

*Skirmish in Asteroid*

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***SNAPSHOT***

*Close Combat in Space Rocks  
in the Far Future*

## Skirmish in Asteroid

### Traveller Snapshot Scenarios

By Ewan Quibell © 2010-2011

#### Introduction

This document is a continuation of my foray into Traveller miniature wargaming as I realised that the Asteroid game produced by GDW in 1980 was effectively a snapshot game produced for a wider audience. The maps are ½" squares, the counters are the same ones that are used in Azhanti High Lightning, and the game mechanics are simpler but similar to Snapshot.

So with this in mind I set about creating some Traveller Snapshot scenarios for the maps and counters of Asteroid. In order to play these scenarios you will need a copy of both.

Snapshot is available in digital form from Far Future Enterprises.

#### Asteroid

Asteroid is only currently available on the second hand market. It comes in two different boxes, of different sizes, but the contents are the same. Designed as part of GDW's 120 series the game is one that plays on the pulp aspects of many a 50 sci-fi movie. The game contains a rule book, a dice, 8 maps and 120 die cut counters. For these scenarios you will only need the maps and counters.

#### Snapshot Rule Additions

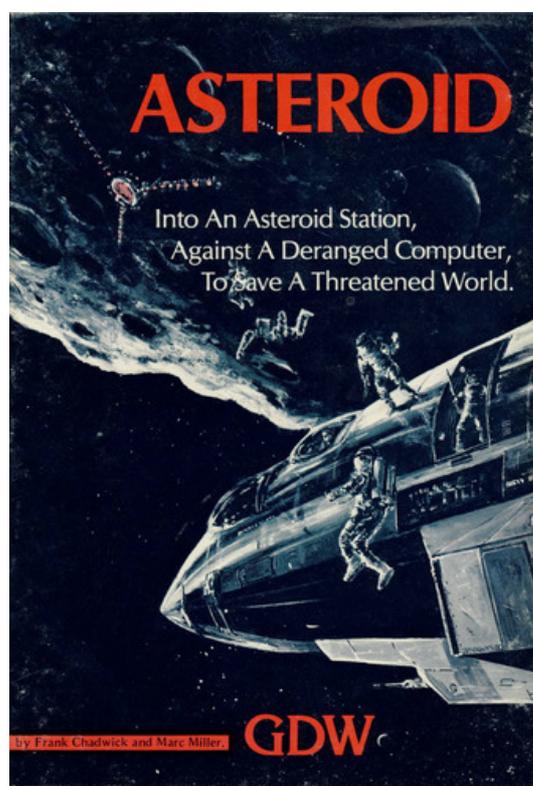
**Robots in Snapshot:** Robots gain action points from the sum of their DEX and INT. In order for Robots to engage in any combat they need to have either the Close Combat or Weapon Handling (or both) skills available to them. If the robot has Tactics skill programmed then this may be add to the AP total at the level of the skill. If no combat skills are available to the robot then they may still move using their available APs, however they are unable to engage in combat. Non military or dumbots (those with INT less than 5) are likely to just ignore any combat happening around them and continue with their duties as normal.

For example the Zhodani Medium Warbot, as detailed in DGP's excellent 101 Robot (the stats are given below), is DEX F, INT 3, and is programmed with Tactics-1, so has 19 action points.

**Psionics:** The use of any psionic skill within the game uses 8 APs (or the individuals entire allocation if they have less than 8 AP) per ability.

#### Counters

The counters that are provided with both Asteroid and Snapshot are more than adequate to play these scenarios with. In fact it was the Asteroid counters themselves that I used for the Imperial Marine strike force. I used the counters one and two as the officers and three through fourteen as the two squads; however I wanted something a little different to represent the Zhodani. A short while before Geocities was shut down I had come across some Traveller Counters and these are presented below.



## Traveller Counters

to Snapshot ½" scale



These Traveller counters are an original work by an unknown artist posted to a Geocities website while that web hosting site was still available. I have slightly doctored them by changing the numbering of the counters and adding the lines otherwise they are as the originals. These counters were posted on the author's web site for all to use, and while they may not be in the public domain there was no restrictions placed on their distribution. Their presentation here should not be seen as a challenge to the artist's copyright, and I hope their distribution in this document is in accordance to the artist's original intentions. I would like to be able to credit the artist if possible.

