

J. Andrew Keith

INVASION

**GDW**

*The Future of Humanity
Hangs in the Balance*

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Hunger...

INVASION

The Future of Humanity Hangs in the Balance

J. Andrew Keith

2300AD

GDW

Invasion is a **2300 AD** science-fiction role-playing game adventure detailing the course of the Kafer invasion of the French Arm of human space.

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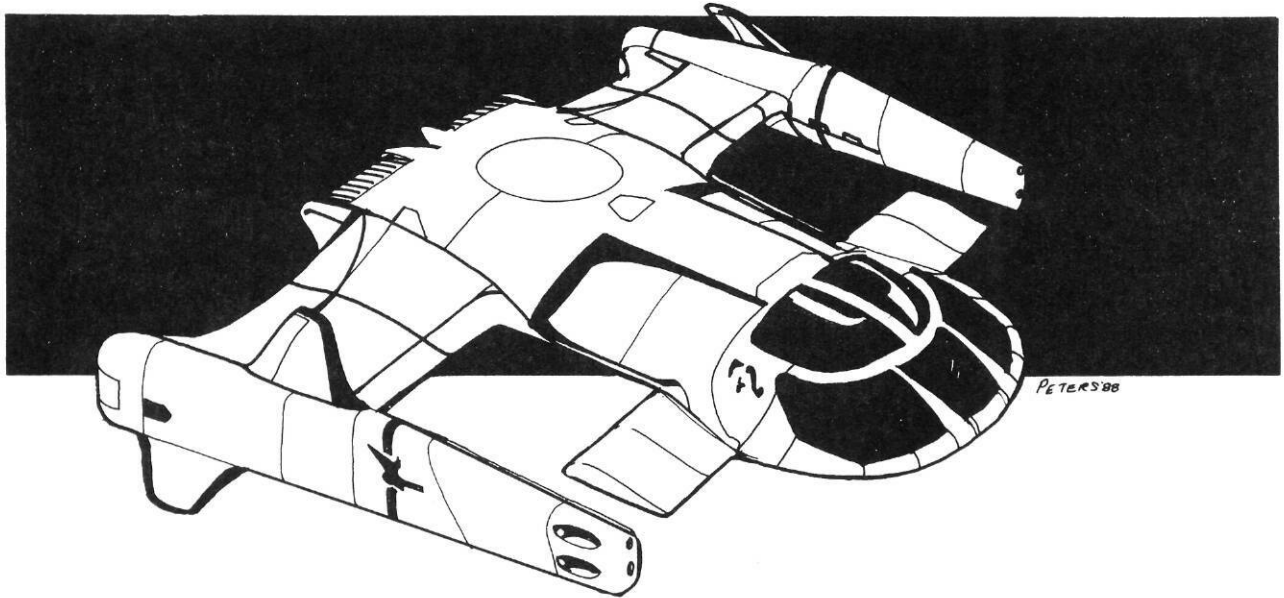
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2300 AD™ is GDW's trademark for its science-fiction role-playing game set in the 24th century.



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Introduction

THE KAFER WAR

2295: *The scientific station at Arcturus reports contact with a ship belonging to a previously unknown alien race. The vessel ignores all attempts at communication and leaves the Arcturus star system.*

2297: *All contact is lost with Station Arcture.*

2298: *Kafer forces invade the Eta Bootis system, defeating Franco-Ukrainian ships in a series of engagements. Kafer ground troops land on the colony world Aurore. Three months later a human fleet disperses the Kafer squadron and reduces the Kafer occupation forces to mere roving bands of raiders.*

2299: *An American cruiser division visits Arcturus, defeating a Kafer battleship at the cost of one of the American ships.*

2300: *American marines are sent to investigate Station Arcture. They defeat a Kafer garrison that they find there and rescue the Kafers' human prisoners.*

STAR CRUISER SCENARIOS

Several chapters in this book contain scenarios for use with Star Cruiser, GDW's boardgame of starship combat, and Ships of the French Arm, a sourcebook of predesigned ships. Alternatively, these scenarios can be adapted for use with the starship combat rules in **2300 AD**, the role-playing game.

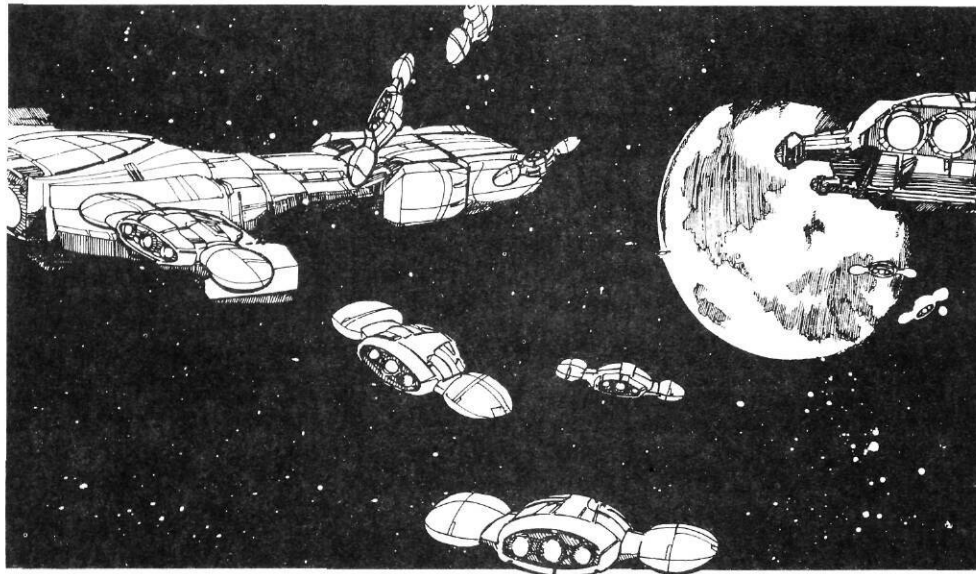
Invasion is a Sourcebook for use with GDW's science-fiction role-playing game, **2300 AD**. It describes the course of a massive invasion of human space by the Kafers, a violent alien race at war with humankind. Along with the basic source material on the war, this booklet outlines adventure situations which will allow a group of player characters to become actively involved in the Kafer War as guerrilla fighters or spacefaring privateers.

Background information on the Kafers and the war to date can be found in several other **2300 AD** products. A basic description of the race can be found in the **2300 AD** rules, and the *Kafer Sourcebook* provides a detailed description of the aliens and their sphere of influence. A number of separate **2300 AD** adventure modules deal with actual Kafer encounters. But this booklet can also stand entirely on its own, since all background information necessary for play is summarized here.

Invasion is divided into the following major sections:

- "Introduction," including a referee's synopsis of events that occur in the book.
- "The Military Situation" early in 2301, prior to the start of the Kafer offensive against the French Arm.
- "Path of Invasion" by which the Kafers advance into human space.
- Several chapters that briefly describe each planet that the Kafers occupy and/or raid and the major military actions and other events of the war. These chapters include many ideas for adventure settings, including, in one case, a description of how players might become caught up in the activities of the starship *Avenger*, a privately owned vessel engaged in a very personal war against the Kafers. Most of these chapters also include space combat scenarios for use with *Star Cruiser*, the **2300 AD** starship combat boardgame. As an alternative, of course, these scenarios can be played using the space combat rules in the role-playing game. The vessels used in these scenarios are a mixture of types from **2300 AD** (the role-playing game), *Star Cruiser*, and *Ships of the French Arm*, with one other, the Kafer *Delta-class*, taken from *Kafer Sourcebook*. If you wish to play a particular scenario and it lists a vessel from a product you do not own, simply substitute a similar vessel that you have plans available for.
- "Adventures in the Kafer War," with emphasis on interlocking this module with ongoing campaigns in the **2300 AD** universe.
- "Encounters in Space" and the nature of such activities as blockade-running, privateer raids, and small starship actions which might be fought by adventuring groups in space during the Kafer invasion.
- "War to the Knife," describing the overall nature of ground combat involving strike teams or guerrilla units that the players might join.
- And a chapter that gives details for several new Kafer ships.

WARNING: IN ORDER TO PRESERVE SUSPENSE, ONLY REFEREES SHOULD READ BEYOND THIS POINT.



REFeree'S SYNOPSIS

This synopsis is intended to give the referee an overview of the events described in this module, including those happening behind the scenes which might have an influence on player characters.

Following their battles with humans at Aurore and Arcturus, the Kafers became aware of the dangerous military potential of humanity. Though politically fragmented by nature, the Kafers took steps to pool their resources and make a massive thrust against humankind before their opponents could invade Kafer-controlled space. Utilizing a previously unsuspected military base that outflanked the powerful human garrison at Eta Bootis, the Kafers launched their assault in the middle of 2301 with a ruthless attack on the German colony world of Hochbaden. The Kafer fleet, far larger than anything previously encountered, cut an effortless swath through the colonial defenses and crippled the world in a matter of days. A counterattack by the Eta Bootis squadrons was repulsed handily, and the French Arm lay open to the invaders.

Kafer forces at Hochbaden contained the remnants of the human forces at Aurore while a major thrust was made deeper into human space. As world after world fell to the Kafers, human resistance began to firm up slowly, but even so, major colonies as far up the Arm as Queen Alice's Star and Neubayern found it impossible to resist. One group of Kafer raiders even managed to reach the Solar system before being destroyed.

The occupation of Beta Canum Venaticorum, Henry's Star, and 61 Ursae Majoris was the high-water mark for the Kafers. Soon after this, however, human fleets gathered in sufficient numbers to defeat the overextended Kafers at Queen Alice's Star, while another force retook Beta Canum Venaticorum and defeated a sizeable enemy fleet there. With these human victories the tide of the war turned, but humankind would face a long and harsh struggle to reclaim the planets lost to their enemies.

Against the broad sweep of war, individual dramas are played out daily. On each of a dozen occupied worlds, humans fight against the invaders in any way they can, forming scattered resistance groups which struggle against overwhelming odds to overthrow their enemies. And while the battleships and cruisers of the giant war fleets clash, smaller ships under daring commanders do what they can to support the war effort by scouting out enemy positions, running blockades to carry supplies and mercenary troops to planet-bound guerrillas, or harrying Kafer convoys in deep space.

The Kafer War has begun, and no end is in sight. For player characters caught in the middle of the chaos and upheaval of the conflict, it is a time of overwhelming dangers, of golden opportunities...and of adventure!

ADVENTURE OPPORTUNITIES

One common theme throughout the events outlined in *Invasion* is the private war against the Kafers being waged by Lord Richard Cathcart, a British aristocrat determined to seek personal vengeance against the aliens. A former ship captain in the Royal Space Navy, Cathcart's wealth and influential connections have allowed him to fit out a small warship, the *Avenger*, to act as a privateer against the Kafers. With the cooperation of a British admiral, Lord Richard is now using this ship to attack Kafer vessels and keep contact between Earth's forces and various occupied planets.

Characters may sign on with Cathcart to join in the fight against the invasion, or they may find that the *Avenger* and her captain are the only way to escape from a Kafer-dominated planet. In either event, Lord Richard can lead the adventurers into a variety of dangerous situations that will bring them face-to-face with the realities of 24th century warfare. In the long run, though, they may find Cathcart's obsession with vengeance to be far more dangerous than remaining on their planet of origin to face the invading Kafer armies and fleets.

The Military Situation

TERRAN PLANS- CAMPAIGN OF 2301

Following the success at the Second Battle of Tithonus and the two successful recon probes to Arcturus, it seemed that the Kafers, beaten decisively, wouldn't be back. Ignoring prominent scientists, several strategists were convinced that the Kafer organizational structure was a monolithic dictatorship which, once defeated, would take several years to reorganize an attack. Convinced that there was no immediate danger of Kafer attack, the multinational fleet in the Eta Bootis system became embroiled in disputes over leadership. This dissension left aggressive officers like Germany's Lutke and America's Parker to take the initiative in probing Kafer-occupied territory, with little support from the more powerful French or Ukrainian contingents. The lethargy of other fleet commanders promised to worsen as other squadrons arrived.

Elsewhere in the French Arm there was little thought of war. Even at Hochbaden, where war scares had been common in the wake of the Aurore campaigns, things were calming down. It seemed that the Kafers wouldn't be back, and there was talk of pushing past Arcturus and teaching "The Bugs" the lesson already taught to the Sung—"Don't push humans around!"

But the Kafers weren't defeated yet....

The fleet assembled off Aurore was probably the biggest collection of fighting ships ever seen in a single star system. There were contingents from France, Germany, the Ukraine, America, and Australia, with additional British, Japanese, and South American squadrons expected daily. Yes, sir, we'd kicked the Bugs out of the EB system, and by God they were going to stay kicked! Aurore was one piece of real estate no alien army was ever going to take for their own—that was something we all agreed about. Fact was, it was about the only thing we agreed on. The squadron leaders spent about as much time fighting among themselves as spacers on leave planetside, and not even the heroes of the Second Battle of Tithonus, Borodin or even Lutke himself, were having much luck in getting anybody to agree on what the fleet should do next. What we needed at Aurore was unity—what we had was an invitation to disaster.

This chapter describes the military situation in the French Arm at the beginning of the Kafer invasion. The referee may use this background information to determine the movement of military forces over the course of the campaign, or as a source for the creation of *Star Cruiser* scenarios. In addition, the material provides an overview of how humanity perceived the situation at the Kafer frontier on the eve of the enemy invasion. Referees can convey to their players a sense of tension which is building in the French Arm by revealing some of this information through news reports or encounters with military units during the opening sessions of the *Invasion* campaign.

The following abbreviations are used: BB (battleship), BC (battle cruiser), CG (missile cruiser), CV (fighter carrier), DD (destroyer), FF (frigate), KAC (Knight of Alice's Cross, a British order established by Queen Alice in 2164), KCB (Knight Commander of the Bath—one ranking of the Knights of the Bath, a British order established by King George I in 1725).

HUMAN MILITARY DISPOSITIONS, SUMMER 2301

The following list includes human military vessels which were present in the French Arm as of 1 June 2301:

At Eta Bootis

French Squadron: (Under Contre-Admiral Jean-Paul Bertrand) *Tallyrand* (BB) (Carries 3 Mistral-class fighters), *Bassompierre* (CG), *Duperre* (FF), *Kersaint* (FF).

Ukrainian Squadron: (Under Kontr-Admiral Sergei Sergeivitch Borodin) *Konstantine* (CG), *Kirovograd* (FF), *Azov* (FF).

German Squadron: (Under Kommodore Wilhelm Lutke) *Bismarck* (BC) (carries 1 Gustov-class fighter), *Hamburg* (CG), *Sachsen* (FF), *Thuringen* (FF).

American Squadron: (Under Rear Admiral David F. Parker) *Jefferson* (CG), *Temptress* (FF), *Spitfire* (FF).

Australian Squadron: (Under Commodore Alexander Shane) *Bushranger* (DD), *Kangaroo* (FF).

At Hochbaden

German Defense Squadron: (Under Kapitan Wolfgang Buchfellner) *Magdeburg* (FF), 6 Gustov-class fighters.

At DM + 36 2393

German Defense Squadron: (Under Kapitan Gebhardt von Mannheim) *Brandenburg* (FF), *Leipzig* (FF).

At Beta Comae Berenices

French Squadron: (Under Capitaine Giles Garand) *Marshal Suchet* (DD), *Castiglione* (FF).

British Squadron: (Under Commodore Sir Kevin Connors, KAC) *Defiance* (DD), *Indefatigable* (DD), *Achates* (FF), *Ulysses* (FF) (in transit to Eta Bootis).

At Kimanjano

French System Defense Squadron: (Under Colonel Louis LaFleur) 52 *Martel-class* fighters.

At Beta Canum Venaticorum

German Squadron: (Under Kommodore Horst Waldermann) *Admiral Hipper* (CG), *Seydlitz* (DD), *Lutzow* (DD), 6 *Gustov-class* fighters.

French Squadron: (Under vice-admiral Ferdinand Rochemont) *Richelieu* (BB), *Marshal Ney* (DD), *Marshal Foch* (DD), *Austerlitz* (FF), *Imperieuse* (FF), *Tonnant* (FF).

British Squadron: (Under Captain William Colliers) *Renown* (DD), *Andromeda* (FF), *Medea* (FF).

At 61 Ursae Majoris

German Squadron: (Under Kommodore Ernst Roehler) *Bavaria* (BB), *Admiral Scheer* (CG), *Hannover* (FF), *Kassel* (FF), **Holstein** (FF).

Japanese Squadron: (Under Rear Admiral Matsumo Nakajima) *Agano* (CG), *Terutsuki* (DD), *Hibiki* (DD), *Sendai* (FF), *Inadzuma* (FF), *Natsutsuki* (FF).

Elysian Squadron: (Under Capitaine Henri St. Germaine) *Liberte* (FF), *Peuple Sovereign* (FF).

At Xi Ursae Majoris

Trilon Defense Force: (Under Flight Officer Roger Altman) 6 'X-2296-dass fighters.

At Vogelheim

British Peacekeeping Force: (Under Captain Richard Parsons) *Camperdown* (DD).

American Peacekeeping Force: (Under Captain John Gsell) *Reagan* (CG).

Australian Peacekeeping Force: (Under Captain Shauna McMichaels) *Brisbane* (FF).

French Squadron: (Under Capitaine Maurice DeMarre) *Foudroyant* (FF).

German Squadron: (Under Kapitan Lutz Brecht) *Schleswig* (FF).

At Beowulf

British Squadron: (Under Vice Admiral Sir Charles Graham, KBC) *Victory* (BB) (Carries 3 *Harrier-class* fighters), *Nelson* (CG), *Montrose* (CG), *Robust* (DD), *Calliope* (FF), *Ariadne* (FF).

French Squadron: (Under Capitaine Nicholas Jean-de-Dieu Monet) *Marshal Bouvier* (DD), *Marshal Marsin* (DD).

At Earth

British Naval Forces: (Under Admiral Sir Trevor Mountjoy, KBC) 1 CV, 1 BB, 1 BC, 5 CG, 7 DD, 12 FF, 38 fighters.

French Naval Forces: (Under Admiral Jean-Claude Lemoyere) 1 CV, 2 BB, 8 CG, 1 5 DD, 19 FF, 61 fighters.

German Naval Forces: (Under Admiral Kurt Mueller) 1 BC, 4 CG, 5 DD, 8 FF, 1 5 fighters.

American Naval Forces: (Under Admiral Lisa Elkhart) 1 BB, 7 CG, 9 DD, 12 FF, 10 fighters.

Ukrainian Naval Forces: (Under Admiral Yuri Vasilyvitch Leonov) 2 CG, 5 FF.

Russian Naval Forces: (Under Admiral Stefan Stefanovitch Kuryakin) 5 FF.

KAFER DEPLOYMENT, SUMMER 2301

The following list details Kafer naval forces in three major battle fleets available for commitment in the French Arm (nomenclature reflects human Intelligence labels):

Task Force Yankee: (Based at Ross 52) 2 *Delta-class* battleships, 2 *Improved Alpha-class* battleships, 5 *Alpha-class* battleships, 5 *Beta-class* battleships, 1 2 *Epsilon-class* cruisers.

Task Force X-ray: (Based at DM + 19 2881) 1 *Delta-class* battleship, 1 *Improved Alpha-class* battleship, 3 *Beta-class* battleships, 6 *Epsilon-class* cruisers.

Task Force Zulu: (Based at DM+ 18 2776) 3 *Delta-class* battleships, 4 *Improved Alpha-class* battleships, 4 *Alpha-class* battleships, 7 *Beta-class* battleships, 12 *Epsilon-class* cruisers.

KAFER PREPARATIONS

What humanity did not realize from its initial conflicts with the Kafers was that the aliens had not yet applied anything near their full attention to the war. A single Kafer leader had started the war with humans, hoping to gain power and position in Kafer society. In the end, that leader's defeats turned out to be more effective for the Kafers than victory—humans had been proven dangerously cunning, and the Kafers' racial fear of smart, savage barbarians overwhelming their civilization brought the other Kafer nations together as few things had ever done before. The Kafers determined to return to human space and destroy the threat of human conquest, and they intended to do so quickly and decisively.

The other major human misconception was the belief that the Kafers were confined to a position somewhere beyond Arcturus. In fact, immediately after their first contact with humans at Arcturus, the Kafers had established a clandestine base at DM+ 18 2776, and neither the human fleet at Eta Bootis nor the human patrols now being mounted around Arcturus itself would notice the significant build-up of enemy ships at their doorsteps. Eta Bootis and Aurore weren't real estate a Kafer would want...their aim, now, was nothing less than the annihilation of humankind, and to that end their ships were already gathering as humanity marked time in blissful over-confidence.

The Path Of Invasion

INVOLVING THE ADVENTURERS

The referee does not need to depend on coincidence to draw players into the situations presented in *Invasion*; it is easy to manipulate events so that they are on the spot when trouble breaks out—even after the war begins and smart players are planning a quick vacation to the far end of the Chinese Arm for the duration.

