

# MIDNIGHT RUNAWAY

## A COLD NAVY SCENARIO



Scenario:

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Fiction:

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**MIDNIGHT RUNAWAY** is a Cold Navy scenario that can be played between **two** to **four** players.

### SETTING DATE:

This scenario is designed to depict the events that transpired on VED350-DAL23-QUAO (16 September, 3017).

### SITUATION:

Mauridian Revolutionaries had just taken the Nummidian Capital on Nummidia Prime not two years ago. Now, the old Nummidian ruling families are attempting to escape into exile. Many of the Nummidian Patriarchs were able to escape before the Mauridians assumed control. Others however, first attempted to go into hiding.

One such Nummidian executive was 2<sup>nd</sup> tier Patriarch, Keal Lo'Rorga. Having hid with his family in the galactic-northern frontier of the Empire, Lo'Rorga had begun to make deals that would allow his family and himself to escape the empire. Upon hearing tales of the steady rash of violence as the Mauridians hunted down and executed those of the old regime, Lo'Rorga became desperate.

Enlisting the help of a Kharadorn trader, Lo'Rorga spent his entire fortune, a quite hefty sum, to purchase the aid of a fleet of Nummidian Loyalist Starships. With these ships, he secured jump coordinates, via lightly patrolled systems, through the empire, into and beyond Terran space to the Onadai Provinces where he would seek political asylum.

However, news of this exodus leaked to the Mauridians, who immediately dispatched a Task Force with orders to destroy the Nummidian Loyalist forces.

History records that the Kharadorn trader was actually a sleeper agent that was planted under the guise of aiding the Nummidian ruling family. The intention was to send the fleeing Nummidians, and their Mauridian pursuers (who would be conveniently tipped off by the Kharadorn), straight into a Terran Patrol. The resulting melee would, as the Kharadorn hoped, cause such an incident as to ignite a Terran/ Mauridian War, which the Kharadorn would profit from greatly.

The pursuit of Lo'Rorga's refugee fleet was charged to Mauridian Vena'Evect Velgar Na'Coleveux. Using

Keal Lo'Rorga pulled his tunic smooth over his chest as he inspected himself in the mirror. All was in order, he remarked to himself satisfactorily. He glanced over at the nearby clock and he realized he had a few more minutes. Minutes with which he spent toying further with his dress uniform.

The door to his suite slid open and, out of the corner of his eye he noticed Loma, his Keau, enter. She stood quietly behind him with her head bowed in obvious respect for the Patriarch. He regarded her reflection warmly from his vantage point in the mirror, but he already knew what she wanted to say.

"You've something you wish to say to me?" Keal, the 2<sup>nd</sup> tier Patriarch of the old Nummidian regime inquired. His wife looked upward at his reflection meekly.

"My Lord," she began cautiously, "I've grave concerns about our dealings with this Kharadorn. Your kinship to La'Rorth compels us to regard these creatures as our enemies, as we have done for generations."

"My kinship with the family of La'Rorth is something I hold dear to my heart, my Love," Keal turned away from his keau's reflection to face her directly. "But, this kinship holds no place before the well-being of my family. Your safety, and the safety of our



children and grandchildren is that which I place above all others.

“Here I have spent the entirety of my acquired fortune-enough to buy a dozen worlds-to purchase the means for us to escape the blind vengeance of the Mauridians. We now have a fleet, and an escape route to friendly territory, where we need not live in fear of their rage.”

The door to the suite opened yet again and a hulking Nummidian entered, preceded by a young vieadett whose quills were bound tightly by a bright pink and yellow bow. Keal yelped with joy upon seeing his granddaughter, who leapt into his arms cooing wildly and muzzling he elder beneath his chin.

The Nummidian, rather large in stature when compared to those of his peers, wore the marks of an Ena-Dol Soldier. His gray armor was polished and trimmed as military dress dictates. The soldier bowed his head in respect to the Patriarch's Keau.

“Father,” the burly soldier began, “the Kharadorn are here and awaiting your presence.” Keal barely heard his son, so distracted was he with the doting he showered upon his granddaughter. The sight of him with their granddaughter warmed the heart of Loma, who began to understand why he would take such risks for their safety.

“My Love, it is a fortune I would gladly spend,” Keal continued in his explanation to his wife, “a thousand times over. To see our children play without fear for their safety is worthy of any sacrifice that I can make.”

