Skirmish at Apple Tree Farm

SNAPSHOT

Close Combat in Farmyards in the Far Future

Skirmish at Apple Tree Farm
Traveller Snapshot Scenarios
By Ewan Quibell © 2006-2007

Introduction

These scenarios came about when one of our friends found she had an old copy of Usborne's "Apple Tree Farm Press-Out Model" and decided to give it to my three year old daughter. Now my daughter loves the Apple Tree Farm stories and thought the model was the best thing since … well the Apple Tree Farm stories. My first thoughts, however, were "Now that looks about right for 25mm". My wife, who was the main builder of the farm, wondered why I came to join in the building with such energy until she saw the cardboard figures I was making in my lunch hour. When I explained I was going to have a skirmish at Apple Tree Farm she was a little startled at first.

Apple Tree Farm and Cardboard Figures

Apple Tree Farm can be purchased, as a "Cut-Out" via Amazon, and works quite well for Snapshot as the space is relatively confined.

The Cardboard Figures are by Patrick Crusiau from the Si-Fi Irregulars, the X Page, the Pulp Page, and the Si-Fi Regulars.
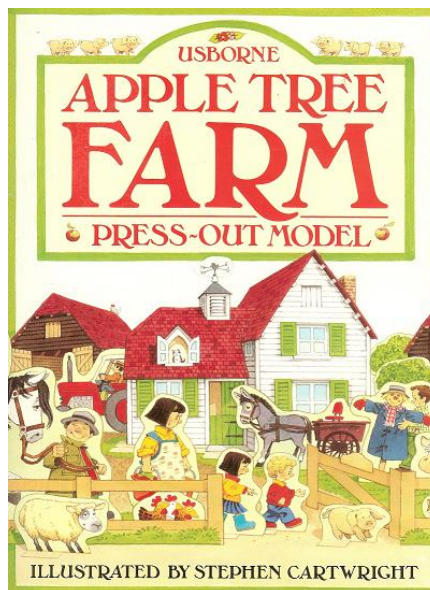
Snapshot Rule Additions

Laser Pistol: A handheld laser weapon that has an internal battery enough for 2 shots, which can also be fed using a back-pack power source compatible with a Laser Carbine's for 75 shots. Recharging of an empty power source require 8 hours connected to a ship's power supply. Length: 100mm. Weight of the Laser Pistol: 200 grams. Weight of the Back-pack power source: 3,000 grams.

Dexterity Requirements

	Required Level	DM	Advantageous Level	DM
Laser Pistol	6	-2	10	+2

Laser Pistol (3D Hits)

Nothing				Jack				Mesh				Cloth				Reflec				Ablat				Battle			
C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L
6	6	6	7	6	6	6	7	7	7	7	8	7	7	7	8	16	16	16	17	15	15	15	16	14	14	14	15

Firing through Wooden Buildings: Wooden houses don't stop high powered bullets or Laser Beams. Add an additional -1 DM for each wall a bullet passes through if the shot was from a Rifle or above, and it is possible to engage targets through a wooden wall even if you can't see them, however you are effectively shooting blind or with only limited ability to aim, thus an additional -4 DM is imposed for this attack dropping to -2 if the target has shot through a window in the previous turn. Engaging a visible target through a window imposes a -1 DM due to the concealment provided.

Interior use of Hand Grenades: Hand grenades exploding inside a building will cause all glass windows to be shattered allowing a better view into the room, in additional to any other damage caused.

Throwing Hand Grenades Through Windows: If an individual is attempting to throw a Grenade through a window and misses his dexterity check the Hand Grenade ends up against the wall on the same side as it was thrown. If an individual is on the inside of the wall adjacent to where the Grenade fell add an additional -1 to the hit roll but apply half damage as normal.

Brick Buildings: Only the Cow Shed and the Pig Pen are brick buildings and thus offer any substantial cover. Brick walls can be treated similar to Starship Interior Wall, although only taking 50 points of damage to make a large enough hole for a person to walk through. Wooden Doors can be forced in a similar manner to Starship Sliding Doors.