First of all, several previous 2300 AD adventure modules present reasonable ways to lure the group out onto the Kafer frontier, and referee-created adventure situations can be used in similar fashion long before the threat of war becomes a reality. Once the war does flare up, keeping characters in position is easy. Unless they are already interstellar celebrities with fame and fortune enough to command special treatment, they will find the war scare a major roadblock to any hopes of escape. There is only a limited number of ships out of any threatened world, and there is the competition of thousands, even millions of like-minded refugees to contend with. In the face of this, the group may be in for some harrowing adventures long before the first Kafer ship ever closes with their planet.

"...Although official Imperial spokesmen refused to comment, reliable sources inside the French War Department have indicated that the war on the Kafer frontier will soon be heating up. According to one report, Vice-Amiral Rochemont's powerful squadron has already received orders to reinforce the Eta Bootis garrison and then proceed, with an undisclosed number of ships, to launch a probe beyond Arcturus. Rochemont, remembered as the hero of the battles of Xiuning Station and Joi during the Central Asian War, is currently flying his flag aboard the new battleship Richelieu. By all accounts this transfer of command should spur the other forces already at Eta Bootis to renewed efforts against the Kafers."

—From the ABN Evening News Report, 28 May 2301.

SETTING THE STAGE FOR WAR

Invasion is designed to form the background against which an entire 2300 AD campaign can be played. The information contained in *Invasion* is intended to assist the referee in developing the interaction between the history of the Kafer attack on the French Arm and the actual activities and movements of a group of players. This book traces the course of the Kafer War from the start of the invasion, beginning early in June 2301, up to the Kafer offensive's high-water mark at the crucial Battle of Beowulf nearly a year later.

A separate chapter is devoted to each star system attacked by the Kafers, describing the effects of the war on the colonies and outposts at that location. In this way, the referee can accommodate the characters to the events of the conflict as they unfold. For every system discussed, an similar format is used. Each chapter begins with a news bulletin describing the first arrival of Kafer forces to the system. Following this is a series of short summaries of the situation on the system's major world before, during, and after the arrival of the Kafers. Each chapter ends with a world status sheet that provides a map to the planet as well as important information concerning the system it lies within. Sidebars include descriptions of military leaders and/or guerrilla commanders and units of particular importance on the planet in question, plus *Star Cruiser* scenario outlines where appropriate.

Naturally, only the broadest possible information is given on each world; potentially, the occupation of any system by Kafer troops could be the basis for one or more entire modules, but it is not possible to go into such detail here. What *Invasion* does is provide the framework and the timetable for the war; the referee should provide additional detail as needed.

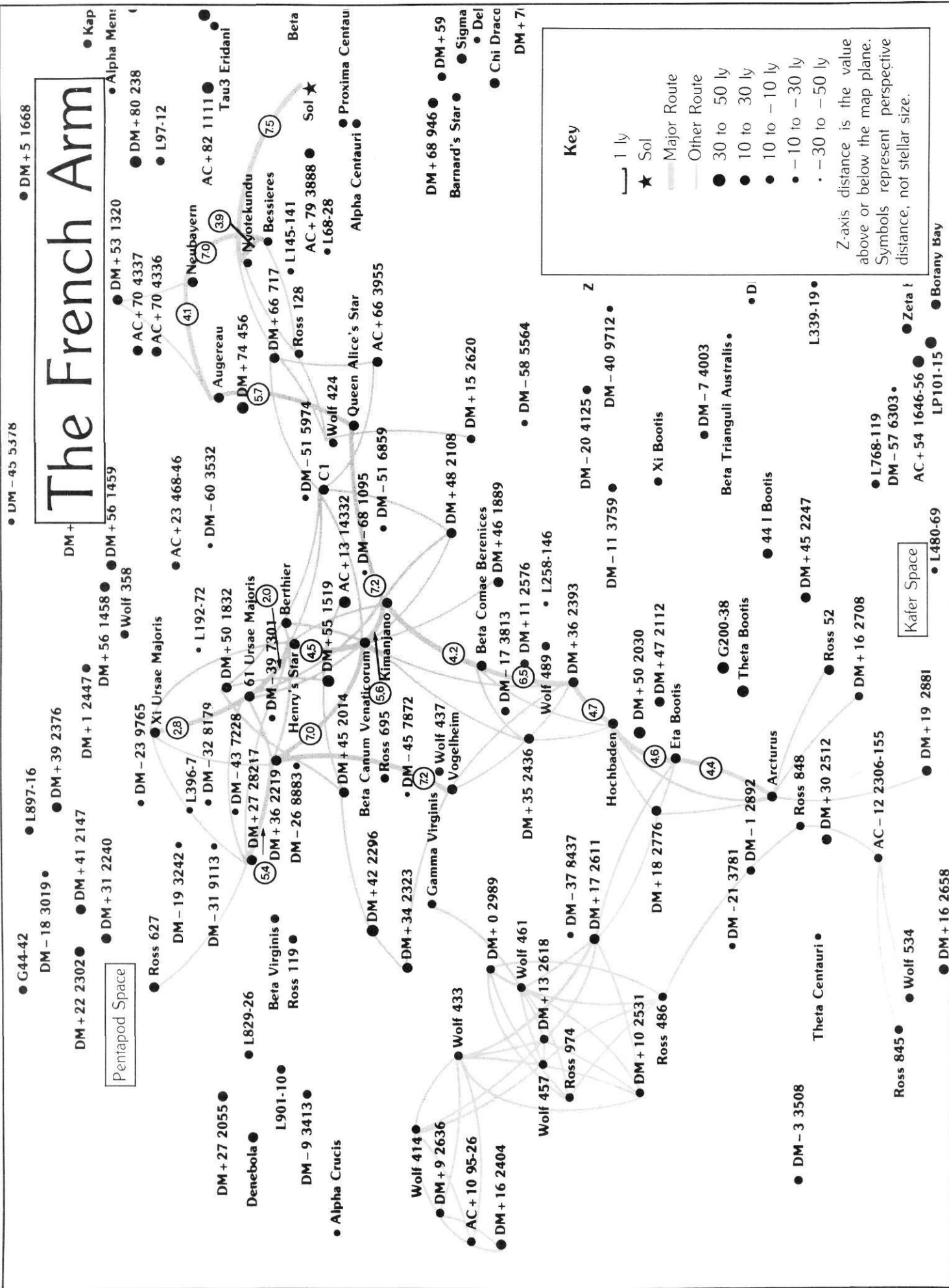
SPREADING THE NEWS

Even before they actually become victims of a Kafer attack, players will hear news of the war. The news reports detailing events at each planet should be read to the players as their characters would learn of them (depending on their location and the distance the news has to travel). In some cases, the referee will have to use discretion in determining which messages go through; for instance, after the fall of Beta Canum Venaticorum, news from Vogelheim, 61 Ursae Majoris, and other stars in the region will be scant, and word will rarely reach Terra of events in the Eta Bootis system once that system is isolated. Refer to the Communications Table on page 57 for a general idea of how long news takes to filter between the human colonies; note that some interpolation will be necessary to determine when messages reach outpost worlds. Keep in mind, too, that ships in interstellar space will not pick up any messages until after they reach their destinations.

GETTING STARTED

Invasion begins with a surprise attack against the German colony at Hochbaden, so this is the first colony chapter provided. Thereafter the other chapters are laid out in the order in which they first play an important part in the war, though each section does contain information which spans the whole course of the campaign. Following the colony chapters are other chapters presenting general rules, information, and scenario ideas not linked to any one world.

The French Arm



Hochbaden

A DESPERATE RACE (Star Cruiser Scenario)

Date: 4 June 2301

Background: The German frigate Madgeburg and four Wespe-class fighters were patrolling Hochbaden system when the first ships of the Kafer invasion fleet struck. Although the human vessels immediately made a dash for the colony world, the frigate was much slower than the Beta-class battleships pursuing it, and the German fighters were unwilling to abandon it to fight the Kafers alone.

Set-up: The German vessels set up along the line where the map boards meet, facing one edge of the combined map; the Kafers then set up on the opposite edge. The Kafers get to launch one flight of missiles and move them one turn's distance before play actually begins.

Special Rules: None.

Victory: The Kafers gain one victory point for each fighter destroyed and five points for the frigate. The Germans get one point for each fighter that escapes off the far map edge, five points for the frigate, and one point for each Kafer ship disabled. High score wins.

Intruder: Kafer.

4 Beta-class BC(CQ -2) with 20 Whiskey-type missiles each.

Native: Germany.

Magdeburg (Saschen-class) FF (CQ + 1) with 12 German SR-9 missiles.

4 Wespe-class fighters (CQ +2).

Kolonie Zwei, Hochbaden (2 June 2301)—Unconfirmed reports filed by the crew of the merchant ship Beau Soliel indicate the arrival in the Hochbaden system of a large number of starships of unknown origin. The merchant ship, outward bound from the German colony, detected on deep-space sensors multiple traces approaching the inner system from near Sturm-welt, the system's only gas giant. According to Capitaine Michel Foures, these traces "moved in formation like a battle fleet." Foures did not linger in-system to positively identify the incoming vessels.

Although some alarmists insist that this is a Kafer attack force, informed sources have indicated that the Beau Soliel contact was probably with the British squadron under Commodore Sir Kevin Connors, which was dispatched to reinforce the units at Eta Bootis last month. War hysteria has swept over Hochbaden on more than one occasion, most notably during the so-called "Kafer Riots" of January 2299, which claimed 89 lives.

Kolonie Zwei, Hochbaden (5 June 2301)—Colonists were taken totally by surprise by yesterday's sudden and savage assault on the Hochbaden system, an assault made by a large fleet identified as belonging to the Kafers. According to refugees, the German frigate Magdeburg was lost with all hands while attempting to fight off four Kafer battleships. After this, Kafer ships attacked orbital complexes circling the planet and unleashed a nuclear bombardment of Kolonie Zwei itself. No further details are available at this time. German officials dubbed the attack on Kolonie Zwei an "atrociousness perpetrated by savages" and vowed to mobilize all German resources to strike back at the Kafers. One government source, who asked to be left unnamed, went on to denounce the French as "the true authors of this disaster" because of the notable lack of activity of the French fleet at Eta Bootis.

Kolonie Zwei, Hochbaden (12 June 2301)—Another shipload of refugees fleeing the Kafer attack on the German frontier colony reached Beta Comae Berenices today with further details of the alien assault on that unfortunate world. According to survivors of the holocaust, Kafer extermination of human colonists has been conducted with an absolute disregard for all concepts of mercy. All reported fighting has been by bombardment; apparently no assault troops have been landed, and the Kafers evidently have given no thought to the capture of industrial facilities or prisoners. However, there are indications that a few colony sites were overlooked by the Kafers, suggesting the possible existence of an unknown number of human survivors.

Among the reported casualties in the fighting to date are Lady Helena Cathcart and her son Brian. Lady Helena was the wife of Lord Richard Cathcart, brother of the Duke of Alicia. She was 32.

BEFORE THE INVASION

Because Hochbaden is located near the very edge of the French Arm, it was only natural that it would be touched by the Kafer War much sooner than worlds closer to the Core. With embattled Aurore only five days' journey away in the Eta Bootis system, the citizens of Kolonie Zwei were all too aware of the fact that their world might be the next target of Kafer attacks. Indeed, for three months in 2298, Aurore was actually occupied by the Kafers, and during that time the Ukrainian and French squadrons that had been defeated and driven away from Eta Bootis based themselves at Hochbaden. This brought home to the colonists the full impact of the colony's exposed position, causing a gradually escalating tension. During this period, with the cooperation of the two naval squadrons, extensive upgrading of colonial defenses was taken in hand.

Even after the departure of the fleet and the subsequent human victories at Eta Bootis, the spectre of war continued to hover over the colony. In January 2299, the failure of a deep-space sensor satellite sparked the "Kafer Riots" which swept through Hochbaden for two solid days. Panic spread like wildfire as desperate citizens tried to seize ships and escape a Kafer fleet reported to be as many as 60 ships strong. After the deaths of 89 people, the loss of four ships, and injuries to hundreds of colonists, the panic subsided. The government response was to adopt

a firm "business as usual" policy aimed at reducing tensions.

Reports of human victories over the Kafers were widely disseminated among the populace, downplaying the Kafer threat. Word was that the enemy was beaten, the fleet at Eta Bootis would stop anything else that crossed the frontier, and new campaigns to carry the war into enemy territory would start soon. As a further measure in the effort to deter panic, a law was passed that false reports of Kafer ship sightings, or the spread of attack warnings without prior government authorization, would be punishable by deportation from the colony, as well as by seizure of assets.

THE KAFER ATTACK

The Kafer attack on Hochbaden, when it did come, caught the colony largely by surprise. Although some human ships had made contact with a large fleet of unknown origin on 2-3 June, none had made any attempt to file reports with the colonial government; fear of government reprisal in the event of a mistaken report caused private shipowners to keep their observations to themselves. One report was filed but ignored by a communications clerk at Kolonie Zwei Control. As a result, the Kafers discharged and refueled stutterwarps with impunity around the gas giant Sturmwelt before launching their attack, a sudden strike shielded by the system's star until it was almost too late to act. The defense offered by the German frigate *Magdeburg*, supported by four fighters, was a disaster; the frigate, heavily outgunned, was destroyed almost immediately, though one Kafer battleship was seriously damaged. With that, the wolf was in the fold with a vengeance; Kolonie Zwei was doomed.

Fighting around the scattered orbital complexes at Hochbaden continued for four days. Each one held out as long as possible, using recently mounted defenses to good effect against Kafer battleships. The fighting cost the Kafers two *Alpha*-class battleships and three cruisers, plus an unknown number of fighters, but in exchange, the Kafers rendered uninhabitable every colony complex they found. Saturation bombardment of dome cities was also maintained throughout this period. Every man, woman, and child in the Hochbaden colonies died (except for those who escaped in fast ships during the early stages of the fighting). Though in a few cases the Kafers failed to target small domes or habitats, these survivors, with the rest of the colony gone and contact with other systems cut off, merely exchanged quick deaths for slower ones through starvation, life support failure, and the like.

AFTER THE INVASION

For all intents and purposes, the human colony on Hochbaden was completely eliminated by the Kafer attack. On 16-18 June 2301, the Eta Bootis squadrons launched a probing attack into the system, but rear elements of the Kafer invasion fleet defeated them in a hard-fought battle and drove the human force back to Aurore. This was the last large-scale fighting of the Kafer War to occur in the Hochbaden star system, though as a natural choke point in the jump routes between Sol and Eta Bootis, it saw several clashes between smaller ships attempting to keep open the lines of communication between the besieged fleet at Aurore and other human forces closer to home.

ADVENTURE POSSIBILITIES

Characters starting at Kolonie Zwei will be faced with mass panic in the face of the enemy attack. An entire adventure session might be built around the group's escape from Hochbaden. Will the adventurers stop to take on refugees or will they abandon the colonists? Some people will be offering sizeable rewards for passage off Hochbaden, but government officials might well decide to appropriate a group's ship for their own purposes. And if they lack a ship, how will they get a berth among all the other refugees? Later visits to the occupied Hochbaden system may be required to get in touch with besieged Aurore, either on government business or for personal reasons. Another mission might be to locate survivors of the Hochbaden invasion in undamaged colony sites.

The Kafers show little interest in occupying Hochbaden for its industrial potential. However, the system is a key strategic point in their military planning, both as the base of operations for their main fleet operating further up the French Arm and as the linchpin in the isolation of the human forces at Aurore. As a result, the fleet designated as Task Force Yankee remains based around Hochbaden for much of the invasion campaign.

COMMENTS

A desert world, Hochbaden is far from ideal colonial real estate. National pride prompted Bavaria to establish the colony as a model of superior Germanic technology. Much of the colony is housed in orbital complexes—either artificial spin habitats or hollow asteroids. About half the population, however, was established in dome cities on the planetary surface.

Hochbaden's industries include extensive manufacturing of electronics, computers, satellite systems, and energy weapons. Raw materials and food are still imported from other planets, and the fragile ecosystems of orbital and dome city centers alike are prone to disaster in the event of almost any kind of catastrophe.

THE CREW OF THE AVENGER

When creating adventures involving the *Avenger*, the referee may want to create more NPCs to serve as crew alongside the player characters. The ship carries a total crew of 16 members, and in the confines of the ship, it is expected that the PCs would get to know them all.

Generally, Lord Richard Cathcart will be an NPC, but if a skilled role-player is at hand he might instead be developed as a player character. Lady Sandra, Lockhart, and Reiser could also be so developed as player characters, or the latter two could be replaced by different PCs with similar skills if the referee so desires.

When developing crewmembers, keep in mind the nature of the positions open aboard the *Avenger*, which is an Exeter-class system defense boat (see Ships of the French Arm) with the addition of an externally slung American SIM-14 missile pack (see Star Cruiser). (The only performance changes to the ship as a result of the pack's addition are that warp efficiency drops to 1.96 and streamlining drops from a lift value of 1.0 to a value of 0.5.) But most especially, the referee should take some time to develop NPC crewmembers who will interact in an interesting fashion with Cathcart, with the characters, and with each other.

ABOARD THE AVENGER

One of the results of the Kafer attack on Hochbaden was, of course, the death of Lord Richard Cathcart's young wife and son. Because of this, Lord Cathcart is now consumed with a need for vengeance against the Kafer race. He has outfitted and crewed a private ship for just this purpose, and if the referee desires, the player characters might be offered a place within this crew. Cathcart can be encountered at any world along the French Arm at some time during the war, including Eta Bootis. *Avenger's* most important crewmembers are described here.

Lord Richard Cathcart

Consumed by hatred for the Kafers, Cathcart is a bitter, lonely man. His one desire is to kill the aliens, and to this end he will drive himself, his ship, and his crew beyond all reasonable limits. The obsession begins at a relatively mild level, but grows steadily as time progresses, until the aristocrat ultimately ends up taking risks most people would consider insane. Cathcart's one surviving link with reality is his niece, Lady Sandra Cathcart, who is the only person on board the ship who can talk him out of particularly foolish schemes.

Cathcart is a Veteran NPC in the Space Military Career.

NPC Motivation Results: *Club Jack:* Cathcart is subject to sudden, violent, and uncontrollable rages, particularly when Kafers are around. *Spade Queen:* Cathcart will let nothing stand in the way of his vengeance, and will manipulate, bully, cajole, or even lie to his crew to achieve his ends. Should Lady Sandra die, or if he is frustrated in his search for vengeance, the provisions of *Major Joker* (hopeless insanity) will also apply.

Lady Sandra Cathcart

Serving as one of the *Avenger's* computer operators, Lady Sandra is Lord Richard's niece and confidante. Though spoiled and often arrogant, recent experiences during her period of service aboard the mining station *Andrew Carnegie* at Nyotekundu (see *Nyotekundu Sourcebook*) have helped Lady Sandra to mature, and she is now a valuable crewmember.

Lady Sandra Cathcart is an Experienced NPC in the Academic Career.

NPC Motivation Results: *Spade Jack:* Lady Sandra is often pompous and arrogant, clearly considering herself superior to others. This is a tendency she fights, but she isn't always successful. *Heart Queen:* She loves her uncle and would sacrifice herself to save his life.

Roger Lockhart

First Officer on the *Avenger*, Lockhart is an old friend of Lord Cathcart's from their days in the Royal Space Navy. An efficient and conscientious man, Lockhart is torn between his loyalty to his old friend and his duties to his ship and crew. Cathcart frequently places Lockhart squarely in the middle of this conflict of values by running unnecessary risks, and the First Officer has his hands full trying to minimize the hazards they run without directly opposing Cathcart.

Lockhart is a Veteran NPC in the Space Military Career.

NPC Motivation Results: *Club Ace:* Lockhart is a natural military leader, with an instinctive grasp of starship tactics. *Heart Jack:* He is very wise, and offers good advice—though Cathcart doesn't always take it.

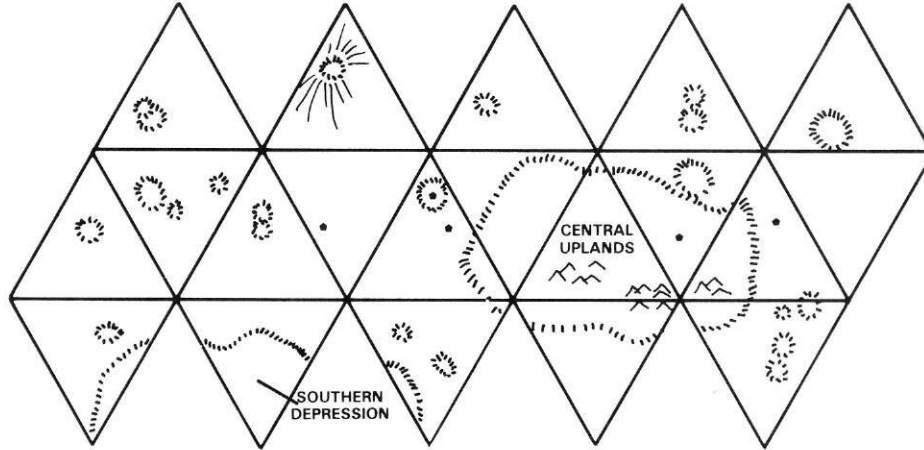
Hermann Reiser

Reiser is the "commander" of *Avenger's* "ship's troops," meaning that he leads the off-shift members of the bridge crew in boarding operations or missions on planetary surfaces. A former captain in the Bavarian Space Marines Corps, Reiser was forcibly retired from the service for political differences with the United German regime following the War of German Reunification. He is a born fighter who has missed his comrades and his old vocation these past several years. He is now determined to prove his skill and courage serving with Lord Richard in hopes of using Cathcart's connections to win a new commission in some other government's service. To avoid confusion with the ship's captain, Reiser now styles himself "Major."