The counters are scaled to print out on A4.

For the Zhodani I used Z0 for the Base Commander, E1 for the Doctor, E2 for the Cook, C1 and C3 for the Guards, F1, F6, F11, and F16 for the Forward Observers, F4, F9, F14, and F19 for the Electronics Technicians, and F0, F5, F10 and F15 for the Computer Technicians. The Warbots were represented, quite nicely, by the Asteroid counters X-1, X-2 and X-3.

## The Combatants

The following combatants have been pre-generated using character generation sequences in Book 1: Characters and Combat, and Alien Module 4: Zhodani (Standard Character Generation).

### The Zhodani

The Base Commander (Army Lieutenant)      759B9A-(A)      Age 22  
 1 term      Cr 10,000  
 Auto Pistol-1, Grav Vehicle-1, Rifle-1, SMG-1, Sword-1, Tactics-1  
 Clairvoyance-10, Telekinesis-10, Telepathy-10  
 Can psionic assault if in physical contact (close range)  
 Auto Pistol, Auto Rifle, SMG, Sword



The base commander is the son of poles and was found to be psionic at an early age. He responded well to training and has progressed well in his chosen carrier in the Army. This is his first command.

The Doctor (Army (drafted) Lieutenant)      742B8A-(B)      Age 26  
 2 terms      Cr 10,000  
 Medical-3, Leader-1, SMG-1, Rifle-1  
 Teleport-11  
 Auto Rifle, SMG



The Doctor, the son of Intendents, did not apply himself very well to the training he was given even though he had great potential. He was drafted into the Army and only in his second term did he achieve promotion following his attendance at medical school, where he finally found something that interested him.

The Cook (Prole Assistant Supervisor)      997933-(7)      Age 26  
 2 terms      Cr 1,000  
 Steward-2, Admin-1, Grav Vehicle-1, Mechanical-1, Auto Pistol-0  
 Auto Pistol



The cook has done well for himself working through the kitchens of the Army and was picked for this posting because of his dedication to his work.

The Robots (Zhodani Medium Warbots) x3  
 623xE-02-CK004-NF31      Cr 158,600      280kg  
 Fuel=78.6, Duration=21.7, TL=14  
 45/113 (Cloth)  
 2 Medium Arms  
 Basic seonsor package, voder  
 Radio (50km range), extensive counter ECM  
 Laser rifle, electronic circuit protection  
 Grav Vehicle-1, Infantry Ground Combat-1, Laser Rifle-1, Tactics-1



### The Guards

Army 1      968479-(7)      Age 22  
 1 Term  
 Bayonet-1, Brawling-1, Rifle-1  
 Auto Rifle, Bayonet



Army 2      676AB3-(8)      Age 22  
 1 Term  
 Bayonet-1, Brawling-1, Rifle-1  
 Auto Rifle, Bayonet

**The Techies**

Army 3 1 Term Computer-1, Forward Observer-1, Rifle-1 Auto Rifle	4A5484-(4)	Age 22
Army 4 1 Term Computer-1, Forward Observer-1, Rifle-1 Auto Rifle	653977-(4)	Age 22
Army 5 1 Term Computer-1, Forward Observer-1, Rifle-1 Auto Rifle	68A3C9-(8)	Age 22
Army 6 1 Term Computer-1, Forward Observer-1, Rifle-1 Auto Rifle	737A64-(4)	Age 22
Army 7 1 Term Computer-1, Electronics-1, Rifle-1 Auto Rifle	677546-(8)	Age 22
Army 8 1 Term Computer-1, Electronics-1, Rifle-1 Auto Rifle	777755-(7)	Age 22
Army 9 1 Term Computer-1, Electronics-1, Rifle-1 Auto Rifle	967A52-(6)	Age 22
Army 10 1 Term Computer-1, Electronics-1, Rifle-1 Auto Rifle	8558A9-(3)	Age 22
Army 11 1 Term Computer-2, Rifle-1 Auto Rifle	665467-(3)	Age 22
Army 12 1 Term Computer-2, Rifle-1 Auto Rifle	596676-(7)	Age 22
Army 13	434B57-(5)	Age 22







8. Dining Area. This room contains a number of utilitarian tables and chair for eating on. along with a water bottle dispenser, along with food and cutlery trays. There are a number of large waist bins as well.

