

## Political Objectives

These were drawn off of Mongooses A Call to Arms Fourm, in this thread <http://www.mongoosepublishing.com/phpBB2/viewtopic.php?t=11310>  
All Credit Goes to those who suggest them, I just complied them.

### **I cannot allow this to happen!**

not allowed to destroy enemy vessels.

### **Stand Down or we will use lethal force!**

must attempt to make each vessel stand down before it can be destroyed.

### **Target their engines and weapons only!**

any critical hit which does not hit engines or weapons is ignored.

### **Diplomatic repercussions...**

cannot let allies/civilians be killed.

### **Its the only edge we have!**

must not use a certain trait.

### **Preserve our forces!**

must leave the field after taking 50% casualties.

### **Thats what makes this war different, we know everyone we kill...**

D3 ships defect to the other side.

### **We cant take much more!**

The enemy ships are replaced from reinforcements in hyperspace after it would normally lose.

### **Join us or die!**

Each ship which stands down to the enemy defects instead.

### **We wont start this fight, but by God we'll finish it!**

The fleet cannot fire until they have been fired upon.

### **Let us take on prisoners! We'll grant you safe passage!**

Crippled enemy ships automatically pass CQ checks to see if they can ram, and destroyed enemy ships always explode.

### **Dont let them report back!**

Enemy ships that flee to hyperspace award VPs to the enemy that would normally be awarded to you.

### **Traitors cannot hide!**

Your ships are infested with (suspected) traitors. The air of suspicion makes everyone obey orders quickly and without question (+1 CQ), but their faith in the current command can waver easily; each failed CQ check takes one away from current CQ. If a ship is crippled or reduced to a skeleton crew then it immediately stands down as it is reduced to infighting or indecision.

### **Today is a good day to die!**

The enemy are crazed! When their ships are crippled they automatically pass CQ tests to ram, and when they are destroyed they will always explode.

### **We offer safe passage!**

The enemy are all humane and soft compared to your fleet and your cowardly crew are all too willing to be captured by them. Any stand down rolls against them are at a +2.

### **You Died .... I Got Better**

You lose 1 Point worth of Ships any PL (opponents choice), due to distrust, but gain 1 Point of ships 2 levels down from scenario PL due to fanatics worshipping you.

This was a table created by one of the users, on the forum. It works well or you can just pick one.

#### Political Complication Table

Roll a D3 then a D6.

1-2:

1. We wont start this fight, but by God we'll finish it!  
The fleet cannot fire until they have been fired upon.

2. Today is a good day to die!  
The enemy are crazed! When their ships are crippled they automatically pass CQ tests to ram, and when they are destroyed they will always explode.

3. We offer safe passage!  
The enemy are all humane and soft compared to your fleet and your cowardly crew are all too willing to be captured by them. Any stand down rolls against them are at a +2.

4. I cannot allow this to happen!  
not allowed to destroy enemy vessels.

5. Stand Down or we will use lethal force!  
must attempt to make each vessel stand down before it can be destroyed.

6. No Complication.

3-4:

1. Target their engines and weapons only!  
any critical hit which does not hit engines or weapons is ignored.

2. Its the only edge we have!  
must not use a certain trait.

3. Preserve our forces!  
must leave the field after taking 50% casualties.

4. Thats what makes this war different, we know everyone we kill...  
D3 ships defect to the other side.

5. We cant take much more!  
The enemy ships are replaced from reinforcements in hyperspace after it would normally lose.

6. No Complication.

5-6:

1. Join us or die!  
Each ship which stands down to the enemy defects instead.

2. Dont let them report back!  
Enemy ships that flee to hyperspace award VPs to the enemy that would normally be awarded to you.

3. Traitors cannot hide!

Your ships are infested with (suspected) traitors. The air of suspicion makes everyone obey orders quickly and without question (+1 CQ), but their faith in the current command can waver easily; each failed CQ check takes one away from current CQ. If a ship is crippled or reduced to a skeleton crew then it immediately stands down as it is reduced to infighting or indecision.

4. Diplomatic repercussions...  
cannot let allies/civilians be killed.

5. No Complication.

6. Roll another TWO complications!