



Episode 1 Final Exam

These are the voyages of the Starship Booby Trap. Home to the Space Babes, the most lovely of all space travelers.

The Space Babes haunt the cosmos where no one has haunted before.

The adventures of the Space Babes are brought to you by humble referee Thomas Reuter. Please excuse any clerical errors in this report. English is not the native tongue of Herr Reuter.

THE SPACE BABES

<p><u>Fly Babe</u> Human Pilot Rank 1 A 1/C 0/E 1/P 4/S 1 Patience</p>	<p><u>Brain Babe</u> Human Scientist Rank 1 A 2/C 2/E 1/P 0/S 3 Tinkerer</p>	<p><u>Tool Babe</u> Human Engineer Rank 1 A 2/C 2/E 3/P 1/S 0 Engine Specialist</p>	<p><u>Kill Babe</u> Human Marine Rank 1 A 2/C 3/E 1/P 2/S 0 Brutal</p>

THE BOOBY TRAP

Human scout ship, size 5.

Beloved vehicle of the Space Babes.

Refitted with a tractor beam for the Boot Camp mission.



EPISODE 1, FINAL EXAM

4/11/2006 was a grim day for the crew of the Booby Trap. It was time for their final exam and they had to face the Boot Camp mission (rule book page 73) to prove they've got what it takes to become first rate space-aces. **Spoiler!** Do not read further if you want to play the Boot Camp mission yourself!

The Battlestations™ message board tells us that this mission is somewhat tough for beginners, so I decided to change a small detail. The derelict ship was not placed 10 hexes away from the planet, but 11. This way the ship was 13 hexes away from the planet after the Space Babes towed it, thus enabling the programming of the derelict ship's hyperdrive without further moving it. I also told my players the objectives for an overwhelming success.

THE GAME

Turn 1, Warping In:

Puff – the Booby Trap entered real space with exactly the right facing! No need to turn the ship. The initial sheers and hurrahs ended abruptly though as the relay stations started firing missiles.

Fortunately all Space Babes are blessed with iron clad nerves. They decided to stick to their master plan by the letter, not allowing some ugly missiles to deter them!

Turn 1 saw **Fly Babe** accelerating the Booby Trap to speed 6, **Brain Babe** programming the hyperdrive three times, **Tool Babe** pumping the engines for 4 more ergs, and **Kill Babe** launching a missile at one of the relay stations and shooting down one missile as it reached the ship. A second missile was successfully send off with ECM by the amazing **Brain Babe**, who did not miss a single roll in this game and left it with all her luck points.



Turn 2, Too Many Missiles:

The Booby Trap faithfully continued it's flight as things became unpleasant. The relay stations launched 3 more missiles while 2 already molested the Space Babes. Lip gloss only helps so far and the first lips started to get dry.



Kill Babe managed to shoot down another missile. **Fly Babe** fumbled a missile dodge, sending OCC to 3 and allowing a missile to smash right into the Booby Trap's nose. Both the cannon and the missile bay were damaged and **Kill Babe** was injured. Another missile hit the aft engine, damaging it too. The two remaining missiles still chased the Booby Trap at the end of the turn after having either failed to catch up or missed the silhouette. The human size 5 scout vessel may have one of the worst engine arrangements in the whole fleet, but with its width of only three modules it is THE ship to be on when you are chased by missiles!

But the Space Babes did also achieve some successes in turn 2. One relay station was destroyed by the missile from the previous turn and **Kill Babe** managed to launch another missile at the next relay station, **Fly Babe** accelerated the ship by 1, **Brain Babe** finished programming the hyperdrive, and **Tool Babe** pumped the engine for 2 extra ergs. (the aft engine had been damaged before it could be pumped). Unfzable **Tool Babe** went on her way to repair the missile bay and the cannon. These systems were sorely needed for the success of the mission, the aft engine had to wait. The missile bay was successfully repaired.