9. Kitchen. This room holds cooking equipment along with fresh and preserved food.

10. Cold Store. This room is a large walk in freezer holding sides of beef, tins as well as vacuumed packed food stuffs in significant quantities.

11. Base Sensors. This room holds the base's myriad of sensor array; passive and active EMS arrays along with magnetic sensors, densitometers, neutrinos, and neural activity sensors.

12. Internal Comms Distribution. This room holds the equipment that runs the bases internal audio, video and data network and connects the base sensors and the external comms to the main data centre.

13. External comms. This room holds the main external communication and listening equipment; radios, laser comms and maser comms are present.

14. Data Centre. Many cabinets of computing servers and storage arrays fill this room collecting, storing and analysing the data generated from the base sensors and external comms.

15. Main work area. 20 open plan curved style work positions fill this room. Currently 14 of them are filled and personalised by each of the techies to their individual tastes.

16. Possible Base expansion. A corridor that could be used to expand the base further into the asteroid in future if needed.

17. through 22. Staterooms. These are individual staterooms for each techie, holding personal positions and personalised to each individuals taste. Each holds a small shower cubicle, bed wardrobe and small chest of draws.

23. Common Room. Holds a couch and comfortable chairs, a holo display, table and chairs for entertaining and down time for each shift. The small alcoves around the sleeping area (by 18) contain a comfortable chair and side table, and (by 27) a desk, chair and workstation for more private relaxation.

24. Equipment Store. Is a small room used for games, books, videos and other entertainment materials storage.

25. through 32. Staterooms. These rooms are similar to 17 through 22 above.

33. Cooks Room. This is the cook's stateroom containing his personal possessions and cookery books mainly covering long duration and colony food preparation and recipe books.

34. Power plant and life support. The bases main power supply, life support equipment and grav plating are all controlled and have their main equipment in this room. The fuel tanks for the power plant are not shown on the base diagram.

35. Sickbay. The sickbay has a single isolation bed with medical supplies and advanced medical equipment available to treat anyone who may become ill or wounded. There are 10 doses of fast drug and 10 doses of slow drug in with the general medicines.

The sickbay also includes a small static autodoc robot that is programmed to assist the Dr.

36. Doctors Room. The doctor's personal stateroom has his personal possessions and also contains an amount of medical equipment and supplies including 5 doses of combat drug and 15 doses of psi drug.

37. Storage. This storage bay holds stores for the running of the base. It contains items such as stationary, replacement computer equipment, electronics etc.