Hermann Reiser is an Elite NPC in the Space Military Career.

NPC Motivation Results: *Spade Queen:* Reiser is manipulative, seeking to exploit his association with Cathcart. *Club 10:* Reiser loves a fight and is highly skilled in combat and leadership.

Hochbaden

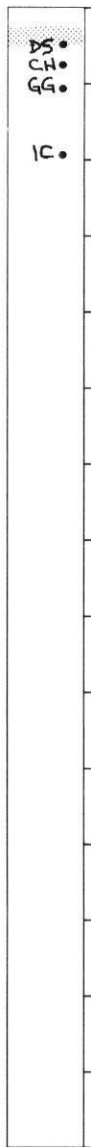


SCALE

1 Triangle Side =
4500 km.

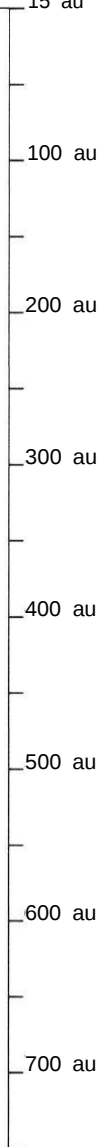
Inner System

Primary



Outer System

15 au



TERRAIN KEY



OPEN



HUMAN
SETTLEMENTS



MOUNTAIN



CRATER



RECENT IMPACT



STAR DATA

Primary: Name HOCHBADEN Spec. Class K6V Mag. 7.5021
X, Y, Z Coords. -24.9, -12.6, 14.3 Radius 0.556 Mass 0.72
Luminosity 0.072 Effective Temp. 4000 °K
System Nature BINARY

PLANET DATA

Name HOCHBADEN Dist. from Primary 0.4 au
Size 7158 km Core Type ROCKY
World Type DESERT Surf. Grav. 0.29 Escape Vel. 3.23 km/s
Atm. Press. 0.31 ATM Avg. Temp. -10 °C Water Presence > 1 %
Atm. Composition CO2 67 (%) N2 29 (%) AR 4 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
<u>KOLONIE ZWEI (GER.)</u>	<u>2231</u>	<u>4127</u>	<u>Sci</u>	<u>OT, OF, SPS, RP, HI, F, MN</u>

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

Eta Bootis

COMMENTS

As a target of Kafer aggression in the 2298 campaign, *Aurore* suffered heavily during orbital bombardments and ground fighting. *Novoa Kiyev*, the Ukrainian colony, was hardest hit, and at least a million people in that region of the planet died. Independent *Tanstaaf* has been hit by periodic Kafer raids ever since the invasion, but remains strong enough to survive, along with the French colony of *Aurore* proper.

Large numbers of Kafer soldiers were left alive on the planet after the defeat of their fleet at Second *Tithonus* (1 July 2298). These remain an ongoing problem for Terran and colonial military forces to this day.

Aboard the *Tallyrand*, *Tithonus Orbit* (10 June 2301)—Preparations are now under way to send the ships of the Defense Fleet into action against the Kafers, which are reportedly attacking the *Hochbaden* system. Contre-Amiral Bertrand today announced that the full weight of the fleet (less the Australian vessels *Bushranger* and *Kangaroo*, still on patrol near *Arcturus*) will be dispatched to overpower the Kafers before they have a chance to tighten their hold on another human planet. Kommodore Lutke, commanding the German contingent, is to have the honor of commanding the first wave of the attack.

Aboard the *Bushranger*, Outer EB System (13 June 2301)—Reports from the Australian squadron indicate that a massive force of Kafer vessels has entered the *Arcturus* system, presumably with the intention of striking at *Eta Bootis*. A fast courier has been dispatched to recall Contre-Amiral Bertrand and his fleet, which left for *Hochbaden* yesterday. All citizens of the *Aurore* colonies are urged to prepare themselves for renewed hostilities, which could break out in a matter of days. Trust in God!

***Aurore*, *Eta Bootis*: (13 July 2301)**—Thanks to the captain and crew of the French-registry merchant vessel *L'Orient*, we may now announce with certainty that *Eta Bootis* continues to hold out against the Kafer onslaught. That ship, departing *Aurore* on the 13th of July, has managed to avoid numerous hardships and dangers to bring tidings of *Aurore* to the rest of humankind.

According to dispatches from the commanders of the Allied squadrons at *Eta Bootis*, the French Imperial battleship *Tallyrand* has been lost, together with Contre-Amiral Bertrand and all hands, in a bitter fight at *Hochbaden*. However, at least 10 Kafer vessels of various types and sizes have been destroyed in a series of running battles masterminded by Kontr-Admiral Borodin of the Ukraine and Kommodore Lutke of Germany. *Aurore* remains secure from Kafer arms.

BEFORE THE INVASION

Aurore, at the time of the Kafer attack on *Hochbaden*, was considerably better prepared for conflict than most other worlds in human space. After three years of fighting Kafers, the time for senseless panic or false confidence had long since passed.

Kafer troops continued to roam *Aurore*, most of them centered in the occupied parts of *Novoa Kiyev*. In the territories around *Tanstaaf* and French *Aurore* itself, military campaigns had reduced the largest bodies of enemy troops, though some war bands were still to be found. These Kafers, cut off from higher leadership and from contact with their own kind, had been reduced to a menace roughly equivalent to the various native predatory animals and other natural hazards of the planet.

Aurore, at the time of the Kafer attack on *Hochbaden*, was considerably better prepared for conflict than most other worlds in human space. After three years of fighting Kafers, the time for senseless panic or false confidence had long since passed.

Meanwhile the human naval squadron had frittered away almost three full years with very little to show for its time or presence. The French admiral, Bertrand, was nominally the commander-in-chief of the mixed force, but he was a better bureaucrat than he was a military leader—he preferred not to commit his ships or men to any risky venture. Borodin, the Ukrainian commander, was a tactical genius, but lacked the confidence and drive to push his colleague into positive action, while Lutke, the third of the heroes of Second *Tithonus*, had little stomach for manipulating the others now that he had earned the credit for his German squadron's part in liber-



ating Aurore. With two other squadrons on hand, the command structure had become even more divided than when the counterattack was launched on Aurore in 2298. Although patrols were being sent out on an irregular basis to monitor Arcturus, there was little in the way of planning for the grand follow-up assault into Kafer space long proclaimed by the Earthside media.

News of the fall of Hochbaden finally galvanized even Bertrand into action. With uncharacteristic energy, the Frenchman mustered the fleet and left Tithonus orbit for Hochbaden within 24 hours of receiving the news of the assault on Kolonie Zwei. It was only shortly thereafter that the Australians returned from their patrol of Arcturus with the startling announcement that another Kafer fleet was on the verge of attacking. A courier vessel was sent to recall the fleet en route to Hochbaden, and all Aurore shifted over to a total war footing, with constant civil defense drills and feverish preparations for orbital bombardments and ground fighting. This time, the populace would not be caught off guard.

THE SIEGE OF ETA BOOTIS

To the surprise of every colonist on Aurore, the Kafer fleet from Arcturus did not arrive hard on the heels of the Australians. Nearly a week after the warning arrived there was still no sign of attack, although there was no easing of preparations by the colonial governments.

Meanwhile, Bertrand and his fleet were fighting the Kafers at Hochbaden. The human fleet reached the occupied system on 16 June, engaging Kafer pickets near the gas giant of Sturm-welt. Unhappily, the humans had arrived too late to stop the bulk of the enemy fleet from pushing on up the French Arm, and faced only a small garrison force—mostly damaged battleships and a few cruisers. In the running battles that followed, Bertrand, ignoring the advice of Lutke and Borodin, allowed his squadrons to become divided while pursuing defeated Kafer vessels in towards Alderhorst. When the humans least expected it, they ran into an enemy counterattack that exploited this division with the best of Kafer tactical skill.

Eager to redeem his tarnished reputation, Bertrand had arrogantly assigned the German and Russian squadrons to reserve status, but allowed his own ships to quickly outrun those reserves in the quest for total victory. In consequence, it was the French and American squadrons that bore the brunt of the Kafer counterattack. The Second Battle of Hochbaden (18 June 2301), like First Tithonus, cost the French Empire a first-line battleship when *Tallyrand*—and Bertrand with her—was destroyed. A French and an American frigate were badly damaged in the fighting as well. Borodin, reluctantly taking the chief command, might still have pulled off a victory if the Kafers had not received a massive wave of reinforcements. This was the Kafer fleet from Arcturus, designated Task Force X-ray, arriving as a garrison force behind the main Kafer advance.



CONTRE-AMIRAL JEAN-PAUL BERTRAND

An elderly officer with an undistinguished record, Bertrand was previously second-in-command to Vice-Amiral DuBoise, who died aboard his flagship in the battle that saw the Kafers capture Aurore. DuBoise had been a lethargic officer at best, but Bertrand has proven even less distinguished—he is little more than a bureaucratic paper-pusher now responsible, quite against his wishes, for the safety of the Bootis frontier. He is frail, silver-haired, and indecisive in manner.

Bertrand is an Experienced NPC in both Space Military and Administrator Careers.

NPC Motivation Results: Club Queen: *Bertrand is stubborn and pig-headed—nearly impossible to persuade. He becomes contrary and irritable when pushed too hard.* Diamond Jack: *Bertrand is also a coward, not so much physically as morally. He is reluctant to commit himself or his squadron to any action, and he spends most of his time agonizing over decisions.*

THE OVEREAGER ALPHA (Star Cruiser Scenario)

Date: 22 June 2301

Background: In an initial dash with invaders of the Eta Bootis system, two Australian warships backed by three merchant ships hastily fitted out with weaponry scored a minor triumph by defeating an Improved Alpha-class battleship which arrived well ahead of the other Kafers.

Set-up: The Kafer vessel sets up on one edge of the combined map: the Australian vessels set up along the line where the mapboards meet.

Special Rules: None.

Victory: The Kafer gains one victory point for each merchant ship destroyed and three points for each human warship destroyed; he gets half value if the ships are merely disabled. The human gets five points for disabling the Kafer battleship (rendering it incapable of combat, not necessarily of movement) or eight points for destroying it. High score wins.

Intruder: Kafer.

Improved Alpha-class 66 (CQ -3) with 20 X-ray missiles.

Native: Australia.

Bushranger (Kiev-class DD (CQ +3).

Kangaroo (Ypres-12-class) FF (CQ +3).

3 Hudson-class cargo vessels (CQ +0, computer 0) fitted out with lasers as an Aries-class auxiliary cruiser and carrying two American SIM-14 missile packs each.

Bertrand had never received the message recalling him to the defense of Aurore—presumably the courier ship was caught by a roving Kafer cruiser or sentinel. But Borodin recognized that the odds were too long to continue the attack and withdrew the fleet to Aurore without prompting. From this point on, the Eta Bootis system was under siege, surrounded by enemy squadrons and out of touch with human space.

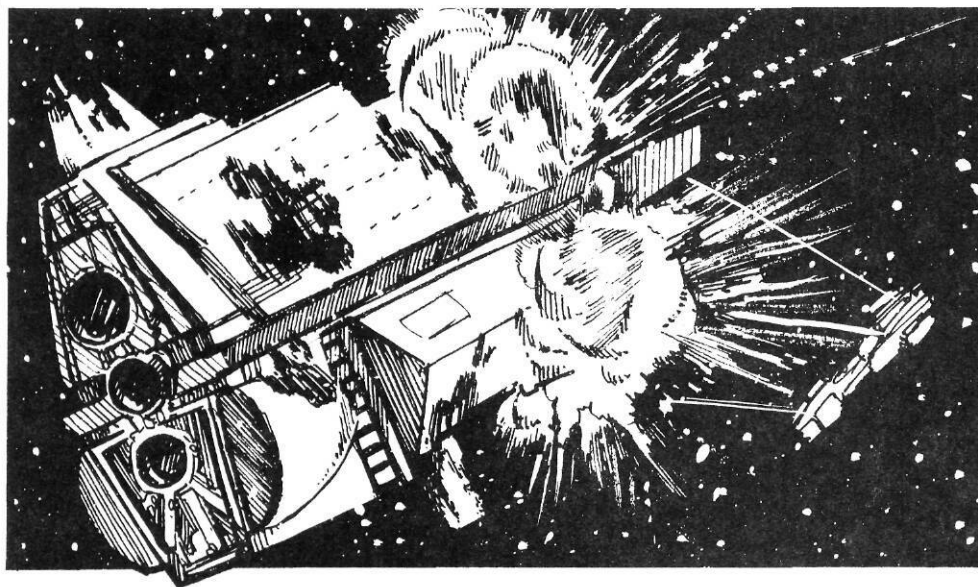
The fleet returned to Eta Bootis on 23 June, in the very nick of time, for while the second Kafer task force had been travelling to Hochbaden, a third now appeared at last off Aurore—this one was apparently determined to reclaim the world once and for all. But this group of ships was less organized and less disciplined than the fleet at Hochbaden and, luckily for the defenders of Eta Bootis, it arrived widely dispersed in time and space. In an initial clash on 22 June, the Australians in *Bushranger* and *Kangaroo*, supported by three merchant ships hastily fitted out with weaponry and pressed into an *ad hoc* Colonial Defense Squadron, scored a minor triumph by defeating an Improved Alpha-class battleship which arrived well ahead of the other Kafers. Though minor in terms of overall strategic value, this victory at Hesperus (Eta Bootis I) was a great morale booster at a critical time.

The ambush at Laodemon accounted for the destruction of five Kafer battleships, including one of their powerful Delta-class vessels. With the destruction of that ship—the flagship of the attacking task force—the Kafers withdrew.

Arriving at Eta Bootis at roughly the same time as a late group of six Kafer battleships, Borodin hastily assembled his battered fleet and fought the enemy to a standstill. Following this action, in which the German and American squadrons played a leading part, the rest of the Kafer Task Force Yankee withdrew from the system to Arcturus (or so the humans thought—in fact only a few went there and the rest assembled at the advance base around DM + 18 2776). Thus Eta Bootis could breathe freely for a time. But Borodin correctly anticipated the arrival of further enemy ships from Hochbaden. Putting his tactical genius and his experience in fighting Kafers to good use, the Ukrainian admiral prepared a brilliant battle plan to make the most of his meager assets.

The next Kafer force duly appeared on 29 June, having been delayed by the need to reorganize after the fighting at Hochbaden. It found only *Bassompierre* and *Kersaint*, two French ships, in plain sight, and with typical Kafer instincts the invaders rushed to the attack with little subtlety or foresight. Withdrawing, the French ships led the bulk of the Kafer force into a well-prepared trap in the rings of Laodemon, where large numbers of human missiles and the entire human fleet were already deployed, powered down, and screened from enemy detection by the rubble of the rings. The ambush at Laodemon accounted for the destruction of five Kafer battleships, including one of their powerful Delta-class vessels. With the destruction of that ship—the flagship of the attacking task force—the Kafer force withdrew. In just over a week, Borodin and his ships had inflicted two major and a half-dozen minor defeats on the enemy at very little cost to the human forces.

Rather than allowing his crews a rest, Borodin followed up the victory with characteristic skill. Leaving Lutke with a powerful squadron centered around the battlecruiser *Bismarck*, Borodin took four missile cruisers and the two Australian destroyers on a hard-hitting raid against Arcturus. Here he hoped to unbalance the remnants of the first Kafer task force before they could organize another attack. Unfortunately, only a handful of Kafer ships were present, but these were defeated in three days of fighting (6-9 July). Borodin next detached the Australian ships to enter Hochbaden as quietly as possible and analyze enemy strengths, while he returned to Aurore to await developments. Another lone Kafer battleship appeared during his absence, but was driven off by Lutke, who sent the American frigate *Spitfire* in pursuit of the raider and thus discovered, for the first time, that the Kafer squadron was now operating out of DM + 18 2776. The frigate narrowly escaped with the news when the wounded Kafer ship turned at bay, and for



the moment Lutke (and then Borodin) found it expedient to avoid further attacks in that direction. The Kafer fleets still greatly outnumbered the humans, and with two enemy groups facing him, Borodin knew his essential role would remain a defensive one for quite some time to come.

THE SIEGE CONTINUES

After the flurry of activity in June and early July, the siege of Eta Bootis died down into a waiting game. Beaten twice, the Kafer leadership recognized the difficulties inherent in coordinating assaults from two different task forces, difficulties the Ukrainian admiral was exploiting to the fullest through the use of interior lines and aggressive pursuit of defeated enemies. Rather than continue to hurl ships against the bastion of Eta Bootis, the Kafer commanders chose to bypass the system, isolating it from the rest of the French Arm and letting supply shortages and demoralizing reports of Kafer conquests further down the French Arm wear down the system's resistance.

This didn't mean an end to all Kafer attacks on Eta Bootis, however. Though the chief leaders of the two Kafer task forces were reluctant to waste ships heedlessly, lesser sovereigns in each group continued to seek individual glory (and the undeniable thrill of combat) without orders. This was fairly typical of any prolonged Kafer military campaign; when the waiting became too much, a ship captain would order a raid or an attack on his own. Sometimes captains who failed to do so found their crews exercising the time-honored Kafer right to select new leaders when the boredom outweighed all wisdom...the Kafer captains lost their lives in the selection process, of course.

These sporadic attacks worked in Borodin's favor. Individual Kafer groups could be defeated as they attacked; it was large-scale concentrations he worried about most. As fast as improvised local factories could turn them out, Sentinel stations were deployed around the key approaches to Aurore, and others were carried by patrolling ships into the Arcturus, Hochbaden, and DM + 18 2776 systems.

These same patrols, lying low and avoiding contact with the enemy as much as possible, kept a close eye on developments outside Eta Bootis proper, allowing Borodin to gauge enemy preparations and assemble for battle as necessary. He also mounted two additional raids on Arcturus, another on DM + 18 2776, and yet another on Hochbaden, all in force, and all designed to quickly overawe small concentrations of Kafer vessels before they could bring their full weight to bear on the outnumbered human forces. By the use of such tactics, Borodin was able to keep Aurore protected from the Kafer invaders without being forced to fight a major battle for the planet itself.

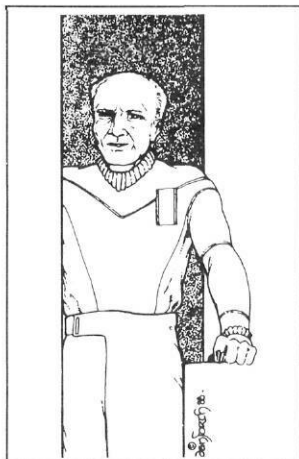


KONTR-ADMIRAL SERGE SERGEIVICH BORODIN

The commander of the Ukrainian squadron at Aurore is a superb military tactician but a poor diplomat. Had his suggestions been heeded prior to First Tithonus, the Kafers might well have been repelled, but the haughty French Amiral Du-Boise spurned most of the advice offered by his Ukrainian colleague. After Tithonus, Borodin was too unsure of himself to press his new partner, Bertrand, into further action—it was left to the energetic Lutke to force matters. Borodin handled the Second Battle of Tithonus brilliantly, but following that victory he again found it impossible to manage the number of quarrelsome allies gathering at Aurore.

Borodin is a Veteran NPC in the Space Military Career.

NPC Motivation Results: Club Ace: Borodin is a natural military leader with a superior grasp of space combat tactics and an eye for enemy weaknesses. Heart Deuce: He is amiable and cooperative and has a hard time imposing his will upon other officers.

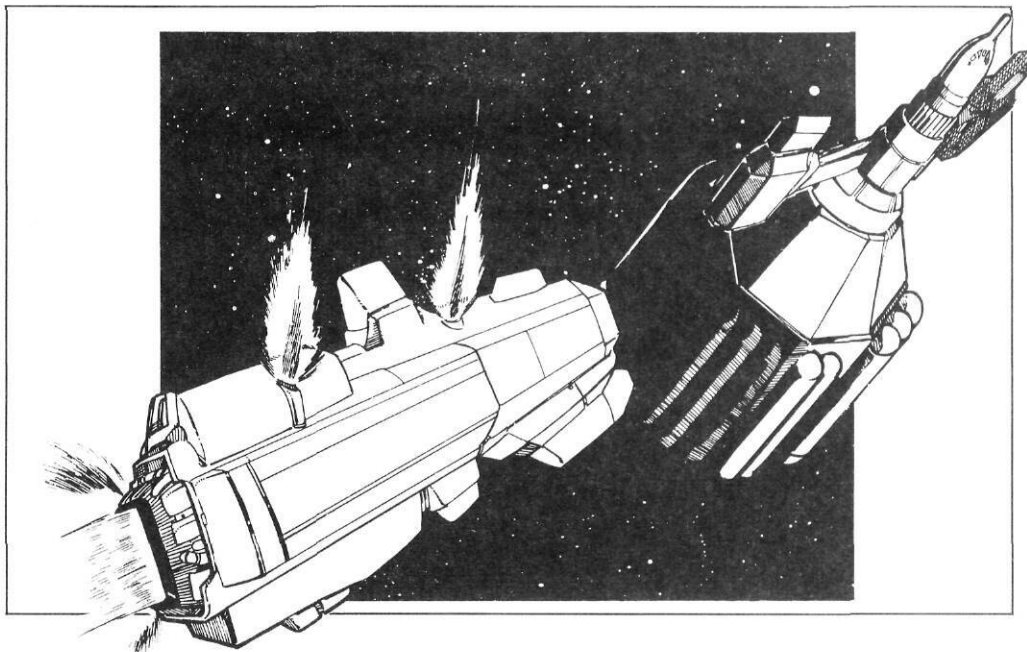


KOMMODORE WILHELM LUTKE

Kommodore Lutke is the true hero of *The Glorious First of July*. Though approaching retirement, he has the charisma and drive to pull the other leaders at *Aurore* together and get them to wage an effective war. He is the only leader in the *Eta Bootis* system who has taken aggressive action against the *Kafer*s, such as ordering the two recon missions to *Arcturus*. Unfortunately, because he received so much of the credit for the Allied victory, Lutke now has less influence over the stubborn *Bertrand*, while *Borodin* is beset by insecurities, as well as self-doubt. Thus Lutke is now acting with only the German, American, and Australian contingents' actively supporting his initiatives.