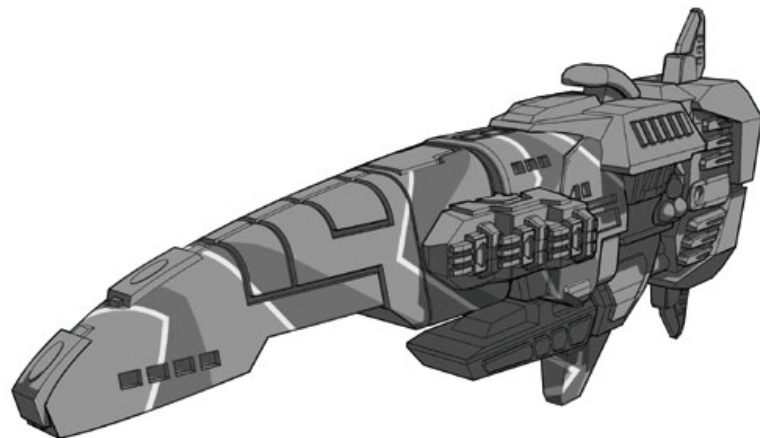
information passed to him from the Kharadorn spy, Na’Coleveux set up an ambush at the Terran System of Charrtoga. This was an uninhabited system deep in the Terran Republic’s Cygnus Sector. Once Lo’Rorga’s fleet translated out of hyperspace the waiting Mauridian Task Force pounced upon them. Despite being caught by surprise, the Nummidian Loyalists had numbers and they put up a spirited defense of their Patriarch.

That was until the Terran E Battle Group, 127<sup>th</sup> Battle Fleet, “Fleet Raiden,” arrived in system to investigate reports of Mauridian incursions into the Terran system. Field Commodore Christina Yamaguchi, upon issuing challenges to both Nummidian and Mauridian Fleets, chose to fire on the Nummidian vessels in favor of their Mauridian assailants.

Lo’Rorga had one last ace in the hole. His flagship, the Gal’Ethon Dreadnaught, *Gal’Lealeaux*, had undergone considerable upgrades. One such upgrade was quantum purge adaptors and an advanced navigation computer that allowed the vessel to recalibrate for hyperspace insertions much faster than traditional military vessels. Other upgrades included extra armor and boosted shields.

These upgrades allowed the *Gal’Lealeaux* to escape. This vessel, however, was the lone survivor as the rest of the Nummidian Loyalists were destroyed piecemeal by the combined firepower of the Terran and Mauridian vessels.

The actions taken by Commodore Yamaguchi served to solidify the diplomatic relationship between the Terrans and the Mauridians. However, many within the Terran admiralty question whether the right call was made at what would later be called the Battle of Charrtoga.





## 2-PLAYER SIMULATION:

This simulation is a theoretical reenactment of the Battle of Charrtoga. Captains may take the role of the Mauridian Na'Coleveux, the Nummidian Lo'Rorga or the Terran Yamaguchi.

**Mauridian vs. Nummidian Reenactment:** This simulation focuses on the tactics employed by either the Mauridian pursuit forces or the Nummidian Loyalist forces if the Terrans were not involved.

### Set Up:

#### Table:

- 4'x6' play table.
- No other terrain pieces are deployed.

#### Deployment:

- Deploy Mauridian fleet on one side of play table.
- Deploy Nummidian fleet in center of play table.

**Special Conditions:** Nummidian Loyalist forces may not move nor shoot during the first turn.

### Victory Conditions:

- Mauridians achieve VICTORY with the Destruction of *Gal'Lealeaux*.
- Nummidians achieve VICTORY if *Gal'Lealeaux* remains intact for six turns.

**Terran vs. Mauridian Reenactment:** This simulation postulates the theory that Lo'Rorga had anticipated betrayal by the Kharadorn agent, and had adjusted his escape to a different set of hyperspace coordinates. Further speculation suggests that Yamaguchi would have no choice but to engage the Mauridian Task Force that was obviously in violation of treaty.

Repercussions of such an engagement remain as wild speculation.

### Set Up:

#### Table:

- 4'x6' play table.
- No other terrain pieces are deployed.

#### Deployment:

- Deploy opposing fleets on opposite sides of the play table.

**Special Conditions:** The Mauridian Fleet must escape through the opposing side of the table in order to achieve an appropriate escape vector to translate into hyperspace. The Terrans must prevent this by destroying as many Mauridian ships as possible.

### Victory Conditions:

- Mauridians achieve VICTORY by escaping to the opposite side of the table edge with 50% or more of their deployed fleet.
- Terrans achieve VICTORY by reducing the Mauridian fleet to 20% strength or less.
- A DRAW is achieved when the Mauridians escape to the opposite side of the table with only 20% - 50% of their deployed fleet.