The Playing Area and Scale

Snapshot uses the standard 1 action point is 1.5 meters, and 1.5 meters in 25mm scale is approximately 2cm. It's actually 21mm, but as the farm isn't to scale and I was more concerned about game play 2cm was good enough for me. Thus Close range is within 2cm, Short is within 4cm, and Medium is within 66cm. The farm yard isn't big enough to have long range and line of site. Shots and movement were conducted using a tape measure.

For those times that characters were in the house I put together a simple plan of the farm house, with two rooms downstairs and two rooms upstairs. I discounted the attic from play.

Scale
0
1.5m

Apple Tree Farm House
Ground and First Floors

Up
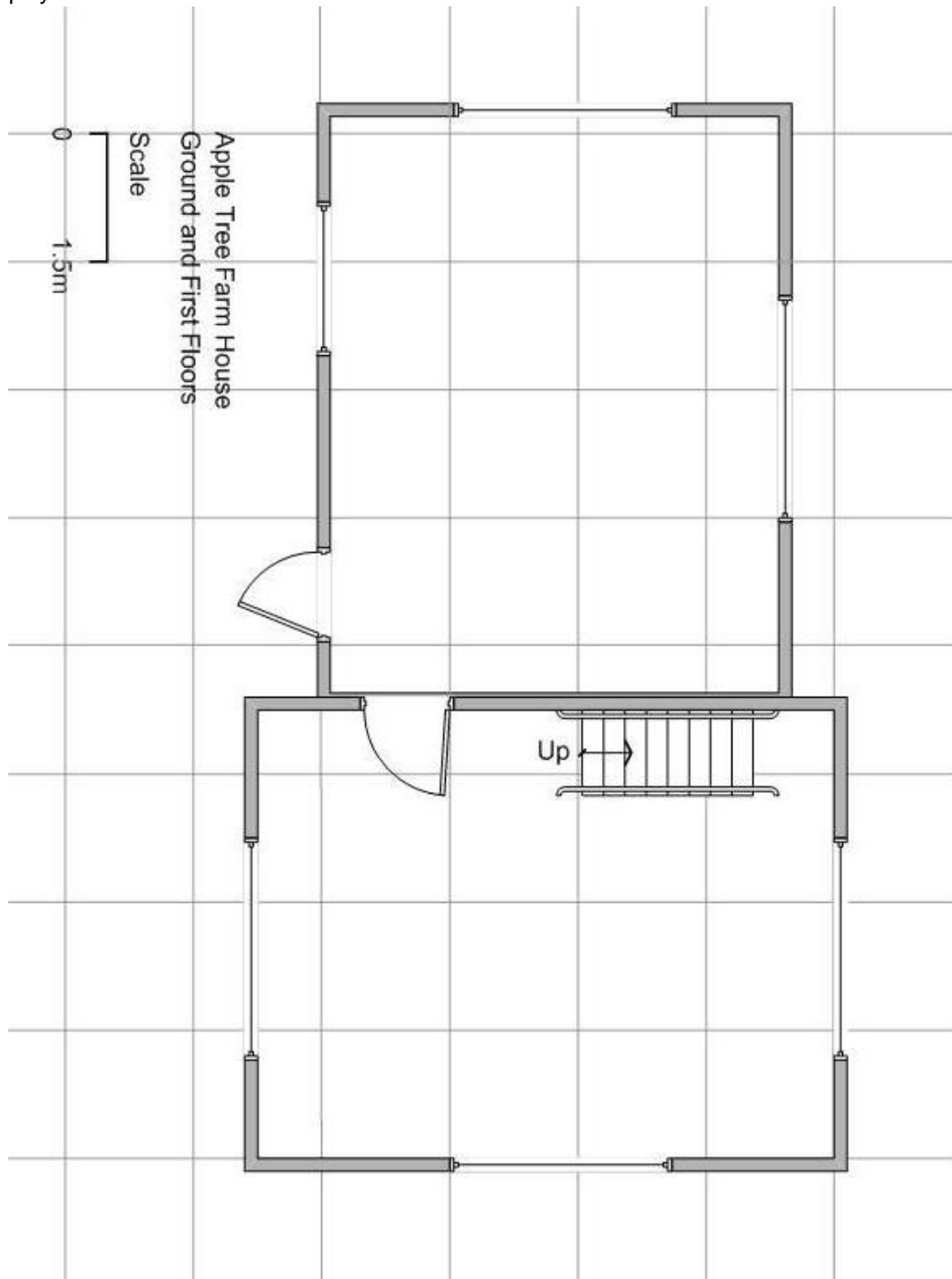
The Combatants

The following characters and NPCs were been pregenerated using the character generation sequences in Book 1: Characters and Combat, Supplement 4: Citizens of the Imperium and Alien Module 8: Darrians (Initial Character Generation).

A Player Character Party

Marine Force Commander   898873   Age 26
2 Terms
Computer-2, Cutlass-2, Revolver-1, Rifle-1, Tactics-1
Traveller's Aid Society, Auto Rifle

Merchant Captain   395AA7   Age 34
4 Terms
Pilot-3, Steward-2, Admin-1, Electronics-1, Engineering-1, JoT-1, Mechanical-1, Navigation-1, Revolver-1, Vacc Suit-1
40 year old Free Trader, Revolver

Rouge   799953   Age 26
2 Terms
Air/Raft-1, Auto Pistol-1, Bribary-1, Demolition-1, Forgary-1, Streetwise-1
Auto Pistol

Army Major   6A7977   Age 26
2 Terms   Cr 20,000
Rifle-2, Admin-1, Computer-1, Electronics-1, Leader-1, Mechanical-1, SMG-1, Wheeled Vehical-1
Advanced Combat Rifle

Darrian Navy Lieutenant   394AA6   Age 22
1 Term
Laser Pistol-2, Admin-1, Medical-1, Navigation-1
Laser Pistol and Power Pack

Scout   877984   Age 34
4 Terms   Cr 50,000