He is a Veteran NPC in both *Space Military* and *Administrative Careers*.

NPC Motivation Results: Spade Ace: Lutke is an energetic, confident man who inspires others to follow his lead. Spade 10: Lutke wants to retire with one last glorious victory on his record.



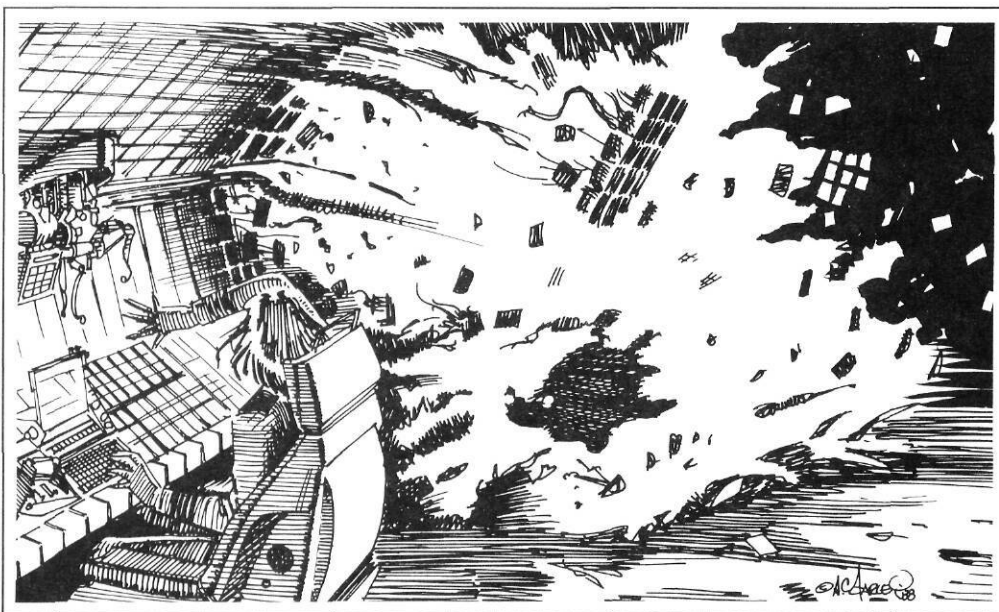
BORODIN'S TRIUMPH: THE BATTLES OF ETA BOOTIS

After more than seven months of siege warfare, punctuated by raids and counter-raids on both sides, the *Kafer*s finally decided to put an end to the threat posed by *Borodin* at *Eta Bootis* once and for all. Instead of flinging their squadrons against *Aurore* in the disjointed fashion that had characterized their early assaults, the *Kafer* strategists worked out a carefully coordinated plan which would bring naval divisions into the *Eta Bootis* system simultaneously from three neighboring stars. Thus they hoped to overwhelm the human defenders by weight of numbers and the need to meet three separate thrusts at the same time.

But the *Kafer*s were never particularly good at mounting coordinated offenses by separate leaders. Despite careful planning, the three squadrons (from *Arcturus*, *Hochbaden*, and the base at DM+18 2776) did not quite stage their departures at the proper times to allow for a simultaneous arrival near *Aurore*. The *Kafer* leader of the *Arcturus* squadrons, whose name translates roughly as "Smasher of Skull," was still smarting over his defeat at *Borodin*'s hands in the Christmas Day raid late in 2301. Thus he was eager to get at his human opponent, and left almost a full day early. Meantime the garrison at *Hochbaden* had been thrown into disorder when the crews of three battleships slated for the attack mutinied and went off raiding toward *Vogelheim* instead. The ensuing confusion delayed the departure of the rest of the *Hochbaden* contingent as a consequence. And by now *Borodin*'s network of scout ships and sentinel stations in each of the enemy systems was complete enough to give him ample warning of the approaching enemy. Moreover, he had finally received material aid in the form of a small Franco-German squadron—including another battlecruiser and the brand-new pride of the French fleet, the battleship *Napoleon*. The French commander, Contre-Amiral St. Hilaire, found that *Borodin* was no longer the diffident subordinate of pre-invasion days, and reluctantly allowed the Ukrainian to retain the chief command in the difficult days to come.

The first *Kafer* contingent reached *Eta Bootis* on 12 January 2302, led by "Smasher of Skull" and containing 12 ships in all. *Borodin* had prepared to meet the threat by dividing his force into three front-line groups of light ships, with his more powerful vessels in reserve. Bringing up the heavy ships against the *Arcturus* contingent, *Borodin* locked horns with the enemy in a stand-up battle quite unlike his usual raiding fights, and inflicted a decisive defeat on the first *Kafer* group. The light ships, stiffened by the *Bismarck*, pursued the defeated *Kafer*s while *Borodin* turned, just 24 hours later, to deal with the second *Kafer* force.

This second battle, fought in the vicinity of the M-class star *Rubis*, was more of a classic *Borodin* ambush situation. Using radiation effects and some bits of passing space junk as camouflage, *Borodin* slipped his fleet into the very center of the *Kafer* force and concentrated fire on the enemy



flagship. With its destruction, the rest of the Kafer dispersed, and a running battle ensued that was called off only by word that the Hochbaden group had arrived and was approaching Tithonus—and Aurore—fast.

Breaking contact and gathering in the *Bismarck* and the rest of the first pursuit group that returned, Borodin drove his full fleet against the Kafer in a final fight over Aurore itself on 15 January. The planet suffered about three hours of bombardment from orbit, because Borodin deliberately hung back and allowed the Kafer to gain orbital superiority. Then, as their battleships began disgorging landing craft, Borodin unleashed his fleet to gain near-total surprise and take advantage of the chaos of the de-orbit operations. This victory finally broke the back of the Hochbaden garrison fleet, and ultimately forced the dispatch of a number of front-line Kafer ships from Task Force Zulu which would be sorely missed at the all-important Battle of Beowulf three months later.

AUORE AND TERRAN MILITARY PLANNING

Borodin's herculean efforts at Aurore were soon reported to Earthside military planners, thanks to a daring blockade run by a merchant ship that slipped past Hochbaden and through to Beta Canum Venaticorum via DM+ 35 2436 in mid-July. From this point on, Aurore, first thought lost in the initial Kafer attacks, now began to play an increasing role in Terran strategic thought. Two separate offensives by Terran forces in the French Arm were mounted with the specific intention of relieving the fleet at Aurore and adding the sizeable squadrons under Borodin to the overall strength of the human fleets. Another important reason for reopening contact with Borodin was the body of knowledge on the Kafer accumulated at *L'Institute Extraterrestre de la Sorbonne D'Aurore*, which was widely known to have amassed considerable information on Kafer language and military capabilities from their research into captured Kafer computer systems before the invasion.

Neither major offensive succeeded in reaching Borodin, which was probably just as well for Aurore's citizenry. Had the link-up been made, it is doubtful that the Terrans would have allowed many ships to remain protecting the colony when they were sorely needed elsewhere. However, intermittent contact was maintained by ships, many of them privately owned, which ran the Kafer blockades around Hochbaden and other worlds to carry information and occasional supply shipments to the Eta Bootis garrison. Reinforcements sent to Eta Bootis did finally reach the system, but only by avoiding direct combat. Thanks to this effort, the Aurore fleet was able to turn the tables on the Kafer once and for all and score a victory that had important ramifications in later fighting.

REAR ADMIRAL DAVID F. PARKER

Parker, commander of the American contingent at Aurore, is a capable but glory-conscious officer. As commander of the first Arc-turus recon mission, Parker attacked a 70,000-ton Kafer battleship with two Kennedy-class cruisers and felt justified when the Kafer withdrew—although the victory cost him one ship.

Parker is a Veteran NPC in the Space Military Career.

NPC Motivation Results: Club Nine: Parker loves a good battle and is an aggressive fighting admiral proud of his full name of "David Farragut Parker." Spade Queen: He will let nothing stand in the way of achieving a goal.

COMMODORE ALEXANDER SHANE

The Australian commander at Eta Bootis is the least experienced senior officer on the station and is content to let others lead. Perhaps the only "team player" at Aurore, "Sandy" Shane is dedicated to duty and believes firmly in the importance of human unity against the Kafer threat.

Shane is an Experienced NPC in the Space Military Career.

NPC Motivation Results: Minor Joker: Shane is a harmless eccentric, fond of playing up his Aussie heritage and also affecting the broadest of Outback accents (which others accuse him of staying up late nights studying just to sound like an old-time cobbler from the billi-bongs). Club Four: He is not frightened or intimidated by violence, though he is not as aggressive as Parker.

ADVENTURE POSSIBILITIES

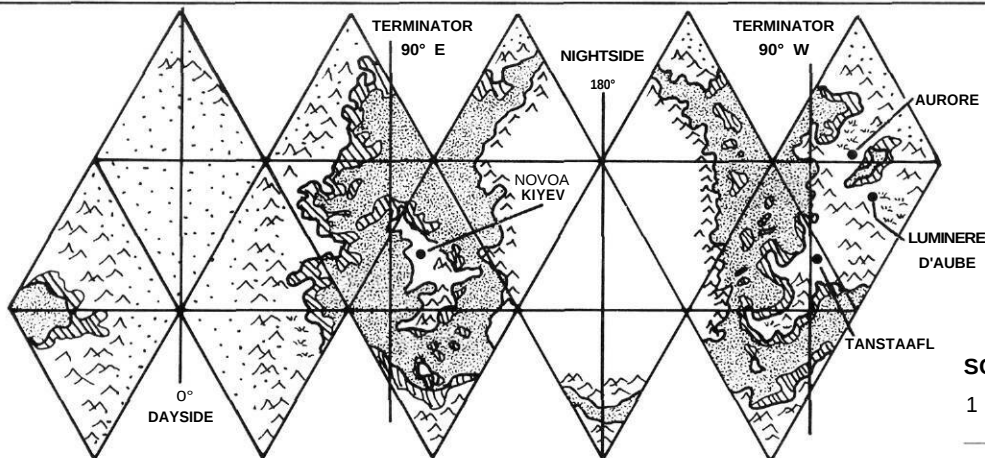
Eta Bootis provides an interesting setting for post-invasion adventures, particularly for characters who own a starship and have a taste for space combat situations. Because the planet remains free throughout the invasion period, characters can use Aurore as a base of operations for patrol, blockade running, and full-scale combat situations.

Under Borodin's leadership, all shipping at Eta Bootis has been placed under fleet control, and characters can be made temporary officers in the Ukrainian fleet, with ship weaponry provided (if not already available) at government expense. Thereafter, the characters can expect to be sent out on missions ranging from "minelaying" in enemy-held star systems, to long-term patrol work, to recon voyages—perhaps even beyond Arcturus itself. A particularly hazardous assignment—but rewarding in terms of experience and renown—would involve running the gauntlet of occupied systems back to Terran-held space. Other possibilities for adventure may be suggested by such sources as the Kafer Sourcebook and the Aurore Sourcebook.

TIMELINE FOR THE SIEGE OF ETA BOOTIS

- 4 June 2301:** The Kafers attack Hochbaden.
 - 5 June 2301:** Commodore Shane is dispatched with two Australian ships to patrol Arcturus.
 - 8 June 2301:** Shane's squadron takes up positions at Arcturus.
 - 10 June 2301:** Word of the Kafer attack at Hochbaden reaches Eta Bootis.
 - 11 June 2301:** Bertrand's fleet leaves Eta Bootis. The Australian patrol at Arcturus spots Kafer Task Force X-ray and flees the system.
 - 13 June 2301:** Shane's Australian squadron reaches Eta Bootis with word of Task Force X-ray at Arcturus.
 - 16 June 2301:** Bertrand's fleet engages Kafer patrols near Sturmwelt in the Hochbaden system.
 - 18 June 2301:** Destruction of *Tallyrand* and death of Bertrand. Borodin takes command of the fleet.
 - 19 June 2301:** Task Force X-ray enters the Hochbaden system; Borodin withdraws.
 - 22 June 2301:** Kafer ships from Task Force Yankee begin to enter the Eta Bootis system. *Bushranger*, *Kangaroo*, and three merchant ships defeat a lone Kafer battleship.
 - 23 June 2301:** Borodin's fleet engages lead elements of Task Force X-ray and drives them away. Kafers withdraw from Eta Bootis system.
 - 29 June 2301:** Part of Task Force X-ray enters the Eta Bootis system from Hochbaden. Borodin lures them into an ambush at Laodemon, destroying the Kafer flagship and four other ships.
 - 30 June 2301:** Borodin departs for Arcturus with a cruiser squadron.
 - 3 July 2301:** Borodin reaches Arcturus and begins a sweep of the system.
 - 6-9 July 2301:** Borodin's cruisers engage several isolated Kafer ships in Arcturus system.
 - 10 July 2301:** A Kafer battleship is driven off by Lutke's forces at Eta Bootis. The American frigate *Spitfire* pursues.
 - 12 July 2301:** At the edge of the DM + 18 2776 system, the Kafers attempt to engage *Spitfire*, which escapes, damaged.
 - 13 July 2301:** Borodin returns to Eta Bootis. *L'Oriente*, a merchant ship, slips out of the system to run the Kafer blockade, reaching Beta Canum Venaticorum on 1 August.
 - 15 July 2301:** Shane's squadron scouts the fringes of the Hochbaden system.
 - 16 July 2301:** Ground fighting intensifies on Aurore. Naval troops are landed to support colonial military forces.
 - 24 July-3 August 2301:** Probing raid by Borodin's cruisers against Hochbaden.
 - 18 August 2301:** First news of Aurore reaches Terra. Orders for the first Relief Expedition are dispatched to Vogelheim.
 - 21 August-31 August 2301:** Probing raid by Borodin's cruisers against Arcturus.
 - 8 September 2301:** First Relief Expedition launched from Vogelheim; defeated (16 September) at Third Battle of Hochbaden.
 - 19 September 2301:** Courier ship reaches Borodin at Hochbaden with dispatches.
 - 22 September-3 October 2301:** Probing raid by Borodin (flag now in German BC *Bismarck*) against DM+ 35 2776. Discovery of Kafer base in system.
 - 1 November 2301:** Second Relief Expedition launched to aid Eta Bootis. This expedition is also defeated near Hochbaden (6 November).
 - 15 December-30 December 2301:** Probing raid against Kafer reinforcements in Arcturus area. Battle on Christmas Day destroys 4 Kafer ships.
 - 5 January 2302:** Arrival of reinforcing Franco-German squadron containing BB *Napoleon*, BC *Guderian*, 2 DD, 3 FF. Borodin retains his command in the face of French opposition.
 - 12 January 2302:** First of three battles around Eta Bootis; a Kafer squadron from Arcturus is defeated.
 - 13 January 2302:** Ambush of Kafer flagship out of DM + 18 2776 disrupts a second Kafer squadron.
 - 15 January 2302:** Battle of Aurore; defeat of Hochbaden-based Kafer squadron and its landers.
- Small-scale raiding activities were frequently staged by both sides during the entire period of the siege.

Aurore



SCALE
1 Triangle Side =
5900 km.

Inner System

Outer System

Primary

15 au

GG•

100 au

200 au

300 au

400 au

500 au

600 au

700 au

15 au

GG•

GG•

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TERRAIN KEY



OCEAN



MOUNTAINS



DESERT



MARSH



TIDAL REGION



STAR DATA

Primary: Name ETA BOOTIS Spec. Class G0 IV Mag. 2.72
X, Y, Z Coords. -26.8, -14.3, -10.2 Radius 2.5 Mass 1.75
Luminosity 6.5 Effective Temp. 5900 °K
System Nature BINARY

PLANET DATA

Name AURORE Dist. from Primary 5.85 au
Size 9450 km Core Type ROCKY
World Type GARDEN Surf. Grav. 0.73 Escape Vel. 8.18 km/s
Atm. Press. 0.72 ATM Avg. Temp. — °C Water Presence 63 %
Atm. Composition N2 80 (%) O2 19 (%) TRACE 1 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
AURORE (FR.)	2246	4,109		Sc, M, F
NOVOA KIYEV (UKR)	2244	3,998		
TANSTAAFL (TEX)	2257	2,200		Sc, M, F

Key					
BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory
CP	Catapult	M	Mining	OT	Orbital Terminal
F	Farming	Mil	Military Base	Out	Outpost
Fnd	Foundation	Nav	Naval Base	PN	Power Net
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets
				RP	Rocket Planes
				Sc	Scramjets
				Sci	Scientific Base
				SPS	Solar Power Satellite
				U	University

DM+36 2393

THE ONE THAT GOT AWAY (Star Cruiser Scenario)

Date: 19 June 2301

Background: Dunkelheim holds little importance to anyone outside of its citizens: as a result, it received no Terran forces to defend it. The humans who were lucky enough to find passage off-world before the Kafer arrived used it. A few, such as the courier ship Schnittig, timed their escape a little too late.

Set-up: The planet counter is set up in the middle of one mapboard, and the Schnittig is in the same hex, having just reached orbit. One Epsilon-class Kafer cruiser and four Kafer Quebec-class transports enter from the far edge of the map.

Special Rules: None.

Victory: If the Schnittig gets off the Kafer edge of the map, the human side wins; if the Kafers prevent this, the Kafer side wins.

Intruder: Kafer.

Epsilon-class CG (CQ -2) with 30 Whiskey missiles.

4 Quebec-class transports.

Native: Germany.

Schnittig (Merkur-class) courier (CQ +2).

Dunkelheim, DM+ 36 2393 (18 June 2301)—Colonial officials on Dunkelheim reported the appearance of an intruding fleet in the fringes of the star system this morning. In view of the news of the attacks on Hochbaden, local defenses were placed on full alert. According to Governor Schmidt, "We are a small world with few military resources, but we'll make our enemies pay dearly for our planet."

Despite the Governor's assurances, it is known that the German frigates, Brandenburg and Leipzig, commanded by Kapitan von Mannheim, withdrew from the system without making contact, a stark contrast to the heroic stand of their sister ship Magdeburg at Hochbaden less than three weeks ago. The destination of these ships, and of three large, government-owned freighters with substantial numbers of refugees aboard, was not revealed.

As Dunkelheim is still a small and ill-equipped colony, official sources hold out little hope of a prolonged struggle against the Kafers.

Dunkelheim, DM + 36 2393 (20 June 2301)—The last shipload of refugees to flee this threatened colony world report that the final hours before the arrival of the Kafer battle fleet were chaotic beyond even reasonable expectations. A mere 12 hours after the first reports of the enemy arrival, and barely half that from the issuance of his determined "We are a small world" statement on local media channels, the Governor and his entire staff, together with a sizeable contingent of planetary militia and constabulary forces, vanished completely from the capital. It is now believed that they secretly departed from the planet with one of the refugee ships, although some rumors claim that they have withdrawn to a place of safety in the desert outback. In any event, the disappearance of official government and riot-control personnel has deprived the colony of any hope of presenting a unified resistance to the enemy. There is little reason to think that the colonists will be able to survive the coming onslaught, although a few sources claim that Kafers have been known to honor surrender terms, at least in small-scale military operations.

