Trooper	SV11	£2.00
Pvt. Lucas Grenville	Human Trooper	SV11	£2.00
Pvt. Burt Reynolds	Human Trooper	SV11	£2.00
Captain 'Black Jakk' Davy	Sgt. Salt	SV57	£2.00
First Mate Layla	Female Free Trader	SV43	£2.00
Jimmi, Pirate	Male Free Trader	SV42	£2.00
Blakey, Pirate	Male Free Trader	SV42	£2.00
Lacey, Pirate	Male Free Trader	SV42	£2.00
Xixu, Golandan Pirate	Golandan Officer	SV26	£2.00
Grikk, Skeg Pirate	Skeg	SV13	£4.75

All miniatures available from:

spacevixensfrommars.com