Gunnary-2, Engineering-2, Electronics-1, JoT-1, Mechanical-1, Pilot-1, SMG-1, Vacc Suit-1
SMG

Nobel and Entourage

Nobel Marquise   6887CD   Age 34
4 Terms   Cr 100,000
Auto Pistol-1, Bribary-1, Carousing-1, Engineering-1, Leader-1, Navigation-1
Auto Pistol, Traveller's Aid Society, Yacht

Other 1   C89AA9   Age 22
1 Term
Auto Pistol-1, Forgery-1
Auto Pistol

Other 2   678876   Age 22
1 Term
Auto Pistol-1, Brawling-1
Auto Pistol

Other 3   67B698   Age 22
1 Term
Auto Pistol-1, Mechanical-1

Auto Pistol

Other 4   777259   Age 22
1 Term
Auto Pistol-1, Blade-1
Auto Pistol

Army Squads

Army Lieutenant   677B77   Age 22
1 Term
Air/Raft-1, Auto-Pistol-1, Foil-1, Rifle-1, SMG-1
Auto Pistol, SMG

Army 1   54B7A7   Age 22
1 Term
ATV-1, Forward Observer-1, Rife-1
Auto Rifle

Army 2   467934   Age 22
1 Term
Electronics-1, Mechanical-1, Rifle-1
Auto Rifle

Army 3   88A637   Age 22
1 Term
Blade-1, Gambling-1, Rifle-1
Auto Rifle

Army 4   996687   Age 22
1 Term
Blade-1, Gambling-1, Rifle-1
Auto Rifle

Army 5   98A984   Age 22
1 Term
Forward Observer-1, Rifle-2
Auto Rifle

Army 6   66A997   Age 22
1 Term
ATV-1, Blade-1, Rifle-1
Auto Rifle

Scenarios
　　　Apple Tree farm lends itself to a variety of situations, although works best when the combatants enter the playing area on foot and without any type of support.

Collection
　　　On Heya B687745-5 in the Regina subsector the PCs have been tasked with picking up a holo disk of information that has been hidden at Apple Tree Farm, and then delivering it to their Patron.
　　　The information contained on the disk contains footage of the Hayan government's handling of the outback rebellion and they are willing to go to great lengths to retrieve it. The government recently found out from captured rebels that it is hidden at Apple Tree Farm and they have dispatched a squad to retrieve it.

