

# The Trench

## Modules

Roll	Module	Notes
N/A	Cargo Bay	Starting module
N/A	Hyperdrive	Vulnerable Spot
1-3,1-3	Life Support	Fighter Bays
1-3,4-6	Hull Stabilizer	Fighter Bays
4-6,1-3	Teleporter	2 Gun Emplacements
4-6,4-5	Tractor Bay	1 Gun Emplacement

## Introduction

**Complexity:** 1

**Trench Length:** 3

**Enemy Skill Level:** MD

**Enemy Fighters:** MD

## Background

*That's no Dwarf Planet! It's a starbase.*

*It's too large a size class to be a starbase.*

*I have a very bad feeling about this.*

*Look at the size of that thing!*

*(out of character) Cut the quotes, Red Two.*

## Setup

Make up a Pilot character of any race. Use race options for your fighter if you wish. You have with you an Engineering Bot with no upgrades.

Place a cargo bay module. Place your fighter on a random square (roll D6). Roll another D6 and place a missile there. Reroll if it is the same as your fighter.

## Turn Sequence

Turn sequence is the same as a regular Battlestations game with Rounds and Phases with the

following additions-

- Round 1, Phase 1 : The module you are in launches a missile. Roll the standard 11+ using the default enemy skill to see if was successfully launched. If in Overtime, then two missiles are launched (see Overtime below).
- When your fighter enters a module for the first time, roll to see what the next module is and place it.
- if you reach the end of the trench, roll a D6 and add the number of modules you have travelled through. On a MD+9 place the Hyperdrive module which represents the one vulnerability of this super starbase. Any other result, place a random module as normal but you are now in **Overtime**. The new random modules count towards the next roll for a new module to determine if it is the Hyperdrive module.

## Module Rules

Modules are always placed in a straight line. Each module represent the architecture of a celestial body-sized artificial satellite.

- **Missiles** — Each round the module you are in launches a missile. A Seeker missile originating from a random square in the module (D6). If this square is occupied by your fighter, resolve the hit immediately.
- **Special Rules**
  - **Gun Emplacement** — Each Battlestation on the module is a cannon in multibarrel mode. It will fire on you if you are ever within line of sight (they are on overwatch and will interrupt your move).
  - **Fighter Bays** — The two side passages are fighter bays. If there are fighters left to defend the trench (there are only MD of them, total) , a fighter arrives from either — the left 1-3 or from the right 4-6

## Overtime

After reaching the end of the trench, the defenders have become a bit more frantic as they have now realised the one flaw in their starbase design.

- **Missiles** — Each round the module you are in launches two missiles. These missiles have not had time to be set to Seeker mode and are merely standard missiles. Unlike previous missiles, they originate from random squares in the module (D6) that must be rerolled if it is the same as your fighter's location.
- **Special Rules**
  - **Gun Emplacement** — Each Battlestation on the module is a cannon in multibarrel mode. It will fire on you if you are ever within line of sight (they are on overwatch and will interrupt your move). However they have scrambled their Multi-Barrel Experts into the gunnery position who will keep firing until there is no chance to hit.
  - **Fighter Bays** — If there are any fighters remaining, they all arrive. Roll for each fighter's arrival — the left 1-3 or from the right 4-6
  - **Vulnerable Spot** — This Battlestation represents the one vulnerable spot in the entire starbase. It can only be damaged on a roll of 4-6. It needs to receive MD damage markers

to be destroyed.

## Notes

Again, this is a completely un-playtested mission (like Alien Bushwack), so use at your own discretion :) I didn't think there was enough Starwarsiness in Battlestations yet. As I've discovered with game components, it's quite fun working out new uses for them.

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