BEFORE THE INVASION

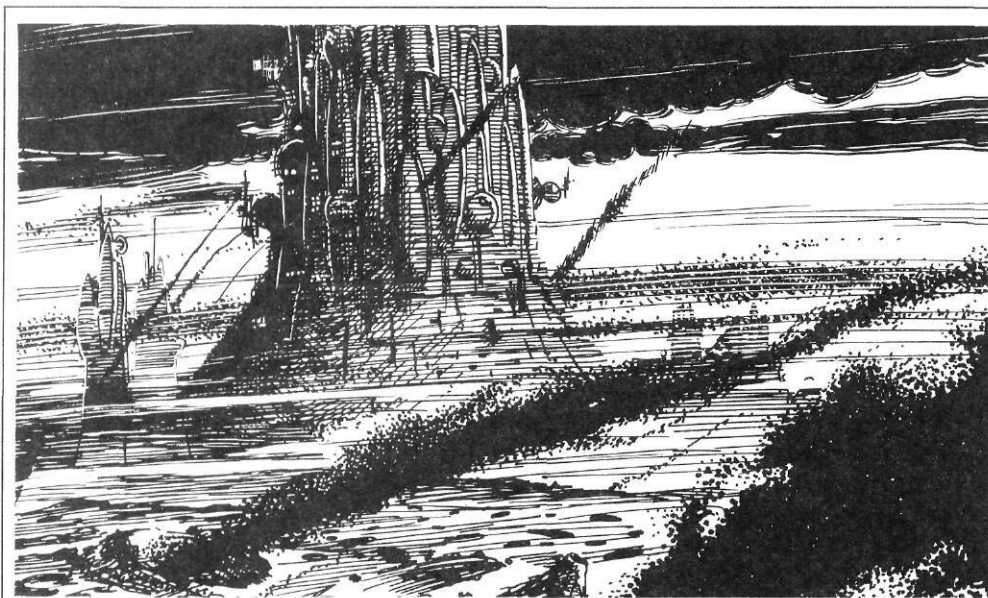
Prior to the attack on Hochbaden, the inhabitants of Dunkelheim had little real concern for the war. Defensive preparations were minimal, although there were reports of drafts of civilian laborers being dispatched to some unknown location to improve and restock an old underground shelter built during the "war scare" that accompanied Dunkelheim's threatened secession from the German Republic in the wake of the War of German Reunification nine years ago. Talk of this shelter, often bandied about over beers at the colony's more popular watering spots, always remained in the category of unconfirmed rumor; no one seemed to actually know anyone involved with the project. Foreigners, particularly French or Japanese, rarely received replies to questions about the shelter, although several mercenary soldiers visiting the port were known to have been given private interviews at the Governor's Mansion shortly before disappearing into the service of the planetary constabulary. All in all, up until the fall of Hochbaden, there was very little fear of war—only with the arrival of the news from that neighboring colony did the people of Dunkelheim begin to contemplate the possibility of trouble. By then it was too late.

In the two weeks between the first messages from Hochbaden and the arrival of the Kafers, refugees flooded Dunkelheim's starports. It became virtually impossible to obtain passage out of the system; starship captains were bombarded with extravagant offers from people wanting to purchase space on a ship leaving port. Rioting around the port complex became endemic, peaking with the news that the Kafers had actually arrived in the star system.

THE INVASION

Arriving, the Kafers were greeted with near-total anarchy on the planet. The government and the majority of the local paramilitary forces had vanished, presumably with the refugee fleet. Remaining citizens were too disorganized to offer more than sporadic resistance to the invaders.

Although Dunkelheim was far from ideal real estate from the Kafer point of view, it played a key role in the war strategy formulated by "Triumphant Destiny," the Kafer leader. Since the



colony offered no coherent resistance, the Kafers eschewed their usual methods of all-out attack and contented themselves with landing in force at the main centers of population and technology. Occasional orbital strikes and brutal ground assaults by Kafer troops quickly subdued the already-disrupted colonists with minimal damage or loss of life, and surrenders were accepted when offered. The entire process took a matter of days. By 27 June 2301, Dunkelheim was firmly in Kafer hands.

UNDER KAFER RULE

"Triumphant Destiny" saw Dunkelheim as a forward staging area for future campaigns up the French Arm. Blessed with stutterwarp routes to Vogelheim, Beta Canum Venaticorum, Beta Comae Berenices, and (indirectly) most of the rest of the Trans-Kimanjano region, the planet was perfectly suited as a base for raiders, as well as a secure center of supply and operations. As a result, the Kafer advance up the French Arm paused here for nearly a month while human facilities were hastily converted and augmented to serve the Kafer fleet. During this period, small-scale raids were launched towards other human-held worlds, but the bulk of Kafer naval strength remained concentrated in this one system. Unfortunately for humanity, the Kafer halt wasn't long enough to allow Terra to reclaim the initiative; at present the Kafers, usually quarrelsome and divisive, were better organized than the nations of Earth.

The Kafers built up two "safe-places" (the Kafer word is *Ch*!!*) in the Dunkelheim system—one on the planet around the colonial catapult complex, and one as a large, fortified orbital structure (the latter built around a Delta-class battleship badly damaged in the fighting at Hochbaden). From time immemorial the concept of "safe-places"—literally fortified towns where the Kafers could take refuge from the dangers outside—had been central to the development of Kafer culture; on Dunkelheim these sites were nothing short of immense military compounds where the Kafer garrisons lived and worked, taking little notice of the land or people outside.

The colonists on Dunkelheim faced bewildering treatment by the Kafers: some were carried off as slaves to work mines and farms needed to support the garrisons; some were made the targets of completely unprovoked military raids that seemed to have no purpose beyond sheer love of slaughter; many were left totally to their own devices. The lack of a coherent policy towards the subject colonists was perhaps more demoralizing than outright enslavement might have been, and the total lack of colonial administration on the part of the new overlords made conditions on water-poor Dunkelheim unpleasant in the extreme. More human colonists ultimately were lost through famine and plague than were killed by enemy action throughout the entire period of the occupation.



GOVERNOR KARL SCHMIDT

Schmidt's prior military experience was as a lieutenant in the Bavarian Army many years ago, but despite his lack of extensive military skills, he has the fire and energy needed to make a successful guerrilla. Though short and portly, he often accompanies his people on raids and carries himself surprisingly well in combat. He is characteristically fast in thought and speech, little tolerant of people who can't keep up with him. However, he has a healthy respect for expert advice, and listens closely to more skilled military people before issuing orders.

Governor Schmidt is an Experienced NPC in both Administration and Ground Military services.

NPC Motivation Results: Club Queen: Schmidt is stubborn and pig-headed, nearly impossible to persuade once he has made up his mind. Heart 10: He has a strong commitment to fairness and reacts with anger to injustice or brutality. The depredations of Kafer "hunts" sometimes lead him to dangerous decisions made in anger.

COMMENTS

Originally established as a penal colony for "victimless" criminals, Dunkelheim is a harsh planet with little free-standing water. Conditions there have thus far not permitted the colony to expand at any great rate, and it is considered a fairly minor world compared with others in the French Arm.

ADVENTURE POSSIBILITIES

Characters with any troubleshooting or military skills are likely to be co-opted into the resistance well before the arrival of the Kafer fleet. If not, they face the very real dangers posed by civil panic and mass hysteria in the face of the invasion, followed by the uncertainties of life under the aliens.

Service with the guerrillas is arduous, but most operations are fairly quick and easy ambushes of targets too stupid and slow-reacting to put up much of a fight. More difficult for the players will be the interaction between Schmidt's followers—making "political" decisions about who to back in the debate over how best to prosecute the fighting is often worse than sniping at Kafers in the desert. The possibility of treachery by fearful civilians who want no part of the fighting should not be ignored, either. Depending on his mood, the referee can make these adventures anything from comic opera to deep political intrigue.

When the Kafers invaded Hochbaden, Schmidt sent word to German authorities offworld of his plans to form a pocket of resistance. He has been in contact with them ever since.

THE RESISTANCE

Throughout the first two months of Kafer occupation, with much of the Kafer battlefleet remaining based in the area and ground troops working to build their *Ch *!!* complexes, the humans on Dunkelheim offered a minimum of resistance. Except during the initial Kafer assault on the planet and later periodic blood baths visited upon small groups of settlers in the path of a Kafer "hunt" (as the colonists referred to them), the Kafer occupation met with a total lack of opposition. It was only after the departure of the main fleet in early August that humans on Dunkelheim began to strike their first blows against the enemy, for although the bulk of the citizenry was content to avoid conflict in the hope that it would avoid them, there already existed a strong but largely unsuspected resistance force awaiting the right moment to strike.

This resistance group was composed of the government officials, civilian workers, and planetary militia who had disappeared from the centers of population during the first hours of the Kafer attack. Rather than flee the star system, Governor Schmidt created a shelter facility to support a guerrilla movement. With proverbial "Dunkelheim slyness," this effort laid low until the Kafer presence was reduced to reasonably manageable levels. Then the freedom fight began.

It was a strange and uneven sort of guerrilla war that Schmidt waged against the Kafers. Though supported by over 2000 men and women, Schmidt couldn't make much of an impression on the powerful Kafer garrison safe behind the walls of their *Ch *!!*. But his underground base was secure from all but the most careful of searches, remaining equally out of the enemy reach. Short of leaving the protective walls of the *Ch*!! en masse* to conduct a dangerous, months-long search for the rebel base or pounding the entire colony world into slag, there was little the Kafers could hope to do to root Schmidt out. The guerrillas concentrated their efforts on small-scale operations: ambushing "hunts" and enemy patrols, raiding mines and farms to liberate human slaves and deny resources to the enemy, and similar minor attacks. Their primary effectiveness was in striking viciously at Kafer groups, inflicting as much damage as possible in a short period of time, and then breaking off the action before the Kafers could become smart enough to react effectively to the humans' presence. Dunkelheim ultimately became a running sore in the overall Kafer supply line, never vital enough for "Triumphant Destiny" to divert a full-scale subjugation effort to the guerrilla problem, but a constant drain in terms of rear echelon troops and equipment required to replace the garrison's losses.

...There already existed a strong but largely unsuspected resistance force awaiting the right moment to strike.

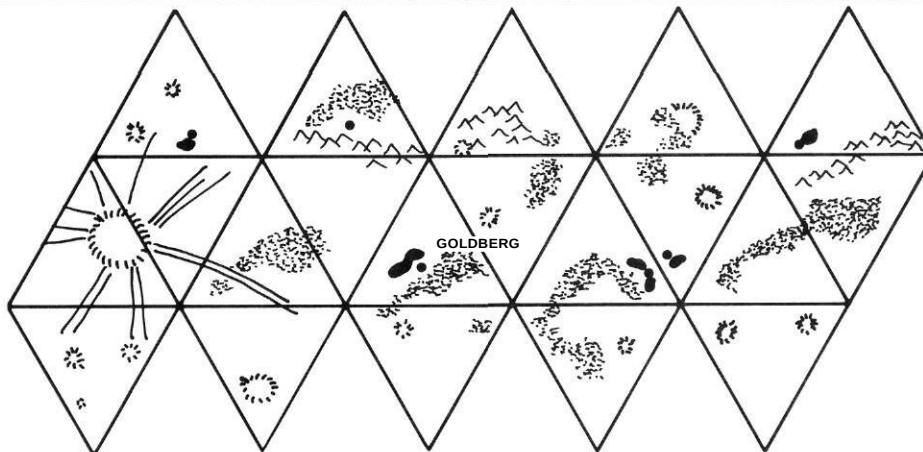
Schmidt probably faced more trouble from his own people than from the Kafers. Civilian reactions varied from apathy to outright fear and loathing, especially in the early days, when the Kafers saw the attacks as evidence of sporadic, localized resistance and sent in massive "hunts" to exterminate the occupants of trouble spots. Once the Kafers realized the attacks were being mounted from a hidden base, the retaliatory attacks slacked off—the Kafers never embraced the concept of killing for vengeance or as a deterrent to violence, since such an approach was so radically opposed to their outlook on life. As Schmidt's string of successes grew, and Kafer reactions became less dangerous to innocent bystanders, a new and almost equally troublesome problem arose for the guerrillas—restraining over-eager partisans from committing the rebels to fights they couldn't hope to win. A party emerged among new members of the guerrillas, demanding all-out attacks on the ground-based Kafer *Ch *!!* complex. After failing to persuade Schmidt, members of the party hatched a scheme for eliminating him and, after that was foiled, launched a disastrous assault on the *Ch*!!* complex without the Governor's permission, which resulted in the most serious casualties suffered by the guerrilla army through the course of the war.

The dismal failure of this assault quelled most, but not all, of the dissension. The savageness of the land and brutality of the Kafer overlords kept unrest high, but Schmidt maintained his authority by means of his force of character and the almost fanatical support of his closest followers.

2300 AD

Colony World
Profile

Dunkelheim



SCALE

1 Triangle Side =
4500 km.

Inner System

Primary

G
DS
DS

Outer System

15 au

100 au

200 au

5 au

300 au

400 au

10 au

500 au

600 au

700 au

15 au

PoG Post-Garden
PrG Pre-Garden
RK RockGL Glacier
HH Hot House
IC IceballFC Failed Core
G Garden
GG Gas Giant

Key

AS Asteroids
CH Chunk
DS Desert

Life Zone

SYSTEM
SCHEMATIC

TERRAIN KEY



CRATER



LAKE



MOUNTAINS



CITY

DENSE
KAMELINSEKT
HABITATS

RECENT IMPACT

STAR DATA

Primary: Name DM+36 2393 Spec. Class M2 V Mag. 9.1
 X, Y, Z Coords. -23.5, -10.4, 18.5 Radius 0.464 Mass 0.42
 Luminosity 0.268 Effective Temp. 3000 °K
 System Nature STANDARD

PLANET DATA

Name DUNKELHEIM Dist. from Primary 0.21
 Size 7100 km Core Type ROCKY
 World Type GARDEN Surf. Grav. 0.60 Escape Vel. 6.72 km/s
 Atm. Press. 0.61 ATM Avg. Temp. 10 °C Water Presence 48 %
 Atm. Composition N2 81 (%) O2 17 (%) TRACE 2 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
DUNKELHEIM (GER.)	2224	1493		CP, OT, SPS, M, F

Key

BN Beanstalk	HI Heavy Industry	OF Orbital Factory	RP Rocket Planes
CP Catapult	M Mining	OT Orbital Terminal	Sc Scramjets
F Farming	Mil Military Base	Out Outpost	Sci Scientific Base
Fnd Foundation	Nav Naval Base	PN Power Net	SPS Solar Power Satellite
FP Fusion Plant	ODI Orbital Defense	RC Rockets	U University

Beta Comae Berenices

WATCHPOST

The so-called "watchpost" service mounted in the Beta Comae Berenices system was intended to provide intelligence information to the Terran military. Always hazardous, the duty could be little short of suicidal when the Kafers were out in force.

A watchpost group consisted of two ships, one chosen for speed, the other armed as heavily as local resources could provide. Kept to minimum power outputs, these ships would wait in the vicinity of Kronos for up to a month at a time, gathering data through passive scanning systems. If a particularly important enemy movement was detected, the faster ship of the team would carry the word clear of local jamming as quickly as possible—the second ship was supposed to engage any ships which detected the courier and gave chase. Other vessels near the edge of the system would take watchpost messages to other human worlds as necessary.

It was several months before the Kafers even realized that human ships were slipping in dose to examine their base. After that, enemy patrols increased in size and vigilance, but watchposters still pulled off several significant coups that helped the human fleets react to Kafer movements in a timely manner.

Nous Voila, Beta Comae Berenices (27 August 2301)—In the first major clash of battle fleets since Borodin's successful defense of Eta Bootis, a mixed human squadron has fought off a major assault by Kafer forces in the fringes of the Beta Comae Berenices star system. The human fleet, commanded by Vice-Amiral Rochemont aboard the Imperial French Battleship Richelieu, and including ships belonging to France, Great Britain, and Germany, withstood a major attack by Kafer ships numbering at least twice those of the defenders. According to dispatches from Rochemont, four Kafer battleships and an unspecified number of smaller vessels were destroyed or seriously damaged in the fighting, which lasted from 22-25 August and ended with the withdrawal of the enemy "in considerable disorder."

"This proves that our fleets can hold back any threat the enemy offers," said Francois Kiley, a spokesman for the Imperial Admiralty. "It is now only a matter of time before the Kafers are driven back beyond Arcturus."

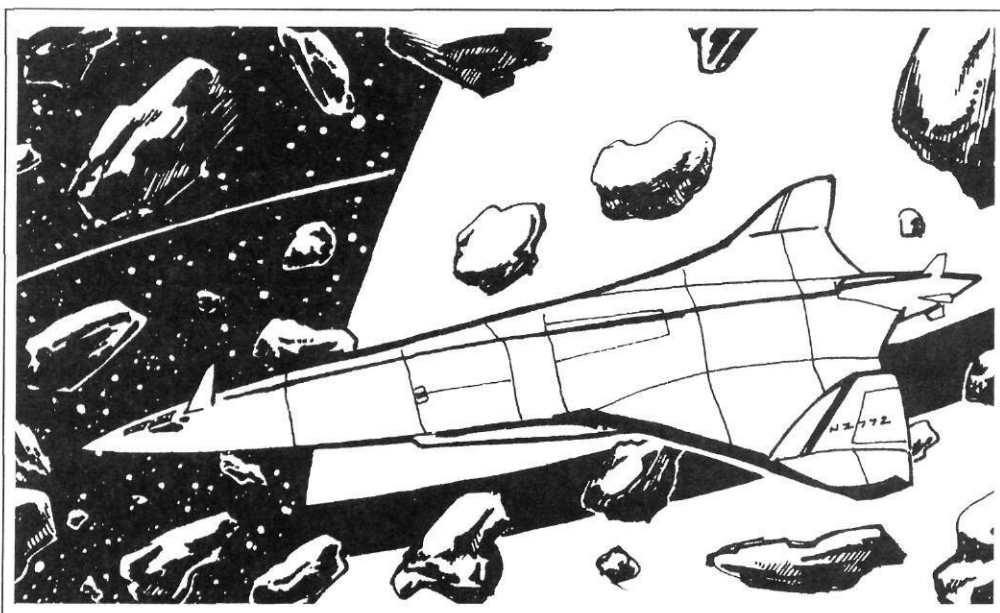
Nous Voila, Beta Comae Berenices (10 September 2301)—British and German arms have suffered a serious setback today with the total defeat of the Beta Comae garrison squadron by a large and determined Kafer fleet, according to reports delivered by refugees from the star system. Following the withdrawal of French forces headed for Vogelheim to join a relief expedition destined for Eta Bootis, the depleted defenders at Beta Comae were no match for the enemy and broke off battle after the destruction of the German flagship Admiral Hipper and three smaller vessels. Captain Sir Colin Campbell of HMS Indefatigable, the surviving senior officer, withdrew the other British and German ships. As they were not with refugees arriving at Kimanjano, it is presumed that they passed through the DM+ 35 2436 star system in hopes of uniting with Rochemont's Relief Expedition and so presenting a strong threat to the Kafer fleet's line of operations up the French Arm. This move, however, has exposed worlds further up the Arm to considerable danger, as the next nearest naval forces are the reserve fleets at Beowulf (Queen Alice's Star) and Joi (61 Ursae Majoris).

BEFORE THE INVASION

The Kafers left Dunkelheim in force only after pausing long enough to build a major base there; as a result, human ships were able to concentrate forward to Beta Comae Berenices. As usual, command was assumed by the senior French officer, Vice-Amiral Rochemont; also per usual, Rochemont threw away his best chance to carry the war back to Dunkelheim and remained waiting at Nous Voila instead. This provoked serious questioning of French policy from the Germans, who wondered loudly why the French were so willing to abandon two German colonies while waiting steadfastly at the first threatened French world in the Kafer line of attack. But news of Borodin's initial victories at Eta Bootis helped boost morale (while the word of his predecessor's defeat while fighting to free the Hochbaden system did much to silence the more aggressive critics), and it was in high spirits that the humans moved out to respond to the arrival of a Kafer fleet on 21 August 2301.

The Kafers, though commanded by the leader known as "Triumphant Destiny," entered the system suffering from severe morale and command control problems. Demoralized by a prolonged, enforced rest at Dunkelheim, there were hotheads among them who clamored for immediate action, though "Triumphant Destiny" did not desire a battle at Nous Voila. It planned, instead, to face the humans around Beta Comae with one squadron while pushing on towards Kimanjano with the bulk of its fleet. But Kafers hankering after battle are hard to restrain, and in this case, a small but important fraction of the Kafer force disobeyed "Triumphant Destiny" and struck towards Nous Voila and the human squadron defending it.

In terms of actual numbers of ships committed, the humans possessed, if anything, a slight edge over their Kafer assailants. "Triumphant Destiny's" much larger fleet was unable to intervene effectively during the critical battles fought from 22-25 August; when they did come up, it was only to relieve the beleaguered mutineers and shield a general withdrawal. Thus the human claims of a victory against twice their numbers were only technically true. The only thing



that saved them was the fact that one of the Kafer ships destroyed was the flagship of another powerful Kafer suzerain, "Killer of Foe," whose important place in the coalition of Kafer leaders in the French Arm could only be filled after consultation with the Kafer Associative back beyond Arcturus.

This successful battle bolstered human confidence mightily—too much, as it later proved. Although prudent citizens of Nous Voila sought to make good their escape from a planet that was sure to become a war zone soon, there were others who remained supremely confident that the Kafer threat had run its course. Thus, a large segment of the population was unprepared when "Triumphant Destiny" returned, this time looking for a victory, not a subtle maneuver. And meanwhile the human garrison was weakened when the French Emperor's War Department decided that it was essential for Imperial prestige to commit a massive French force to the relief of Eta Bootis; the withdrawal of Rochemont and his entire squadron to Vogelheim to mount operations against Hochbaden early in September gave the Kafers the perfect opportunity to defeat humankind in full.