Situation: Unknown to the PCs, who enter by the main gate, the holo disk is hidden in the Tool Shed, and they only have 8 rounds before a Heyan Army Patrol of six soldiers and a Lieutenant enter between the Barn and the Hen House. Both sides should not be expecting the other and whoever encounters the other first will have a round in which to engage before the other side can return fire.

Victory: The PCs win if they find and retrieve the holo disk and kill all the Heyan Army Patrol. The PCs wins a marginal victory if at least one PC finds and retrieves the holo disk and makes it back out the main gate with it. The Heyan player wins if they kill all the PCs, and scores a marginal victory if they stop the holo disk from leaving Apple Tree Farm.
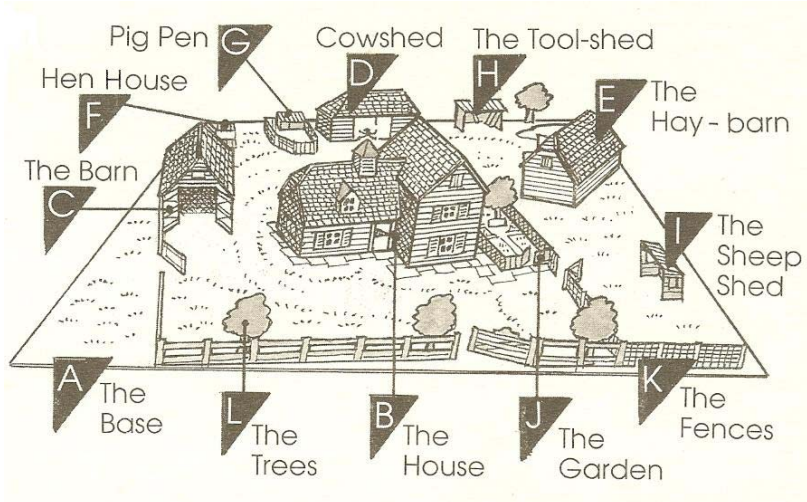
Options: The following options may be used to add variety to the scenario after playing it several times.

1. Allow multiple players on the PCs team each manipulating one or more characters. Communications between the PCs is achieved by small limited range hand held communication devices that take 1 action point to accept or start a conversation, and are not possible to use with a two handed weapon.

2. The Heyan Squad have Cloth Armour

Safe House

On Ruie C776977-7 in the Regina subsector an Imperial Marquise and his four agents are hiding out in Apple Tree Farm, an Imperial Safe House in Nebelthorn. Having finished undertaking espionage activities the Marquise and his entourage are awaiting pick up by an Air/Raft before heading off planet.

A Nebelthorn Army patrol of four troopers, and a Lieutenant, are responding to a report of suspicious activity at the normally empty Apple Tree Farm.

The Situation: The Marquise and his agents are holed up in the farm house awaiting pick up when the Nebelthorn Army Patrol enters via the gate next to the barn. The patrol isn't expecting anything out of the ordinary so is not up to fighting readiness. The Marquise and his team will have one round of combat before the Nebelthorn Army will return fire. If the Marquise and his team don't open fire the Nebelthorn Army Patrol can not engage until they enter the farm house and discover the occupants. As soon as a member of the parrot enters the farm house they can raise the alarm. It will be 10 minutes before the Air/Raft will arrive, which will land between the Tool Shed and the Hay Barn. The Imperials will fight to the death in order that the information that they discovered will not fall into Nebelthorn hands.

Victory: The Nebelthorn player wins when they have killed or rendered unconscious all the Imperial team members. The Nebelthorn player scores a marginal victory if the Imperials leave an unconscious team member behind. The Imperial player wins a marginal victory if at least one Imperial escapes and every other team member left behind is dead. The Imperial player wins if all team members escape on the Air/Raft, or if they kill all the Nebelthorn Army Patrol.