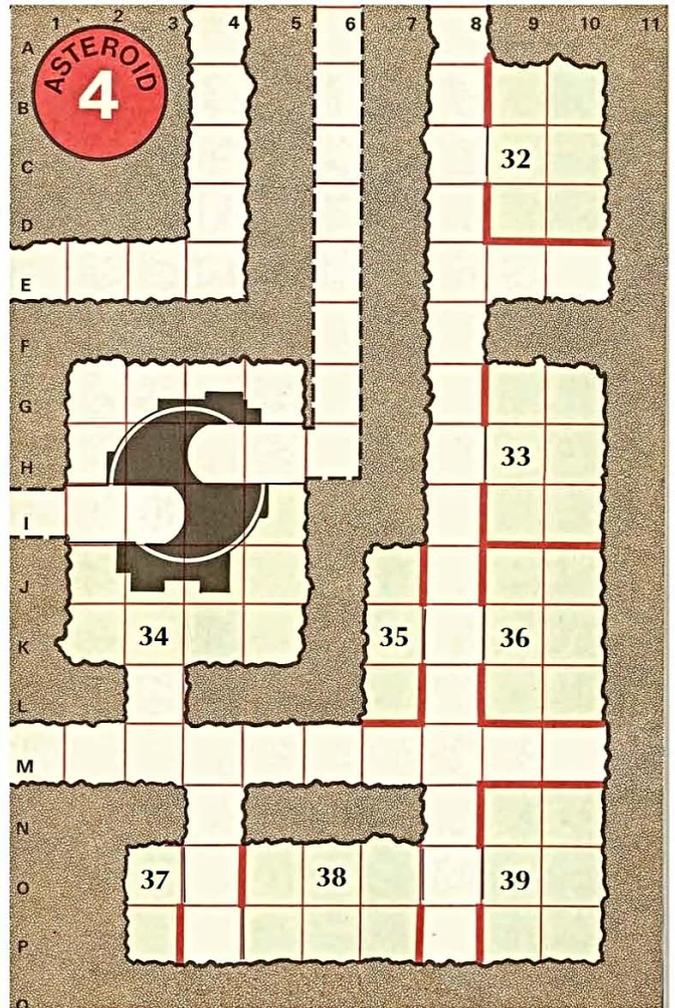
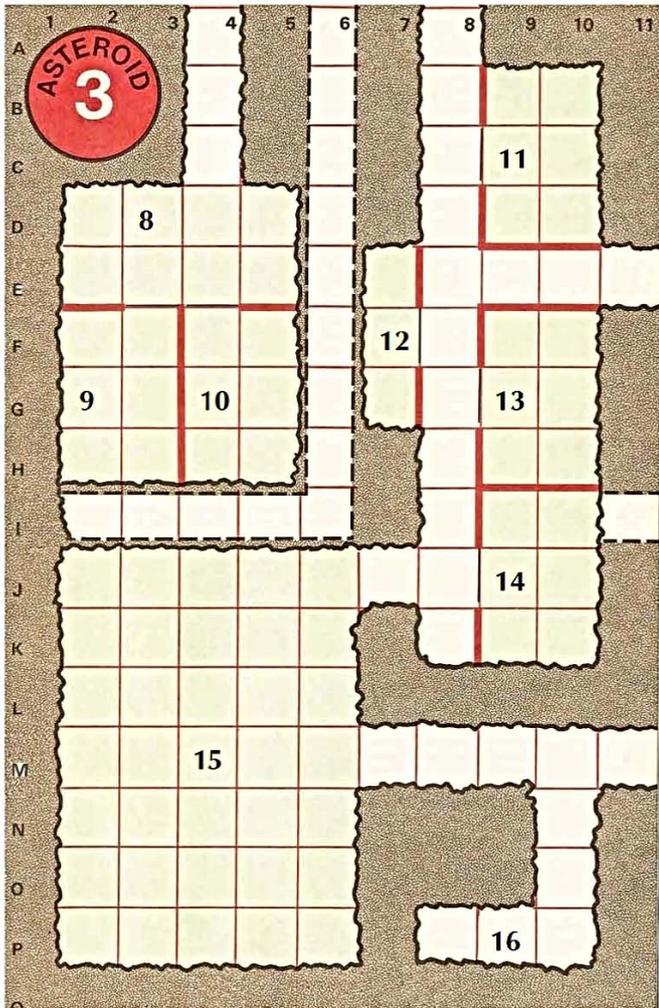
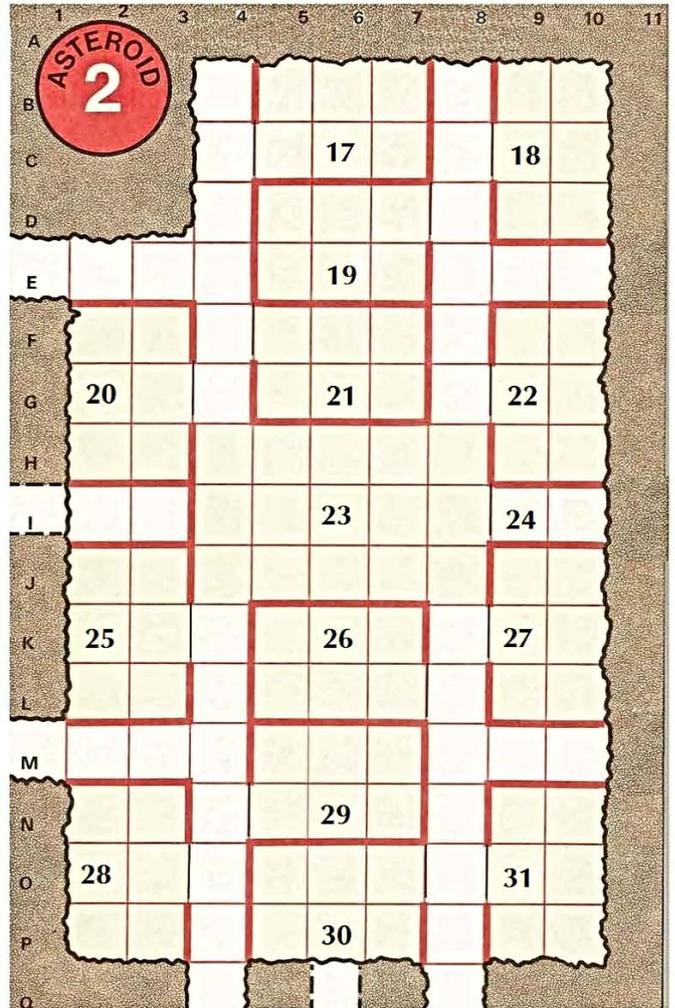
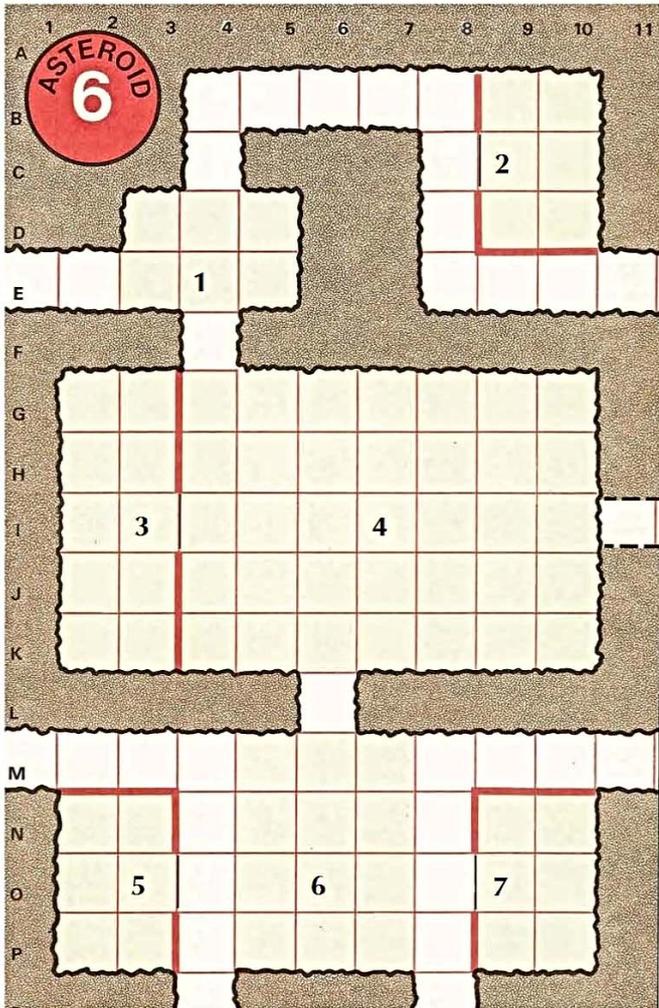
38. Base Office. The base commander's office holds a computer on the desk as well as documentation and hard copy manuals for a significant proportion of the equipment in the base. All of which is written in Zhodani.