THE FALL OF BETA COMAE

The Kafers *reappeared* in the Beta Comae Berenices system on the 8th of September with a fleet even larger than before. "Triumphant Destiny" had reorganized its forces in the interim, detaching those leaders committed to the party of "Killer of Foe" to garrison work, pending the arrival of a new suzerain from the Associative, and replacing them with ships drawn from Task Force X-ray, which had been defeated by Borodin at Eta Bootis but remained a powerful unit nonetheless. The reorganized Kafer fleet now numbered two *Delta-class* battleships, three *Alpha-* and four *Improved Alpha-class* battleships, 12 *Beta-class* battlecruisers, and at least 20 *Epsilon-class* cruisers. This force greatly outnumbered the British and German ships available at Beta Comae.

Expecting a repeat of the previous battle, German Kommodore Waldermann deployed the human forces aggressively and in the opening phase of the battle massed most of the two squadrons against one of the Kafer *Deltas*, taking it out of action. But the humans were taken by surprise when the Kafers performed in an unusually unified fashion, and only minutes after this initial success, the two human flagships were destroyed. Campbell, the senior surviving British officer, ordered a withdrawal, but not before losing a German destroyer and a British frigate to the pursuing Kafers. Campbell's original intention was to retire towards Kimanjano, but the captain commanding the lone remaining German ship persuaded him to move towards DM+ 35 2436 instead, revealing the existence of a long-abandoned base in that system, a secret hitherto

WATCHDOG

(Star Cruiser Scenario)

Date: 13 September
230 7

Background: After Beta Comae Berenices fell to the Kafers, a small group of humans remained to spy upon their base at Kronos, the moon of a gas giant. A courier ship would usually relay important news out of the system while a missile frigate remained to hold off any pursuers—a dangerous but necessary job.

Set-up: The counter for the planet should be placed in the middle of the combined mapboard to represent the gas giant; the star counter is placed in an adjacent hex to represent its moon. The human ships are in the gas giant hex, in orbit, but still powered down. The Kafer ships are in the moon hex.

Special Rules: No black globes are placed on the board for the human ships until they begin movement. The gas giant completely blocks detection attempts directly through its hex (to represent the human courier trying to remain in its shadow for as long as possible).

Victory: The Kafers gain two points for stopping the courier and one for destroying its partner. The humans get two points for each ship that gets off the board and 10 points for each Alpha destroyed. High score wins.

Intruder: Human.

Azanian Faidi-class courier (CQ +2).

Manchurian Tunghu-class FF (CQ +3) with 8 Ritage-2 missiles.

Native: Kafer.

3 Alpha-class BB (CQ -2) with 20 X-ray missiles each.

COMMENTS

Nous Voila was originally a glaciated world with little free water and temperatures too low for colonization. Through terraforming, however, it was transformed into a cool but useful piece of real estate which has become an important French way station on the longest stretch of the French Arm towards Aurore. Originally, the colony was to be named "Nous Triomphe" (Our Triumph), but an American news commentator with little French misunderstood and called it "Nous Voila" instead. The label stuck in international circles, and the true name is now rarely used even by the French.

ADVENTURE POSSIBILITIES

The fact that Nous Voila is merely neutralized, not occupied, makes it an interesting place for spacefaring groups to visit or operate from. Running supplies in to the beleaguered colonists past the Kafer blockade makes for an interesting mission, as does the watchpost effort.

Late in the war, as the humans began gearing up for a major offensive on two different fronts, the watchpost groups still operating around Kronos were given a new job—dropping Sentinel missile systems as close to the Kafer base as possible. The Terran Admiralties hoped that this sudden flare-up of activity in a previously quiet sector would confuse the Kafer High Command and hinder the shifting of fleet elements between threatened sectors.

known only to the German and Manchurian militaries. The existence of such a base did much in convincing the British officer of the potential value in joining Rochemont and waiting to threaten the Kafer line of advance. Meanwhile, the Kafers closed in on Nous Voila.

AFTER THE INVASION

Beta Comae Berenices had never played a major role in "Triumphant Destiny's" strategic planning, and after the battle, the Kafer leader reverted to its original scheme of masking the colony world there rather than occupying it. Thus only a handful of ships, all of them damaged in the fighting before the human retreat, were told off for duty around Nous Voila. Their role, pure and simple, was to reduce the human colony through sheer overpowering bombardment. If the planet, disappointing but still usable by Kafer standards, could be turned one day into a viable Kafer colony, well and good. But it served no immediate military purpose to the advancing Kafers, and occupation by Kafer forces was deemed to be an unnecessary diversion of effort.

Those vessels posted on more-or-less permanent garrison duty made periodic sweeps of the human colony world, conducting savage orbital bombardments with very little advance planning or apparent rationale. Orbital facilities were destroyed in the initial attack on the system; thereafter, bombardments ultimately reduced over 75 percent of the original colony to rubble....

The Kafers maintained a permanent base throughout most of the war among the moons of the gas giant dubbed Kronos by humans (Beta Comae Berenices V). From this base, ships could be restocked and given minor repairs, and the gas giant's gravity well provided a convenient location for discharge of stutterwarps; the planet Nous Voila could be bypassed by the bulk of Kafer shipping. Those vessels posted on more-or-less permanent garrison duty made periodic sweeps of the human colony world, conducting savage orbital bombardments with very little advance planning or apparent rationale. Orbital facilities were destroyed in the initial attack on the system; thereafter, bombardments ultimately reduced over 75 percent of the original colony to rubble, with casualty ratios among the civilian populace to match. Lacking an effective navy or planetary defense capability, Nous Voila was almost helpless.

However, throughout the entire period, a small but dedicated band of volunteers did manage to mount an effective "watchpost" operation in the Beta Comae system. Using a handful of ships which didn't flee in the initial attacks, this group set up a semipermanent watch over the Kafer base at Kronos, monitoring incoming traffic and then using other ships—both local vessels and ships which later entered the system stealthily—to convey word of enemy movements to human authorities elsewhere in the French Arm. This operation would ultimately prove invaluable when the time came for the humans to go on the offensive, particularly in view of the "Central Position" enjoyed by the Kafers when the human counter offensives began in the late spring of 2302.

ANOTHER PAUSE

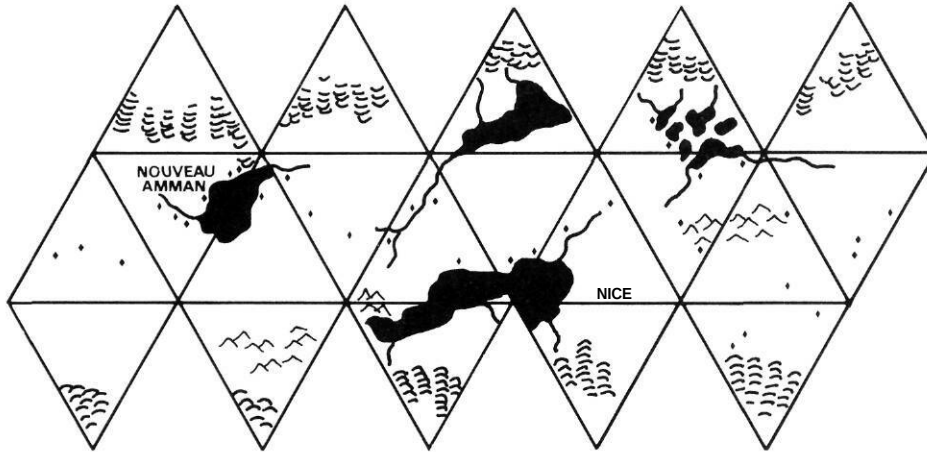
Although Beta Comae was neutralized in a matter of days, the Kafer attack bogged down for almost two full months after the defeat of the Anglo-German squadron in early September. This was largely the result of Rochemont's Relief Expedition, which struck at Hochbaden at about the same time the Beta Comae invasion was getting under way. Although "Triumphant Destiny" reacted quickly and threw the bulk of its ships back to Hochbaden to defeat the attack, it caused enough disruption (in combination with previous losses) to force the Kafers to call a lengthy halt for repairs, regrouping, and assembly of reinforcements. The main fleet returned to Beta Comae in mid-November of 2301 to *prepare* for the critical campaign for control of Kimanjano.

2300 AD

Colony World

Profile

Nous Voila



SCALE

1 Triangle Side = 9400 km.

Inner System

Outer

Primary

au

HH

DS

GL

GG

GG

5 au

GG

GL

HH

IC

FC

G

GG

au

AS

CH

DS

Life Zone

AS

CH

DS

Life Zone

AS

CH

DS

Life Zone

AS

CH

DS

Life Zone

AS

CH

DS

Life Zone

KEY



ICE SHEET



MOUNTAIN



LAKE



VILLAGES

STAR DATA

BETA COMAE
Primary: Name BERENICES Spec. GO V Mag. 4.66
X, Y, Z Coords. -22.9 -7.2 12.8 Radius 1.03 Mass 1.04
Luminosity 1.21 Effective Temp. 6000
System Nature STANDARD

PLANETDATA

Name NOUS VOILA Dist. from Primary 1.48 au
Size 15000 Core Type ROCKY
World Type GLACIER Surf. 1.05 Escape 11.8
Atm. Press. 1.02 ATM Avq. Temp. 10 Water Presence 36 %
Atm. Composition N2 84 O2 15 TRACE 1

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases

COLONY DATA

Nationality	Date Est.	Pop.	Bases	Facilities
<u>NOUS VOILA (FR.)</u>	<u>2220</u>	<u>12,000</u>	<u>Mil, Nav</u>	<u>OT, OD, SPS, CP, SC, F</u>

Key

BN Beanstalk	HI Heavy Industry	OF Factory	RP Rocket Planes
CP Catapult	M Military Base	OT Orbital Terminal	Sc Scramjets
F Farming	Mil Military Base	Out Outpost	Sci Scientific Base
Fnd Foundation	Nav Naval Base	PN Power Net	SPS Solar Power Satellite
FP Fusion Plant	Defense	RC Rockets	U University

Kimanjano

HORNETS' NEST (Star Cruiser scenario)

Date: 18 December 2301

Background: At Kimanjano the Kafers invaded the system, drove off the Japanese and German fleets defending it, and moved in only to find that they had stirred up a hornets' nest of harassment from French Foreign Legion fighters striking out of a secret base.

Set-up: The planet marker is placed in the center of one mapboard, and the Kafer ships are deployed within three hexes of it. The human fighters enter from the far edge of the other mapboard. The Kafers cannot move further than three hexes from the planet until one of the human vessels is sighted. Humans can break off their attack at any time by escaping off the map edge they entered on.

Special Rules: None.

Victory: The Kafers begin the scenario with three victory points for occupying the system; they gain one point for each human fighter destroyed. The humans get one point for each Kafer fighter destroyed and one point for each 10 points of damage the Kafer battleship takes. High score wins.

Intruder: French Foreign Legion.

10 Martel-class fighters (CQ + 1).

Native: Kafer.

Alpha-class BB (CQ -2) with 20 X-ray missiles.

4 Foxtrot-class fighters (CQ -3).

Kimanjano, DM + 34 2342 (5 December 2301)—Elements of the Kafer fleet have entered the Kimanjano system from the Beta Comae Berenices region, according to official military sources. Facing them in the star system, which holds the French colony of Fromme, is a German squadron under Kommodore Roehler, a Japanese force under Rear Admiral Nakajima, and French Aerospace units attached to the French Foreign Legion. As of the time of this report, no actual contact has been made between the human and Kafer fleets, but Admiralty sources express confidence that the Terran defenders could stand firm against the enemy.

Kimanjano is a key world on the French Arm, serving as the crossroads and link connecting the route from Terra with each of the branch routes leading to the outlying colonies. Loss of that link would prevent travel and communication between Terra and such important systems as Beta Canum Venaticorum, 61 Ursae Majoris, Vogelheim, and Beta Comae Berenices. In effect, Terra would be cut off from the majority of forces deployed along the French Arm. But Terran authorities seem sure that the Kafers will be unable to pose any significant threat to the system, citing reports that the numbers of Kafer ships invading the system are few.

Kimanjano, DM+34 2342 (12 December 2301)—In the first major clash of arms in this system, Rear Admiral Nakajima's squadron has been defeated in a running battle with Kafer forces. Though no Japanese ships were actually lost, the squadron suffered heavy damage and chose to withdraw to its base at Joi (61 Ursae Majoris) for needed repairs. Kommodore Roehler, commanding the German ships at Kimanjano, has reportedly filed a protest with the Admiralty Liaison Office, claiming that with Nakajima's sudden retreat "It is now clearly impossible for Germany to hold this system alone." However, it has also been learned from other sources that Nakajima has filed a report accusing Roehler of failing to come to his aid during the fighting, instead leaving Japanese ships to bear the brunt of Kafer fire.

Bad blood between the Japanese and German colonies on Joi, stemming from their rivalry over the future of the independent colony of Elysia on that world, has hampered cooperation between them before, but never with so much riding upon the outcome. Benoit Giraud, Governor of Fromme on Kimanjano, has issued a statement condemning both commanders for allowing "petty nationalistic disputes to come before the survival of humanity itself." Thus far the Kafers have seemed reluctant to engage the system with the full weight of their forces, but with these new developments it may be only a matter of time before Kimanjano falls to the enemy.

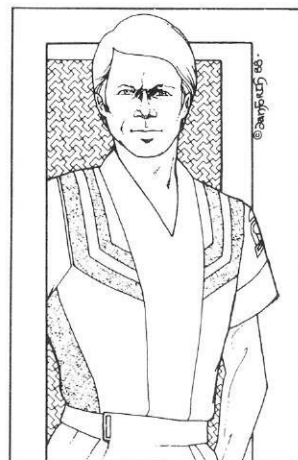
Kimanjano, DM+ 34 2342 (18 December 2301)—The last German military vessel evacuated the Kimanjano star system today following the loss of the frigate Hannover in an unequal battle against the Kafers. The French orbital defense complex at the planet was destroyed by Kafer vessels shortly after the German withdrawal, and landings on the planet by Kafer assault troops are known to have commenced. However, at last report, fighters of the French Foreign Legion were continuing to fly interception missions against Kafer space forces from their secure, undiscovered bases elsewhere in the system, and human ground forces augmented by local colonial militia were preparing to contest Kafer control of the colony world.

It is unknown, as yet, when and how Terran space forces will be able to return to the system with enough force to drive the Kafers away and rescue the important colony world. Authorities at the Admiralty Liaison Office were unavailable for comment at the time of this report.

BEFORE THE INVASION

Prior to the outbreak of war, the Kimanjano system, despite its being vital to humans as the hub of the French Arm, was very poorly garrisoned and almost completely undefended in space. Aside from the Aerospace Arm of the French Foreign Legion and a small orbital defense complex, the world of Kimanjano was virtually unprotected from any serious Kafer attack.

Following the fall of Hochbaden and Dunkelheim to the Kafers, during the period of grace afforded by the slow-down in the advance of their invasion, large numbers of regular troops were moved to Kimanjano to build up its ground-based defenses. Terran authorities assumed that if the Kafers did strike the system, they would be unable to do so in sufficient force to take it



CAPTAIN ROBERT EUGENE ARMSTRONG

Commander of the Fourth Independent Rifle Company of the Republic of Texas, "Bobby Gene" Armstrong is a brash, popular young officer with a talent for unorthodox military operations. The 128 men of his company served with distinction in the conventional phase of the war on Kimanjano, though after their defense of "Armstrong's Mountain" there were only 33 left alive—including Armstrong, who earned the reputation of having a charmed life after narrowly escaping death on five separate occasions. After the defeat of the last major unit Armstrong and his men—including about 50 Azanian and French locals—went underground and began guerrilla operations aimed at harassing the Kafer garrison, with huge success.

Armstrong is an Elite NPC in the Ground Military Career.

NPC Motivation Results: Club Ace: Armstrong is a natural military leader with an instinct for tactics and an eye for terrain. Heart Jack: He is very wise and has good judgment.

or hold it and would therefore concentrate on attempting to drop ground troops on the planet in hopes of harassing the colonies there, much as they did in their original assault on the Eta Bootean world of Aurore, nearly three years earlier.

At the same time that Kimanjano's ground forces were being stiffened, German and Japanese squadrons were arriving from 61 Ursae Majoris to form a space force, but the Germans and Japanese were too busy continuing a rivalry that had developed before the war to cooperate as they should have. And very little further effort was expended by Terran military leaders toward reinforcing these defenders, particularly after the victory at the First Battle of Beta Comae Berenices, a human victory that made a major defense force at Kimanjano seem unnecessary.

Thus, although ground forces were strong on Kimanjano, space-based defenses remained very limited. The one major advantage possessed by the defenders of Kimanjano was a network of French Foreign Legion fighter craft outposts hidden in the outer reaches of the Kimanjano system, a legacy of the War of German Reunification. These outposts, basing a total of fifty-odd French fighter craft would soon serve as an effective deterrent to Kafer operations.

COMMENTS

Kimanjano is an important link along the French Arm, with extensive facilities for the processing of naturally occurring pseudo-organic plastic compounds found in the pre-garden world's soupy oceans. Until the outbreak of the Kafer invasion, however, its strategic location was never considered sufficient motivation for establishing major military facilities, beyond some Foreign Legion fighter bases in the outer system.

ADVENTURE POSSIBILITIES

Kimanjano, with its unpleasantly tainted atmosphere and thick, soupy oceans, is the scene for the longest and most widespread sustained ground fighting in the whole Kafer invasion of human space. Characters with a military turn of mind will find plenty of action planet-side. Skilled fighters will be much in demand among the local militia cadres and partisan units fighting against the Kafers.

In space, the Foreign Legion's fighters wage a campaign of hit-and-run tactics, trying to tie up as much Kafer shipping as possible while preserving their hidden bases. They can be a source of employment for skilled combat pilots. The system's strategic position also makes it a necessary place for human vessels to "run the gauntlet" as they carry messages, troops, or supplies between Earth and Vogelheim. Sentinel stations in the region make this one of the most hazardous enemy-held systems to pass through.

THE KIMANJANO CAMPAIGN

If nothing else, reverses at Terran hands around Beta Comae Berenices and Eta Bootis had taught the Kafer leadership to respect their human opponents in battle. Unlike previous rapid strikes, the invasion of the Kimanjano system was mounted slowly and deliberately, to husband increasingly limited Kafer resources. Between the high casualty rates of previous engagements and the need for forces to watch Borodin at Eta Bootis and what was left of the Hochbaden Relief Expedition, "Triumphant Destiny" was finding that the Kafer Associative's goals were fast outrunning their means. The internecine wars among Kafer factions had not prepared them for this kind of conflict, for a Kafer group that had been beaten severely would become *smart* enough to accept its inevitable defeat! Humans' methods of waging war were as baffling to the Kafers as the Kafers' ways were to humanity, and "Triumphant Destiny" was beginning to become cautious.

As a result, it was a standard week before the first clash between fleets at Kimanjano. In that battle, the ill-coordinated German and Japanese contingents failed to cooperate enough to stand against the Kafers. The Germans, with the powerful battleship *Bavaria*, allowed the weaker Japanese squadron to bear the brunt of the fighting. In theory, Germany's Kommodore Roehler was to use his ships as a strong reserve, throwing them into the conflict at the place and time where the Kafers were weakest; in practice, the Japanese took what Rear Admiral Nakajima termed "unacceptable damage" and withdrew before Roehler could mount his counter-thrust. The Japanese had not lost any ships, but all six of their vessels had suffered hits, with one, the destroyer *Hibiki*, being close to total ruin. Nakajima, bitterly denouncing Roehler, pulled out of the Kimanjano system entirely and headed toward the Japanese base at 61 Ursae Majoris. This left Roehler with a only a handful of ships, albeit undamaged ones, with which to hold off the enemy.

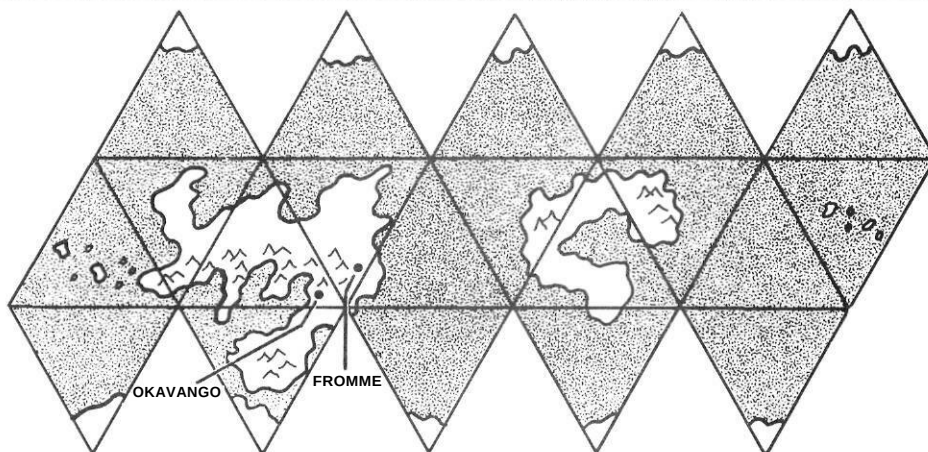
Unfortunately Roehler, a veteran of the bitter Franco-German war a decade past, was little inclined to put his ships at risk to protect a French colony, and Nakajima's retreat, coupled with the loss of one of his frigates shortly thereafter, gave him the perfect excuse to pull out himself and retreat to Beta Canum Venaticorum. All that was left in the system were large contingents of ground forces, including an American Marine regimental combat team, elements of a French infantry division, an Azanian mechanized brigade, and one company of elite Texas Rifles. Backing them up was the fighter contingent of the French Foreign Legion, which had not been involved in the fleet actions of early December.