Options: The following options may be used to provide variety after this scenario has been played several times:

1. Allow multiple players, each one running one or more characters. The Nebelthorn Army Patrol does not have individual radios for communications, while the Imperial Team does. Hand signals (or shouting) must be used to communicate via line of site between the Nebelthorn players.

2. The Nebelthorn Army Patrol is wearing Cloth Armour, and are expecting there to be armed resistance.

3. The Imperial Team have zero effective weight high tech suits effective as Cloth Armour, and the Nebelthorn Army Patrol each have a Hand Grenade.

4. The Imperials suspect that there will be a Nebelthorn Patrol, and can be set-up to ambush them, while each Nebelthorn Patrol member has a Hand Grenade.

Boarder Skirmish

On Ruie C776977-7 in the Regina subsector Apple Tree Farm lies abandoned on the boarder between Nebelthorn and The Comors Union. A six soldier squad from the Comors Union Army and a Lieutenant to lead them are currently resting in the farm house having been patrolling for the last four days.

The Situation: The Comors find themselves in a slightly difficult situation as Apple Tree Farm is just inside what the Nebelthorn claim is as their territory, and their position gets worse as a Nebelthorn Army squad enters between the cow shed and the tool shed. The squad consists of six soldiers and a Lieutenant. The Nebelthorns aren't expecting any trouble but they are only on their first day of patrolling so are fresh and alert. The Comors have one round of fire before the Nebelthorns react. If they are not fired upon the Nebelthorns will not engage until one of their number enters the farm house and raises the alarm about the Comors' presence.

Victory: The Nebelthorn player wins if they have killed or rendered unconscious all the Comors, and at least one is alive for propaganda purposes, and scores a marginal victory if all the Comors are killed. The Comors win a marginal victory if at least one of them escapes and all others are dead and they win if all the Nebelthorns are dead or all of them escape.

Options: Use the following options to add variety once the scenario has been played a number of times:

1. Allow multiple players, each one running one or more characters. Communications between the squads is achieved by small limited range hand held communication devices that take 1 action point to accept or start a conversation, and are not possible to use with a two handed weapon.

2. The Nebelthorn Army Patrol is wearing Cloth Armour.

3. The Comors have Cloth Armour, and each of the Nebelthorns have a Hand Grenade.

Set-up

On Kinorb A663659-5 in the Regina subsector Apple Tree Farm is a government agricultural research facility researching higher technological level farming techniques applied to the Kinorb climate. Currently funding had been limited and the facility has been closed for a number of months. The Megacorporation SuSAG has just taken over the farm on a twelve month contract in order to show positive results to the Technocrats of Kinorb in new farming methods.

The PCs have been sent to Apple Tree Farm by their Patron in order to retrieve data on the last results the Technocrats achieved before closing the facility.

The Situation: The PCs' patron knows that the party has gained information detrimental to him on their last assignment, and wants them eliminated. Knowing that SuSAG has taken over the farm he has sent the party in on what he hopes will be their last mission. SuSAG have stationed their initial personnel at the facility that consists of the Marquise and his four researchers, along with a security specialist (the Army Lieutenant). The PCs have been told that the facility is empty so the SuSAG team will have one round of combat before the PCs can return fire. If the PCs are not fired upon they can not engage until at least one of them has entered the farm house and raised the alarm. The PCs will enter from the main gate in front of the farm house.

Victory: The PCs win if they all make it out of the gate alive or they kill or render unconscious all of the SuSAG team, and score a marginal victory if at least one of them makes it out alive. The SuSAG team win if they repel, kill or render unconscious all the PCs with no losses, and score a marginal victory if the repel, kill or render unconscious the PCs and at least one SuSAG member is alive.

Options: The options below can add variety after this scenario has been played several times:

1. Allow multiple players on the PCs team each manipulating one or more characters. Communications between the PCs is achieved by small limited range hand held

communication devices that take 1 action point to accept or start a conversation, and are not possible to use with a two handed weapon.

     2. All the PCs have Cloth Armour, and the SuSAG Security specialist has Cloth Armour and a Hand Grenade.

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