Next to the computer on the desk is a hologram of an attractive woman, and a 2D photo of an elder couple in classic Zhodani dress.

In the south wall is a safe that contains the complete blue prints of the base, 50,000 Zhodani credits and computer cards that contain the personnel files of the Dr, the Cook and the two guards.

39. Base Commanders Room. This stateroom contains the personal effects of the Base commander. The quality of the goods in this stateroom are higher than anywhere else in the base.

The Zhodani Base



## Scenarios

Asteroid lends itself to a number of scenarios perfect for Snapshot as the asteroid is much the same as a space ship environment.

### Storming the Zhodani Base

In the Plavan system of the Chornor subsector the Imperial Marines have been tasked with the storming and capture of a secret Zhodani listening base that has been carved out of an asteroid with the Plavan belt.

The force consists of two sections of 6 marines with an officer in command of each section. The Captain is in overall charge. The objective of the mission is to get the Captain, Lieutenant or Marine 10 into a position where they can access the bases' information store to find out what data the base has been recording.

**Situation:** The base is currently just starting fourth shift. The Base Commander, and the Doctor are asleep in their quarters, as are Guard 1, Army 3, 4, 7, 8, 11 and 12. The Cook is in the kitchen preparing the food for the next day, and Army 6, 10, and 14 are at work in room 15. Guard 2, Army 5, 9, and 13 are in the common room 23 relaxing. Robot 1 is in the Main Cargo Hold room 4, Robot 2 is in the Robot Maintenance area room 2, and Robot 3 is in the corridor outside the power plant and life support room 34.

The marines all enter the base via room 1.

The alarm can be raised as soon as the Imperial encounter their first Zhodani. It will take 2 action points to raise the alarm. It will take 4 rounds for those relaxing to come to full combat readiness, although they can run away if attacked before this. It will take 12 rounds for those sleeping to come to full combat readiness.

**Victory:** The Imperials win if they take the whole of the base by killing or capturing all the Zhodanis and having the data centre undamaged. The Imperials win a marginal victory if they place the Captain, the Lieutenant or Marine 10 in the data centre, the main work area or the base office, rooms 14, 15 or 38 respectively, for five rounds, and then they make it back out of the base alive. The Zhodani win if they kill the entire Imperial strike force, or repel them from the base without the Imperials having had access to any data, and win a marginal victory if they prevent the Imperials gaining access to the data by destroying the data centre.

**Options:** The following can be played to add variety to the scenario or to increase the difficulty if the referee so wishes.

1. The Imperials do not know the layout of the base or how many opposition they face. The asteroid sheets should only be placed on the playing surface as the marines enter the various areas, and combatants should only be placed on the playing surface as the marines encounter them.

2. Allow multiple players on the Imperial team each manipulating one or more characters. Communications between the PCs is achieved by small limited range com dot devices that take 1 action point to accept or start a conversation.

### Storming the Zhodani Base Again

The scenario is much the same as the previous one, however much more of the Zhodani are awake and are ready and concentrated for action.

**Situation:** The base is currently in first shift. The Base commander is in his office, room 38. The Doctor is in the sickbay, room 35. The Cook is in the kitchen finishing up breakfast, room 9. Army 6, 10, and 14 are asleep in their quarters. Guard 1 is with Army 3, 7 and 11 in the Main work room, 15 while Guard 2, Army 4, 5, 8, 9, 12 and 13 are in the Dining Area, room 8 having breakfast. Robot 1 is in the Main Cargo Hold room 4, Robot 2 is in the Robot Maintenance area room 2, and Robot 3 is in the corridor outside the power plant and life support room 34.

The marines all enter the base via room 3.

The alarm can be raised and the number of rounds before the defenders are ready will be the same as in the first scenario.

**Victory:** The victory conditions are the same as the first scenario.

**Options:** The following can be played to add variety to the scenario or to increase the difficulty if the referee so wishes. Along with those of the first scenario:

1. The Zhodani Guards have cloth armour and have a hand grenade each.
2. Allow multiple players on the Imperial team each manipulating one or more characters.

However communications between the PCs is actively being blocked by the Zhodani Warbots. Hand signals or shouting in line of sight must be used by the Imperials for communications until all Warbots have eliminated, while the Zhodani Base commander uses Telepathy to co-ordinate his forces.

### **They Have Already Left**

In the Plavan system of the Chornor subsector the Imperial Marines have been tasked with the storming and capture of a secret Zhodani listening base that has been carved out of an asteroid with the Plavan belt.

The force consists of two sections of 6 marines with an officer in command of each section. The Captain is in overall charge. The objective of the mission is to secure the base for specialists to look over the base to discover what was happening.

**Situation:** The base has been abandoned by the Zhodani, however they were unable to make as many trips as they wished to remove everything from the base, and have left the power plant and life-support equipment and 5 robots set to repel all attackers.

Robot 1 and 2 are in the robot maintenance area, room 2, Robot 3 and 4 are in the main cargo hold, room 4, and Robot 5 is in the main personnel staging area, room 6.

**Victory:** The Imperials win if they destroy all the robots. The Zhodani win if they kill the entire Imperial strike force, or repel them from the base.

**Options:** The following can be played to add variety to the scenario or to increase the difficulty if the referee so wishes.

1. Allow multiple players on the Imperial team each manipulating one or more characters. However communications between the PCs is actively being blocked by the Zhodani Warbots. Hand signals or shouting in line of sight must be used by the Imperials for communications.

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