"Triumphant Destiny" recognized Kimanjano's importance to the human war effort. Located at the vital junction joining three "fingers" of the French Arm, its loss would leave many of the human colonies—and ships—cut off from contact with Earth. For the first time since the early brushes at Eta Bootis, the Kafers were interested in sending in ground forces on a major scale to completely subdue a planet. And unlike the first Aurore campaign, this one was launched without an accompanying hail of destruction from orbiting batteries; the Kafers wanted to take the planet's facilities with a minimum of damage.

As a result, fighting on Kimanjano was long and severe, causing yet another delay in the Kafer advance up the Arm. On the ground, human forces fought bitterly, and although they proved unequal to the Kafers in stand-up battles, the combination of human military units in the field with the formation of small partisan bands preying on exposed Kafer lines of communication kept the invaders off-balance. In massing to overcome a human concentration, Kafers inevitably opened up their bases of operations to guerrilla raids, while dispersion to garrison depots and outposts allowed larger human formations to overwhelm these detachments. In the most notable action of the campaign, the Texas Rifles, which had become the core of a large partisan operation, stung the Kafers into concentrating their forces against a strong defensive position and so enabled U.S. Marines to surround and overwhelm the foe—at the cost of 75-percent casualties to the Texans and the local militia units supporting them. Meanwhile, the Kafer fleet had to stay on hand in force to keep the French fighter craft in the system from penetrating to the planet and winning air superiority above the main battle lines.

Despite their stubborn defense at Kimanjano, the human defenders were no match for the Kafers in numbers or resources. After a six-week campaign (17 December through 28 January), the Kafers had defeated all of the major human field forces and rooted out the last of the fighter-craft bases. Finally the invaders could afford to allow their main fleet to move on, leaving behind a large garrison to deal with remaining guerrilla forces.

Kimanjano



SCALE

1 Triangle Side =
7600 km.

Inner System

Primary

PG.
DS.

GG.

GG.

GG.

5 au

GG.

10 au

Life Zone

15 au

Outer System

15 au

100 au

200 au

300 au

400 au

500 au

600 au

700 au

TERRAIN KEY



OCEAN



MOUNTAIN



LAND



CITY

STAR DATA

Primary: Name DM+34 2342 Spec. Class K4 V Mag. 8.2
X. Y. Z Coords. -20.8 -3.6 14.3 Radius 0.63 Mass 0.60
Luminosity 0.44 Effective Temp. 4300 °K
System Nature STANDARD

PLANET DATA

Name KIMANJANO Dist. from Primary 0.67 au
Size 12,040 km Core Type ROCKY
World Type PRE-GARDEN Surf. Grav. 0.94 Escape Vel. 10.5 km/s
Atm. Press. 0.89 ATM Avg. Temp. 35 °C Water Presence 87 %
Atm. Composition N2 68 (%) O2 23 (%) CH4 9 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
<u>DEDRE</u>	<u>1260</u>	<u>ROCKY</u>	<u>40</u>	<u>0.7</u>	

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
<u>FROMME (FR.)</u>	<u>2231</u>	<u>6417</u>	<u>Sci</u>	<u>OT, ODI, SPS, OF, Sc, HI, H, F, MN</u>
<u>OKAVANGO (AZ.)</u>	<u>2280</u>	<u>628</u>	<u>Sci</u>	<u>OT, RP, F, HI, FP</u>

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

Beta Canum Venaticorum

ALONE AND OUTNUMBERED (Star Cruiser Scenario)

Date: 18 February 2302

Background: When the second group of Kafer warships arrived in the Beta Canum system, the German defense squadron, last of the defenders, retreated. Kafers harried the Germans to the system's 0.0001G threshold, beyond which further battle was impossible.

Set-up: The German missile cruiser sets up in the middle of one edge of the combined map and the German fighters anywhere along that edge: the Kafers set up one in each corner of the same edge.

Special Rules: The Germans can only leave by the far map edge: the Kafers cannot leave the map.

Victory: The Kafers gain 7 victory point for each German fighter destroyed and 70 points for the cruiser. The Germans get 5 points if the cruiser escapes, 7 point for each Kafer fighter destroyed, and 10 points if the Kafer cruiser is destroyed (Germans get half value for Kafer ships disabled but not destroyed). High score wins.

Intruder: Kafer.

Epsilon-class CG (CQ —2) with 20 X-ray missiles.
2 Golf-class fighters (CQ -3).

Native: Germany.

Admiral Scheer (Hamburg-class) CG (CQ +3) with 24 German SR-10 missiles.

6 Gustov-class fighters (CQ +2).

Beta Canum IV, Beta Canum Venaticorum (7 February 2302)—A small Kafer squadron entered the Beta Canum system at maximum stutterwarp speed yesterday morning with the intention of mounting an attack against the beanstalk orbital interface facility. Due to the continued absence of the Japanese squadron—still based at Joi following their withdrawal from Kimanjano nearly two full months ago—German vessels were unable to mount a significant defensive effort against these Kafer battleships. The German frigate Kassel was destroyed in the uneven fight against the alien strike force.

Following the loss of the Kassel, the Kafer force split, one part screening the German squadron while the remainder continued their advance towards the planet. At 0947 hrs. (Beanstalk local time) this morning, in order to prevent the massive ecological damage that would surely follow a combat assault against the beanstalk itself, the Governor ordered Beanstalk Project Director Gustave Lafontaine to cut loose the beanstalk near the planetary surface. The release was accomplished with minimal damage and no casualties.

Kafer ships from the attack force launched orbital bombardments of the groundside beanstalk terminal, but later withdrew. All three colonial governments have sent urgent requests for additional support to the Combined Fleet HQ at Vogelheim, but it is unlikely that aid will arrive in time.

Beta Canum IV, Beta Canum Venaticorum (18 February 2302)—Another, larger Kafer battle fleet has appeared in system. This is the last message you will receive before they reach the planet. Conditions on the French Continent continue to deteriorate without the beanstalk power source. The German defense squadron has withdrawn from orbit. For God's sake, tell them on Terra to send us help.

BEFORE THE INVASION

Blessed with the twin boons of an ideal climate and the only extra-solar beanstalk in human space, Beta Canum Venaticorum IV was one of the richest and most important colonies in the French Arm. For a long time the war concerned the colonists little; if anything, exports of food increased as other agricultural colonies were interdicted or occupied, and the Kafers seemed comfortably far away until their sudden appearance at nearby Kimanjano.

Luckily that campaign was a long one and gave the leaders of the three BC colonies time to consider their options. Beta Canum Venaticorum was an obvious target for Kafer aggression; it supplied food to most of the French Arm and was a vital hub of transport and commerce to boot. And the same beanstalk that gave the world such prosperity in times of peace could deliver the colony world its deathblow if attacked by hostile ships. The severing of the beanstalk cable could result in thousands of kilometers of cable crashing to the planet's surface and untold damage in terms of lives and property. Thus, as it became clear that Kimanjano would not hold out, plans were set in motion to cut the beanstalk at need near the planetary surface, allowing the cable to be dragged away more or less intact by the momentum of the asteroid tethered to its far end. In this way, the beanstalk could be recovered and placed back into operation if and when the Kafers were finally driven off.

THE KAFER ATTACKS

For "Triumphant Destiny" the invasion of human space had become a nightmare of confusion and uncertainty. Though the humans had been defeated in almost every important battle, they seemed as determined to fight on as ever. Moreover, just as the long ground campaign on Kimanjano was finally winding down, word came from occupied Hochbaden that the Terran fleet at Eta Bootis, aided by reinforcements slipped into the system through the Kafer blockade, had defeated three separate Kafer squadrons in a series of decisive battles. Suddenly the long, thin Kafer line of supply was in jeopardy; another major reorganization would be essential for maintaining the security of the advancing Associative forces.

The results of this news were two-fold. First, the Kafers had to immediately detach a large squadron to stiffen the defeated survivors of the Eta Bootis battles; "Triumphant Destiny" itself

travelled with this unit to restore order and safeguard the critical rear sector. This in turn led to the second major consequence—the main Kafer Task Force at Kimanjano was no longer nearly strong enough to follow "Triumphant Destiny's" original plan to strike deeper into human space while leaving a smaller attack force to knock out the isolated human colonies at Beta Canum and beyond.

As a result, the advance against Queen Alice's Star was called off, though this was the best hope the Kafers had of ending the war quickly by striking straight for Earth. Instead, a strong garrison was to be maintained at Kimanjano to hold back human counterattacks while Beta Canum and the worlds beyond were neutralized. "Triumphant Destiny" had felt the sting of flanking probes out of Vogelheim too many times to be willing to launch a deeper drive into human space without eliminating these outlying worlds. The decision, though, was to prove fatal to the Kafer war plan.

The French colony had derived most of its power from the gravitic potential energy generated by the beanstalk, and with the removal of that power source much of the colony's activity ground to a virtual standstill.

The first Kafer attack on Beta Canum was a reconnaissance in force. Once again the humans-remnants of the German squadron defeated at Kimanjano and still left unsupported despite the critical nature of the Beta Canum colony—were easily brushed aside. As the humans had planned, the beanstalk was cut loose to avoid battle damage. When the Kafer force reached the planet, it was content to mount a brief bombardment from orbit, concentrating on the French continent and the beanstalk terminal facilities. The German and British colonial port facilities were left untouched, possibly because the Kafers were largely unaware of any facilities beyond the awe-inspiring beanstalk they had heard rumors of elsewhere.

The first probing squadron pulled back to Kimanjano after the bombardments to await "Triumphant Destiny's" return and the mounting of a more powerful thrust against the human colony. The humans meanwhile suffered almost as heavily during this waiting period as they might have under constant Kafer attack; the French colony had derived most of its power from the gravitic potential energy generated by the beanstalk, and with the removal of that power source much of the colony's activity ground to a virtual standstill. Relief efforts by the British only served to strain their own facilities past the breaking point, while long-standing grudges made the Germans uncooperative at best. The upshot was mass confusion and chaos, and when the Kafers did arrive again little had been done to prepare for another attack.

"Triumphant Destiny" found conditions around Hochbaden and Eta Bootis too critical to permit a quick return to the main battle front; as a consequence, one of its subordinate suzerains in the Kimanjano fleet decided to push on with the campaign on its own authority. This leader, known as "Pain Giver" (sometimes translated as "Hurts All"), was eager to earn a measure of glory away from the powerful shadow of its commander. Lacking "Triumphant Destiny's" talent, it made several serious mistakes in the series of campaigns that followed.

Beta Canum was an easy target for the large fleet "Pain Giver" threw against it. Luckily for the Kafers the large human battle fleet assembling around Queen Alice's Star remained inactive, probably fearing a Kafer attack in their direction; as a result, the Kafer leader's poor dispositions for the defense of Kimanjano during the thrust against Beta Canum were not compromised. However, during this period human scouts and raiders were able to penetrate the Kimanjano system several times over, running in supplies and other support to the guerrilla fighters who continued to operate on that world. Meanwhile the Kafers had an easy time overrunning Beta Canum IV, aided by the almost-complete breakdown of government services and facilities under the weight of the French colony's collapse. Ground fighting was token at best, and "Pain Giver" was able to claim one of the quickest and most complete Kafer victories of the war thus far.



VICE-AMIRAL FERDINAND ROCHEMONT

France's recognized naval genius, Ferdinand Rochemont is a cool, aloof, seemingly arrogant officer with a flair for space combat tactics. Less brilliant than the Ukrainian Borodin, he is nonetheless highly capable. Unfortunately his haughty demeanor makes it difficult for him to get along with other officers. He is often referred to (out of earshot) as "The Snowman" because of his cold personality and his pale complexion and white hair. In action, however, he is decisive and capable of rapid changes of plan in the face of changing battle conditions.

Rochemont is an Experienced NPC in the Space Military Career.

NPC Motivation Results: Club Ace: Rochemont is a natural (space) military leader with an instinctive grasp of tactics. He can anticipate and make allowances for many situations. Spade Jack: He is pompous and arrogant, clearly considering himself superior to others.

COMMENTS

Dubbed "the breadbasket of the French Arm," Beta Canum IV is a prosperous colony world which derives its importance from a combination of its convenient position, its abundant food and mineral resources, and, perhaps most importantly, its French-built beanstalk interface system.

ADVENTURE POSSIBILITIES

Conditions on Beta Canum Venaticorum IV do not favor characters seeking to stir up trouble against the Kafers. Before the Kafer attacks, the situation on the planet had become extremely dangerous due to the chaos erupting on the French continent. Surviving riots and the breakdown of local facilities would prove at least as taxing as the typical adventure involving fights with Kafer troops, especially on the French continent. Franco-German tensions existing from before the war would complicate these problems even further.

Once the Kafers arrived, attempts to organize an active resistance would not be well received. While there were few actual "collaborators" on the planet, most of the citizenry would think it better to turn in trouble-makers than to encourage them. Adventurers who want to fight the Kafers will have a lonely time of it before Rochemont's people launch their series of attacks. However, adventurers with local knowledge might find useful employment as scouts who can work with Marine landing parties seeking out and destroying Kafer strong-points on the planet itself.



SUBSEQUENT DEVELOPMENTS

After the initial Kafer invasion, Kafer policy took a surprising new turn. In the past, Kafer treatment of humanity had varied from indifference to outright extermination; here, for the first time, the invaders chose to attempt a large-scale occupation with an aim toward using rather than destroying the existing colony. Under one of "Pain Giver's" subordinates, a surprisingly intelligent and visionary Kafer named "Visions of Glory," the Kafers actually attempted to alleviate some of the misfortunes and suffering among the colonists and set up a solid colonial administration.

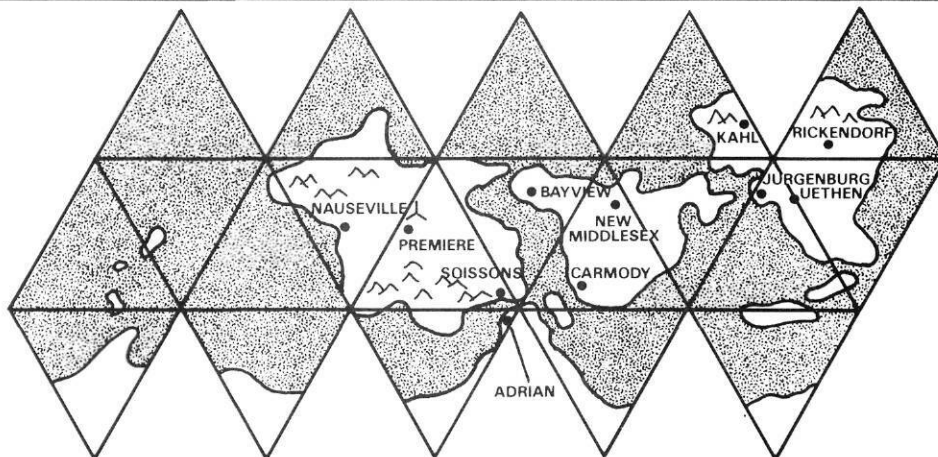
One reason for this new policy may have been the fact that Beta Canum IV was the first planet occupied by the invasion forces which had even a semblance of Kafer-habitability; unlike humans, Kafers rarely felt the need to settle worlds which did not provide conditions which were close to their needs, and as the planet of a G-class star, Beta Canum was closer to their norm than any other planet their invaders had yet overrun.

In any event the Kafer administration proved surprisingly successful, at least at first—aside from some sporadic violence on the British Continent, the human inhabitants of the planet proved to be quite docile under the Kafer occupation. The pre-invasion problems had left most citizens willing to cooperate with anyone, even a Kafer, as long as the new governor would be able to restore to the Beta Canum Venaticorum colonists essential services such as power and food distribution to make their lives bearable.

However, the Kafer government of Beta Canum proved short-lived. Secured by the end of February, it became the target for the first major human offensive of 2302, when Rochemont's fleet out of Vogelheim counterattacked in early April. With "Pain Giver" and the bulk of the Kafer fleet now further down the Arm at Crater and Joi, the comparatively weak garrison was quickly overpowered and the Kafer ground forces cut off. French and American ground forces were landed to root out these Kafers on 4 April.

On the 10th of that month, however, "Triumphant Destiny" returned to the front lines and relieved the Kafers on Beta Canum IV, driving Rochemont's fleet away and reinforcing the ground troops. Rochemont attacked again in July, however, after the main Kafer forces had driven on towards Beowulf; this time Beta Canum fell quickly and the majority of the Kafer troops were annihilated in a major battle on the German Continent. Luckily for humanity, the major victory at Beowulf shortly thereafter put an end to the threat of yet another attack on Beta Canum, which was too exposed from too many different directions. Impossible for anyone to defend effectively, the planet Beta Canum proved to be a target both sides wanted but neither side could hold onto unaided.

Beta Canum Venaticorum-4



SCALE

1 Triangle Side =
7500 km.

Inner System

Primary



Outer System

15 au



TERRAIN KEY



OCEAN



MOUNTAINS



BEANSTALK



LAND



CITY



BEANSTALK

STAR DATA

Primary: Name BETA CANUM VENATICORUM Spec. Class G0 V Mag. 4.46
X. Y. Z Coords. -22.2, -3.1, 19.8 Radius 1.03 Mass. 1.04
Luminosity 1.21 Effective Temp. 6000 °K
System Nature STANDARD

PLANET DATA

Name BC VENATICORUM-4 Dist. from Primary 1.13 au
Size 12,000 km Core Type ROCKY
World Type GARDEN Surf. Grav. 0.94 Escape Vel. 10.5 km/s
Atm. Press. 0.92 ATM Avg. Temp. 25 °C Water Presence 60 %
Atm. Composition N2 77 (%) O2 19 (%) AR 2 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
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COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
FRENCH CONTINENT	2205	18,948		OT, BN, HI, F
NEW AFRICA (BR.)	2207	10,276		
GERMAN CONTINENT	2207	16,250		OT, SPS, CP, SC, M, F, U

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

PoG Post-Garden
P-G Pre-Garden
RK Rock

GL Glacier
HH Hot House
IC Iceball

FC Failed Core
G Garden
GG Gas Giant

AS Asteroids
CH Chunk
DS Desert

SYSTEM
SCHEMATIC

Life Zone

Henry's Star

EASY PICKINGS (Star Cruiser Scenario)

Date: 27 February 2302

Background: When "Pain Giver" brought its forces to Henry's Star, it found that the only space defense the system's one world had was an orbital complex. A pair of troop transports was sent to disable the orbital complex and land ground forces.

Set-up: The planet counter is placed in the center of the combined map with a second counter representing the orbital complex. The Kafer transports enter together from any edge.

Special Rules: This is a solitaire scenario. The orbital complex will fire at whichever Kafer ship is closest, concentrating its fire upon one ship if both are equally near.

Victory: Begin counting turns from the moment the complex could first pick up a Kafer ship on its sensors. After the orbital complex is destroyed, roll 1D10+6. If the result is greater than the number of turns that have elapsed, the player gains a total victory; if the result is less than or equal to the number of turns, the player has gained a draw: if the Kafer transports are destroyed, the player loses.

Intruder: Kafer.

2 Kafer transports.

Native: Germany.

Orbital complex—use the statistics for the Argentinian Almirante Brown-class updated DD (CQ + 0), but with a movement of 0.

Crater, Henry's Star (27 February 2302)—Kafer ships have appeared in the skies over the Crater settlements, destroying the orbital terminal and isolating the mining colony here without even a token resistance to their attack. As they prepared for the expected landings of enemy assault troops, Colonial Administration officials announced their determination that the planetary Constabulary should "fight, and if need be die, as befits the traditions of Britons throughout history." To the surprise of many, Miner's Association spokesman Peter Hawkes, known for his frequent and stinging denunciations of Administration policy in recent years, has issued a statement in support of the Governor-General, promising that the miners "will do everything possible to defend our colony from the aliens." Crater's transmitter went off the air shortly after these broadcasts, and it is assumed that Kafer landings were already beginning at the time.

THE KAFER INVASION

Buoyed by easy success at Beta Canum, the Kafer leader "Pain Giver" continued its drive up the "finger" of the French Arm leading towards Joi, where the humans were known to have a major military presence. This was a mistake on many levels, as it turned out—Joi's importance as a naval station was definitely secondary to that of Vogelheim, which should have been neutralized first. Moreover, "Pain Giver" had not grasped "Triumphant Destiny's" realization that most human worlds did not need to be physically invaded to be neutralized. Crater was not an important target for the Kafer war fleet, and might have been bypassed entirely or bombarded into submission, but "Pain Giver" chose instead to launch a major attack on the world and, in the process, gave humanity even more time to organize its final defense of the Arm. Probably the Kafer leader was more interested in scoring points with Kafer upper echelons, prompting the decision to take real estate rather than bypass non-important worlds and to stay away from Vogelheim while the humans there were giving "Triumphant Destiny" trouble on the Kafer flanks.