**Terran vs. Nummidian Reenactment:** This simulation further postulates that if Lo'Rorga had translated to a different system, that system could very well be openly patrolled by the Terrans. Further speculation suggests that Yamaguchi would have

## MIDNIGHT RUNAWAY



been alerted to the Nummidian translation from hyperspace before heading to Charrtoga. This would result in the Terrans engaging the Nummidian Loyalists at a system other than Charrtoga.

### Set Up:

#### Table:

- 4'x6' play table.
- For Terrain, Roll 1D6:
  - 1-2: No other terrain pieces are deployed.
  - 3-4: 2D6 Asteroids are placed randomly around the table.
  - 5-6: 2D6+6 Asteroids are placed randomly around the table.

#### Deployment:

- Deploy opposing fleets on opposite sides of the play table.

**Special Conditions:** The Nummidian Fleet must escape, with *Gal'Lealeaux*, through the opposing side of the table in order to achieve an appropriate escape vector to translate into hyperspace. The Terrans must prevent this by destroying as many Nummidian ships as possible.

#### Victory Conditions:

- Nummidians achieve VICTORY by escaping to the opposite side of the table edge with *Gal'Lealeaux* and 50% or more of their deployed fleet.
- Terrans achieve VICTORY by reducing the Mauridian fleet to 20% strength or less, to include *Gal'Lealeaux*.
- A DRAW is achieved when the Mauridians escape to the opposite side of the table with *Gal'Lealeaux*, but only 20% - 50% of their deployed fleet.

## 3-PLAYER SIMULATION:

This simulation is the actual reenactment of the Battle of Charrtoga. Captains may take the role of the Mauridian Na'Coleveux, the Nummidian Lo'Rorga or the Terran Yamaguchi.

**3-Player Reenactment:** This simulation examines what took place at the Battle of Charrtoga and what situations could have been performed differently.

### Set Up:

#### Table:

- 4'x6' play table.
- No other terrain pieces are deployed.

#### Deployment:

- Deploy Mauridian fleet on one side of play table.
- Deploy Nummidian fleet in center of play table.
- Deploy Terran fleet on any side of play table on turn 3.

**Special Conditions:** Nummidian Loyalist forces may not move nor shoot during the first turn. Terran forces may not move nor shoot on the turn that they deploy.

#### Victory Conditions:

- Mauridians achieve VICTORY with the Destruction of *Gal'Lealeaux*.
- Nummidians achieve VICTORY if *Gal'Lealeaux* remains intact for six turns.
- Terrans achieve VICTORY if either Nummidian OR Mauridian forces are reduced to 20% strength or less.



- In case of a TIE, calculate each fleet's kills and losses in the battle. The fleet that did killed the most opponents while suffering the least amount of losses in the battle is declared the VICTOR.

### 4-PLAYER SIMULATION:

This simulation is a theoretical reenactment of the Battle of Charrtoga. Captains may take the role of the Mauridian Na'Coleveux, the Nummidian Lo'Rorga, the Terran Yamaguchi or the Kharadorn Lorraroargarerroargerrakk.

**Terran vs. Mauridian vs. Nummidian vs. Kharadorn Reenactment:** This simulation postulated some theories that the Kharadorn had sent a pursuit force of their own. It was believed by the Kharadorn that, with the Nummidian Patriarch out of the way, tensions between the Terran Yamaguchi and Mauridian Na'Coleveux would escalate to further violence. If this were to happen, a waiting Kharadorn attack squadron would come blazing in.

Some in the admiralty believe that the Kharadorn would invariably come to the Terran's aid. Others argue that the Kharadorn would attempt to destroy both parties in the hopes of ever widening the diplomatic fissure that existed between the Terrans and Mauridians- in a sense, "Dead men tell no tales."

#### Set Up:

##### Table:

- 4'x6' play table.
- No other terrain pieces are deployed.

##### Deployment:

- Deploy Mauridian fleet on one side of play table.
- Deploy Nummidian fleet in center of play table.
- Deploy Terran fleet on any side of play table on turn 3.
- Deploy Kharadorn fleet on any side of play table on turn 6.

**Special Conditions:** Nummidian Loyalist forces may not move nor shoot during the first turn. Terran forces may not move nor shoot on the turn that they deploy.

