OPERATION VIPER NEST

A Nanolite6 RPG Scenario for 3-6 players set the Space: Above and Beyond setting.

By Jim Alcala Sales

"In space no one can hear you scream...unless it is the battle cry of the United States Marines!" – Sgt. Bougus

Four characters are provided. If you need more, just copy Sanchez and give him a new name.

SERGEANT FRANKS - Space Marine – Unarmed Combat, Automatic Weapons, Ace Pilot

Light Armor 4+

Combat Knife 4+

Assault Rifle by range

Side Arm by range

Comms

Med Pack, 1 action die to shrug off hit

2 Grenades, 2 hits, no armor save

CORPORAL JOHNSON – Space Marine – Unarmed Combat, Automatic Weapons, Explosives

Light Armor 4+

Combat Knife 4

Assault Rifle by range

Side Arm by range

Comms

Med Pack

E4 – 3 small explosives with remote, destroys door, blast door (requires 2), 2 hits no armor save

LANCE CORPORAL SANCHEZ – Space Marine – Unarmed Combat, Automatic Weapons, Medic

Light Armor 4+

Combat Knife 4+

Assault Rifle by range

Side Arm by range

Comms

Med Pack, 1 action die to shrug off hit

Medics Kit, allows Healer Type action

PRIVATE FIRST CLASS – Hicks "Sherman" – Space Marine – Swords, Automatic Weapons, Hacking

"Sherman" is an In Vitro or Tank

Light Armor 4+

Combat Knife 4

Monokhat 5+, 2 hits

Assault Rifle by range

Side Arm by range

Comms

Med Pack, 1 action die to shrug off hit

Rig, allows hacking on door locks, alarms etc.

Scene 1 – Briefing and launch

Chigs have a forward listening post that is guarded by a squadron of fighters and a heavy pulse cannon capable of damaging capital ships. Marines are to fly their hammerheads to the planet, land, gain entrance to the base and upload a virus, then escape.

Main Objective: Upload Virus
Secondary Objective: Disable/Destroy Cannon

Scene 2 – Dogfight

DOGFIGHT RULES – Roll piloting, this determines order of attacks, can only attack those with a lower roll. Range is determined by the piloting roll; 1-2 Long Range, 3-4 Medium Range, 5-6 Short Range. When fighter is destroyed heroes can try to eject. This is an Average 3+ piloting task. Failure means they are killed in the explosion. Make a pilot roll to attack.

Hammerhead

Hits 2/2

Light Armor 4+

Turreted guns, allows shots at opponent who acted immediately before in pilot roll order

Chig Fighter (1 per hero) , 1d6 for piloting rolls

Hits 1/1

Medium Armor 3+

Front Facing Laser Canons

Heavy Pulse Cannon

Long Range, 2 hits

Attacks at the end of each turn.

Scene 3 – Land and get to Chig Base

Make Easy 2+ piloting roll to land Hammerhead without it taking a hit.

10 turns to make it to base
Chig Patrol on 1 on d6 roll each turn, Average 3+ stealth roll to avoid, each critical failure adds another Chig Patrol (1 Chig Trooper per hero)

Chig Trooper – Chig Trooper – Pulse Rifle – Alien Will

Hits 1/1

Chig Armor, Medium 3+

Pulse Rifle by range

Scene 4 – Entry into Base

Door is locked and has a security alarm. Disarming the alarm is an Average 3+ task, hacking the door lock is a Hard 4+ task.

Getting to the main control room takes 5 turns. Roll a 1d6 each turn. On a 1 a Chig Patrol arrives. If the group fights a Base Patrol, the next turn they encounter a patrol on a 2in6 chance. This number climbs each time they fight a Base Patrol.

Base Patrol (2 Chigs as above)

Scene 5 – Main Control Center

Doors to Main Control Center have Alarm and Lock just like other door.

Inside are 3 Chigs, one is a Leader.

Chig Leader – Chig Officer – Pulse Rifle – Alien Will

Hits 2/2

Chig Officer Armor, Medium 3+

Pulse Rifle by range

Chig Short Sword, Medium 3+

Uploading the Virus is a Hard 4+ hacking task

Main Gun can be destroyed by placing 2 E4 charges on main power conduit.

Scene 6 – Leave Base

5 turns to leave base, as before but reset the Chig Base Patrol back to 1in6 where it stays.. The virus is wreeking havoc with communications.

Scene 7 – Make it back to Hammerheads

10 turns As before but additional patrols do not show up on critical failures.

Scene 8 – Another Chig Squadron

But this time there are 2 per hero! Hopefully the group destroyed the Heavy Pulse Cannon.