Turn 3, Disaster and Triumph:

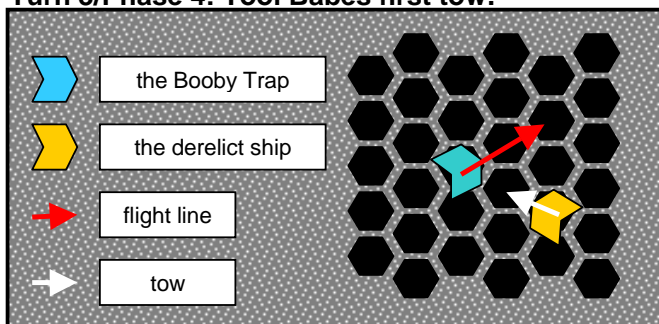
At the start of turn 3 disaster struck! A missile hit the central engine and for a moment all lights went out. Ten Points of hull damage! Central engine, helm, tractor beam and missile bay (again) were all knocked out at once! Luckily no one was seriously hurt. To make things worse the two remaining relay stations launched again! Were our beloved heroines doomed?

Phases 1-3 saw **Brain Babe** loading down the data from the derelict ship **Tool Babe** did miracle jobs in repairing the missile bay, the engine, and the tractor beam in rapid order. **Kill Babe** managed to repair the cannon with Engineer 1 (some times prepare really pay off)!

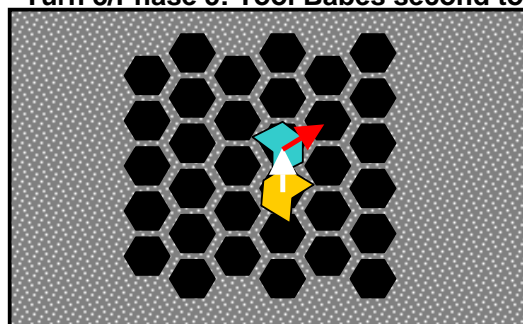


Phases 4-6 saw **Tool Babe** making her tractor tows and **Kill Babe** shooting down a relay station with the cannon. All these actions were possible because the cunning Space Babes did transfer their energy into the guns at the end of the previous turn. The missile from turn 2 took care of the last relay station. **Fly Babe** repaired the helm.

Turn 3/Phase 4: Tool Babes first tow.



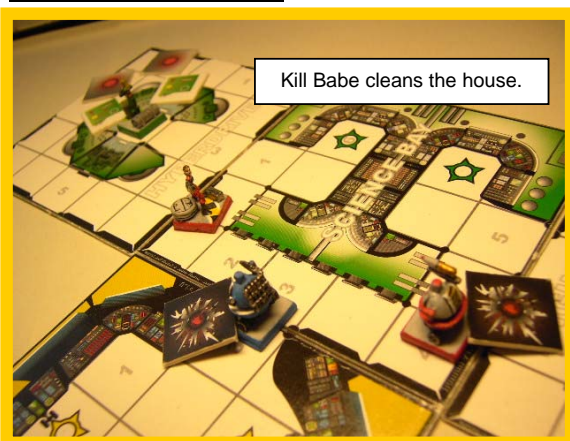
Turn 3/Phase 5: Tool Babes second tow.



The remaining missiles finally hit the Booby trap but they did only minimal damage and no modules were put out of commission. In Phase 6 **Brain Babe** and **Kill Babe** left the Booby Trap via boarding missile to secure the derelict ship.

At the end of turn 3 all relay stations were destroyed, no more missiles molested the Booby Trap and two Babes were on their way to the derelict ship. The crew of the Booby Trap had emerged triumphant from the missile crisis.

Turn 4, Bot Surprise:



Brain Babe and **Kill Babe** did an excellent job directing their boarding missile right into the hyperdrive module. The presence of two combat bots didn't really surprise anyone. The Brain Babes never believed this "derelict" stuff anyway. **Kill Babe** took care of the bots quickly and competently. After all two bots are not really a threat for a full fledged Space Babe. In the meantime **Brain Babe** hacked the hyperdrive's battlestation and began programming.

The Booby Trap headed off and accelerated to speed 8.

Turns 5 and 6, Bringing it Home:

Brain Babe and **Kill Babe** had no trouble to finish the programming of the derelict ship's hyperdrive and to warp out.

Fly Babe had no luck points left. Still her excellent piloting skill of 4 combined with her special ability Patient and **Tool Babe's** assistance gave her a fair chance to reach speed 11 in turn 6. Sadly fate decided otherwise. **Fly Babe** failed her last acceleration action despite willpower and professional re-roll. The ship had only reached speed 10. An overwhelming success denied the Booby Trap warped out.

The Space Babes had successfully accomplished their first mission.

The Space Babes will return in Episode 2, Operation: Pest Control.