#### Victory Conditions:

- Mauridians achieve VICTORY with the Destruction of *Gal'Lealeaux*.
- Nummidians achieve VICTORY if *Gal'Lealeaux* remains intact for six turns.
- Terrans achieve VICTORY if either Nummidian OR Mauridian forces are reduced to 20% strength or less.
- Kharadorn achieve VICTORY only if Terran, Nummidian AND Mauridian forces are reduced to 20% strength or less.
- In case of a TIE, calculate each fleet's kills and losses in the battle. The fleet that did killed the most opponents while suffering the least amount of losses in the battle is declared the VICTOR.



## SCENARIO SPECIAL CONDITIONS:

Some vessels belonging to the pursuing Mauridian Task Force under Na'Coleveux are equipped with a means to capture another vessel. These strike accouterments include tractor beams, marine squads or other manners of shipboard capture.

While Na'Coleveux's standing orders were to destroy *Gal'Lealeaux*, to capture her... With Lo'Rorga and his family aboard. That would be an incredible boost to the career of the Vena'Evect. Such a prize could compel the Mauridian Expeditionary Forces Command to overlook any severe losses suffered in her capture. Such a prize could even compel the Mauridian Ruling Families to appease the Terran Republic for any diplomatic incidents ignited in her capture.

If the Mauridians capture the *Gal'Lealeaux* before six turns and escape with her back to their own deployment side, they translate into hyperspace with her and the Patriarch aboard her. They are immediately considered the VICTORS in any scenario regardless of any previously attained victory conditions.

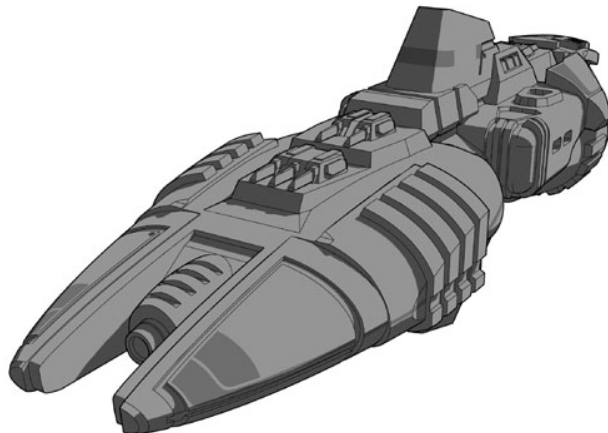
## DESIGNER NOTES:

I designed this scenario to create one of the many theoretical and historical simulations that the Terran Republic Navy uses to train their officer corps. It is Terran military philosophy to study the events of previous naval engagements. This allows them to learn what actions were taken, why they were taken, how they could have been improved upon and what further events would have taken place if they did happen differently. Other events include theoretical events based on circumstances that may have taken place during a naval engagement. These theoretical events are used to test the tactical flexibility of the simulation participants.

My intent for this scenario is also to illustrate the extents the newly established Mauridian Ruling Families will go to eliminate their former Nummidian masters. To solidify their authority in the empire, they have been embarked on a virtual witch-hunt of which they would risk open war with their neighbors to accomplish.

I hope you enjoy this scenario. If you have any questions or comments, please feel free to contact me at <http://xtreme-hobby.com>.

Have Fun!



**FLEET COMPOSITIONS:**

**NUMMIDIAN LOYALIST TASK FORCE:**

- |   |                   |
|---|-------------------|
| 1x Gal'Ethon Type1G <i>Gal'Lealeaux</i> | 1x Ven'Tara Type1 |
| 1x Gal'Ethon Type1                      | 3x Ba'Rada Type1  |
| 1x Val'Naveg Type1                      | 5x Ba'Negva Type1 |
| 1x Val'Naveg Type2                      | 3x Ba'Negva Type2 |

**MAURIDIAN 907<sup>TH</sup> TASK FORCE:**

- |                    |                   |
|--------------------|-------------------|
| 1x Gal'Ethon Type1 | 5x Ba'Negva Type1 |
| 1x Val'Naveg Type2 | 2x Ba'Negva Type2 |
| 2x Ven'Tara Type1  |                   |
| 3x Ba'Rada Type1   |                   |

**TERRAN E GROUP, 127<sup>TH</sup> BATTLE FLEET "FLEET RAIDEN":**

- |                   |  |
|-------------------|--|
| 1x Conquest mk II | (Northhampton Class miniatures may be used to proxy Swift Class Frigates.) |
| 2x Avatar mk III  |  |
| 5x Masada mk II   |  |
| 2x Swift mk III   |  |

**KHARADORN LORRARGOARGA ATTACK SQUADRON "THEORETICAL":**

- 2x Lorrarga Series A
- 3x Nargaro Series B
- 3x Karria Series C
- 6x Gerrakk Series C