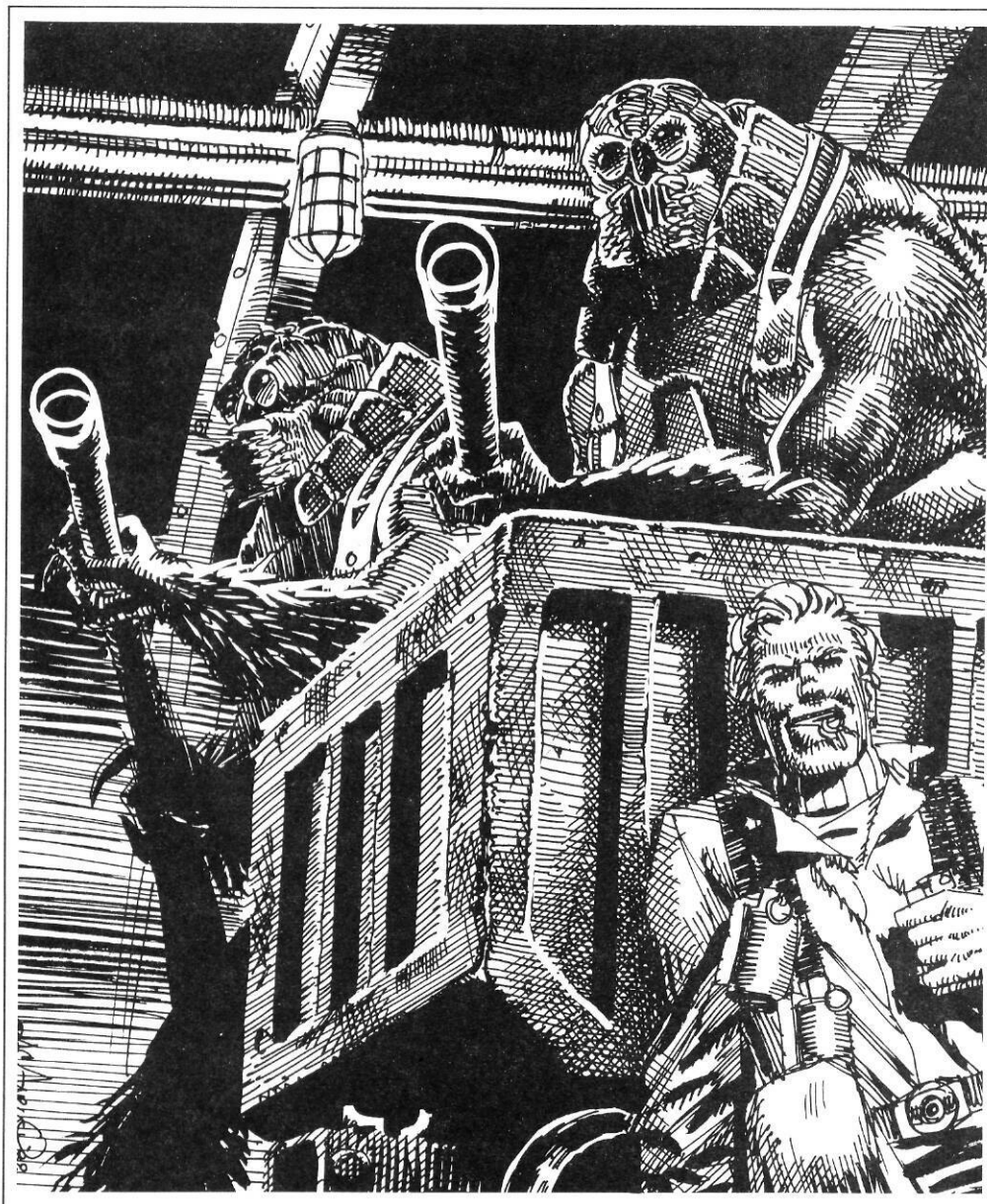
In any event, "Pain Giver" committed the major strike force of its fleet to the invasion of the Henry's Star system, which was totally undefended in space. After quickly neutralizing the orbital terminal, the Kafers began landings in the British colony. No organized resistance greeted these assault troops; even the most fanatic human defenders knew that Colonial Constabulary backed by a rabble of armed miners wouldn't achieve much against the veteran Kafer troops. What the invaders found was a colony missing a large part of its government and a great number of people, all of whom had fled to safety when the fleet was first spotted launching landing ships.

THE GUERRILLA WAR

Humans found Crater a difficult place to live at best; outside of the area of the colony proper, conditions were too harsh to permit humans to survive for long. But the miners had hit upon a brilliant solution to the problems of hiding from the invaders without leaving the habitable area—they moved into the warren of tunnels that surrounded the impact crater. Running deep into the crater walls, these tunnels presented a labyrinth few Kafer patrols cared to penetrate, especially after ambushes annihilated several of their units without suffering any human losses in return.

The caverns possessed a higher air pressure than the thin atmosphere of the colony proper at the top of the rim wall, but also provided shelter from the sweltering heat of the crater floor. There were even locations of subsurface water, hitherto unsuspected, which made life underground much more tolerable. Night raids out of the caverns and up to the top of the rim kept the refugees well-supplied with food and other essentials; here, unlike at Beta Canum, even the seemingly docile locals who remained after the Kafers arrived were more than willing to contribute to the guerrilla effort.

Cooperation between the Constabulary, with its better weapons and organization, and the miners' militia, with its superior knowledge of the caverns and access to a sympathetic populace outside, became the order of the day. For the most part Governor-General Sir Charles Nolan and mine leader Peter Hawkes managed to keep their people working together smoothly, though there was some friction between these formerly antagonistic groups. Luckily the guerrilla phase



of the war lasted only a few months and ended before factions unwilling to listen to these moderate leaders could gather enough strength to cause dissension in the ranks.

LATER DEVELOPMENTS

The occupation of Crater went so quickly that "Pain Giver" and the bulk of the fleet moved on to Joi in less than two weeks. This left the local Kafer garrison largely on its own from the middle of March on, and after the Kafer fleet reassembled around Kimanjano for the Kafers' final drive on the Terran core in April, Kafers at Crater, like those at Beta Canum and Joi, were exposed to flank attacks by Rochemont's fleet out of Vogelheim. As a result, during the month of May, Rochemont's forces managed to drop troops to assist the colonials at Crater. The Kafers, hardier than humans, withdrew into the harsh upland plains of Crater's Dayside, and combined colonial and marine forces found it necessary to wage a long campaign in harsh conditions to finally eliminate the threat the Kafers posed to the colony. Indeed, Kafers remained a problem on Crater for a long time after the Battle of Beowulf ended the general Kafer menace.

COMMENTS

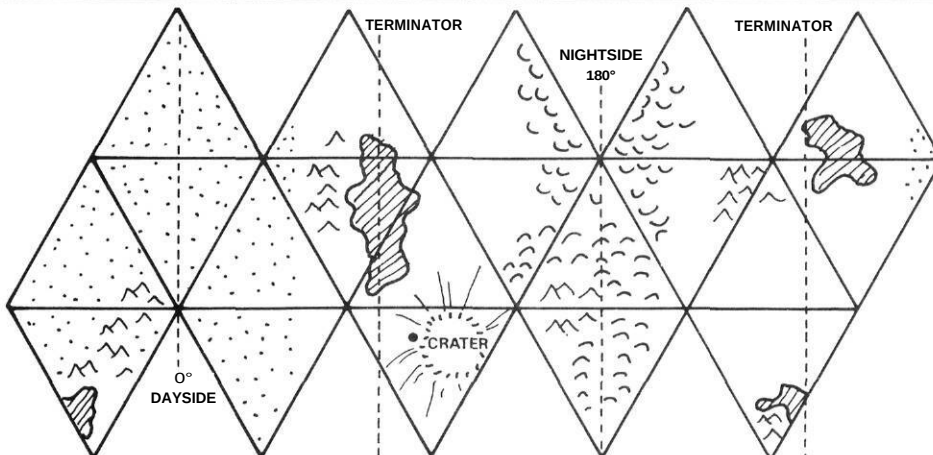
A garden world only by the broadest of definitions, this hot, dry, tidally-locked world possesses a single habitable region around an ancient asteroid crater. Rich mineral finds originally drew miners, and other colonists soon followed.

ADVENTURE OPPORTUNITIES

Crater offers adventurers the chance to operate in a fairly large-scale resistance movement in an unusual setting. Underground caverns provide both a secure base of operations and an interesting locale for ambushes against the Kafers, while forays into the occupied portions of the colony for supplies give the group a chance to pit their skill/s against their foes in the open. After the arrival of human relief forces, adventurers with resistance experience can expect to be involved as advisors and front-line troops in mopping-up campaigns—not all of them particularly easy—against surviving Kafer forces in Crater's desert uplands.

In addition, the resistance on Crater faces internal stresses. Though on the surface cooperation is excellent, prewar tensions between the Constabulary and the miners cannot help but have an effect on operations. The Colonial Constabulary is a latter-day version of the New South Wales Corps, composed of bullies and bad bargains. As a result, they have a poor reputation at best, and most of them live down to that reputation even during these campaigns. This can make for interesting undertones in any adventure situation.

Crater



SCALE
1 Triangle Side =
7000 km.

Inner System

Outer System

Primary

15 au

G.

100 au

★
companion star

200 au

5 au

300 au

10 au

500 au

15 au

700 au

TERRAIN KEY



ICE SHEET



MOUNTAIN



SEASONAL OCEAN



DESERT



UPLAND



CITY

STAR DATA

Primary: Name HENRY'S STAR Spec. Class G8 V1 Mag. 6.71
X. Y. Z Coords. -22.7 0.9 17.7 Radius 0.46 Mass 0.47
Luminosity 0.145 Effective Temp. 4520 °K
System Nature BINARY

PLANET DATA

Name CRATER Dist. from Primary 0.36 au
Size 11,040 km Core Type ROCKY
World Type GARDEN Surf. Grav. 0.61 Escape Vel. 6.85 km/s
Atm. Press. 0.60 ATM Avg. Temp. 30 °C Water Presence 10 %
Atm. Composition N₂ 86 (%) O₂ 10 (%) TRACE 5 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
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COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
<u>CRATER (BR.)</u>	<u>2217</u>	<u>1557</u>		<u>OT, CP, RP, FP, HI, M, F</u>

Key

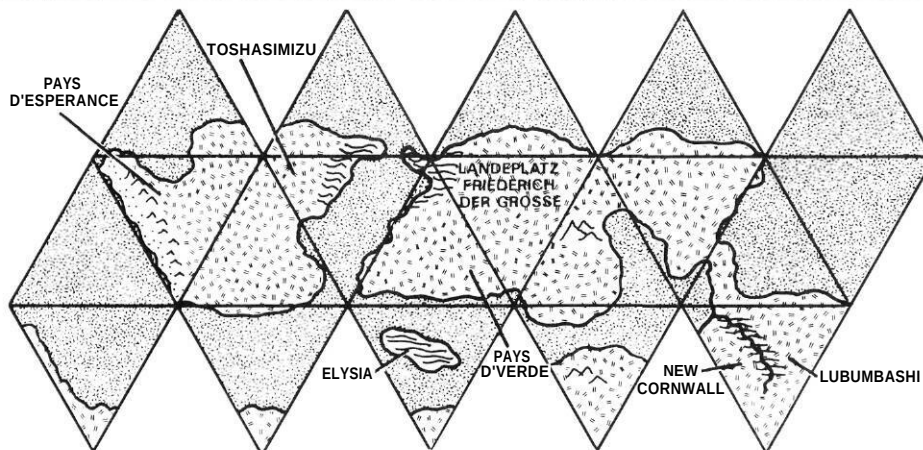
BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
End	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

Key

SYSTEM
SCHEMATIC

AS Asteroids
CH Chunk
DS Desert
Life Zone
FC Failed Core
G Garden
GG Gas Giant
GL HH IC
GL Hot House
PrG Pre-Garden
RK Rock
PoG Post-Garden

Joi



SCALE

1 Triangle Side =
10,700 km.

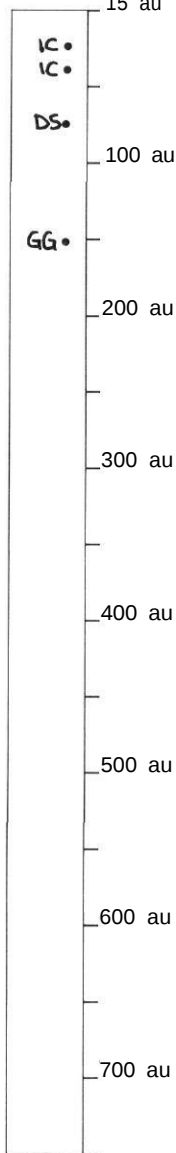
Inner System

Primary



Outer System

15 au



TERRAIN KEY



OCEAN



DESERT



CULTIVATED



MOUNTAIN



WILDERNESS



CITY

STAR DATA

Primary: Name 61 URSAE MAJORIS Spec. Class. G8V Mag. 5.55
X, Y, Z Coords. -24.4, 2.2, 16.7 Radius 0.91 Mass 0.87
Luminosity 0.52 Effective Temp. 5140 °K
System Nature STANDARD

PLANET DATA

Name Joi Dist. from Primary 0.77 au
Size 16,990 km Core Type ROCKY
World Type GARDEN Surf. Grav. 1.05 Escape Vel. 11.8 km/s
Atm. Press. 1.03 ATM Aug. Temp. 20 °C Water Presence 58 %
Atm. Composition N2, 78 (%) O2, 19 (%) TRACE 3 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
BLANCHE	3896	ROCKY	15	0.5	
ARGENT	2030	ROCKY	20	0.6	
OR	6112	ROCKY	60	0.4	

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
HALBINSEL (GER.)	2241	2907	Sci	OT, ODI, Sc, FP, F
ELYSIA (IND.)	2258	3650		OT, Sc, FP, F
NEW CORNWALL (BR.)	2254	287		OT, SPS, CP
TOSASHIMIZU (JAP.)	2257	2507	Mil, Sci	OT, ODI, Sc, FP, F
LUBUMBASHI (AZ.)	2280	400		OT, F

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

61 Ursae Majoris

RECONCILIATION (Star Cruiser Scenario)

Date: 20 March 2302

Background: When the Kafers first assaulted 61 Ursae Majoris, the system's defenders fled, only to return with reinforcements from Rochemont's fleet while the Kafers were busy dropping landing parties onto the colony world. In the subsequent battle, one action of note was the cooperation of Japanese and German cruisers in destroying a Delta-class battleship.

Set-up: The Kafer vessel is placed in the center of the combined map, the Japanese cruiser enters from one edge, and the German cruiser enters from the other.

Special Rules: None.

Victory: The Kafer gains two points for each cruiser destroyed, or one point for each that is merely disabled. The humans get five points for destroying the Kafer cruiser or three points for disabling it.

Intruder: Human.

Agano (Suffren-class)CG (CQ +3) with 18 Ritage-1 missiles.

Admiral Hipper (Konstantine-class,) CG (CQ +2) with 15 Glowworm missiles.

Native: Kafer.

Delta-class CG (CQ -2) with 12 Whiskey missiles.

Joi, 61 Ursae Majoris (12 March 2302)—The appearance of the Kafer fleet previously operating around Crater has caused panic in all six major colonies on Joi. Although a strong battle fleet is present in the system, including the Japanese squadron under Rear Admiral Nakajima, two independent Elysian frigates, and Anglo-German reinforcements detached from Vice-Admiral Rochemont's fleet, there is little hope that these will hold their own against the Kafers. Rear Admiral Nakajima and his squadron withdrew from Kimanjano in the face of a previous Kafer offensive, and are not noted for their ability to cooperate with the Germans, particularly given the history of German-Japanese tensions here on Joi. We can only hope that the defenders of our fair planet can lay aside their differences and work together against our common foe.

Joi, 61 Ursae Majoris (15 March 2302)—With the shameful withdrawal of all of the defensive fleet from Joi, the planet now lies open to attack by the Kafers. Although the fleet commanders may not have the stomach to face the aliens in battle, colonists across the planet have united in their resolve to fight or die defending Joi from enemy occupation.

Joi, 61 Ursae Majoris (20 March 2302)—After five straight days of ground fighting, the tide here on Joi has turned in favor of humanity with the appearance this morning of Vice-Amiral Rochemont and a large contingent out of Vogelheim, accompanied by the Joi Defense Fleet thought to have fled earlier this week. Announcements made by the fleet High Command have disclosed that the earlier retreat was conducted at the vice-amiral's orders as a means of luring the Kafers into close orbit. The human fleet cut through the Kafers in a decisive victory, cutting off their troops on the ground and causing the bulk of their space fleet to retreat in disorder.

Among the most distinguished actions of the day was the destruction of a Kafer Delta-class battleship by the combined efforts of the Japanese cruiser Agano and the German cruiser Admiral Hipper. Officials have greeted this as a symbol of human solidarity against the invaders.

BEFORE THE INVASION

Joi, located near the very edge of human-explored space in the French Arm, remained largely isolated from the tides of the war right up until the attacks on neighboring Henry's Star. With colonies representing six different nationalities on the planet, internal concerns tended to remain more important than unity of purpose for most of this period. Memories of the rebellion of the colony of Elysia against France less than a decade before, and the post-rebellion tensions between Elysia, the German colony of Halbinsel, and the Japanese at "Samurai Bay" were a stumbling block to unity, particularly after the Germans and the Japanese began casting the blame on one another for the fall of Kimanjano after their two squadrons failed to work together effectively.

After Kimanjano, the Japanese held their squadron back around Joi, refusing to return it to the front. After the attack on Beta Canum, however, French Vice-Amiral Rochemont at Vogelheim made preparations to launch a counter-offensive against the Kafers in which the Japanese squadron was to play an important part. Weeks of planning and negotiations spanning several worlds and a half-dozen national military contingents operating in the isolated "fingers" of the French Arm finally produced enough coordination to place the French admiral in undisputed command of the region—despite past problems, the various squadrons now prepared to make a real effort at uniting against their Kafer opponents. However, military leaders were careful to ensure that, in the eyes of the public, the divisiveness of past months would appear to continue—for by now it was known that the Kafers had ships monitoring communications traffic in systems previously thought secure.

Rochemont's preparations involved a shift in the main battle fleet from Vogelheim to Sans Souci (DM+ 36 2219), which safeguarded the primary route to Vogelheim. Until he was sure which way the Kafers would push, the French admiral was forced to divide his ships, sending some to reinforce the Japanese and Elysian forces at Joi. The attack on Crater made it probable that Joi would be next, and so Rochemont took the risk of concentrating his ships there to stop the Kafers. The delays of interstellar communications very nearly made the plan fail, as Rochemont's fleet did not receive final orders to move out until the Kafers were well on their way to Joi.



THE BATTLE FOR JOI

"Pain Giver" and the Kafer fleet were able to move on Joi very shortly after the attack on Crater, since there seemed little danger of major opposition to their ground forces in the weakly held Henry's Star system. Still seeking to make dramatic gains before "Triumphant Destiny" could return to take command at the front, the Kafer leader saw Joi as the ideal target for a crowning victory. It was known to be one of the most heavily populated worlds in this portion of the French Arm, and it supported several human military bases—but Kafer information suggested that it was held by only a handful of ships which had been decisively beaten in battle once before.

True to expectations, the human fleet withdrew almost as soon as Kafer ships appeared in the system. However, this was done in accordance with orders received from Rochemont, who intended to fight only when he could unite his entire fleet against the enemy. Had the Kafers attacked the outpost at Sans Souci, Rochemont would have avoided battle himself until the Joi squadron arrived; as it was, Nakajima and the ships under his overall command retired into the vicinity of a gas giant in the outer system after giving a convincing imitation of utter confusion. Suspecting nothing after so many similar incidents at other worlds, "Pain Giver" proceeded to order landings on Joi, concentrating on the most populous colonies of Halbinsel and Toshashimizu first. Savage ground fighting was the order of the day, particularly in the Japanese colony where the citizenry turned out in great numbers to defend their homes.

Five days later, as the Japanese effort was finally showing signs of failing against the superior weaponry and tactics of the Kafer assault troops, Rochemont's fleet arrived. Nakajima emerged from hiding to close in from the opposite direction, catching the orbiting Kafer fleet in a neat englobement. The result was a major victory for the humans, with six large Kafer ships destroyed and several others badly damaged. The remainder fled at maximum speed, bypassing Crater and heading straight for Beta Canum.

MOPPING UP

The remainder of the fighting at Joi was essentially confined to "mopping-up" operations against the Kafers already on the ground around the German and Japanese colonies. These were left largely to local forces, as Rochemont needed to push on for his next planned counterattack, the first serious attempt to shift back to the offensive against the Kafers by striking at occupied Beta Canum. Though his April campaign would end with a retreat, from this time on the human forces in the French Arm increasingly took the initiative, their efforts culminating in the Kafer defeat at Beowulf.

COMMENTS

The various agricultural communities of Joi have tended to drift apart in recent years, due to German support of the Elysian revolt during the Central Asian/Bavarian conflicts and to economic rivalries and environmentalist concerns. Germany and Japan maintain large naval squadrons here, each one ready to intervene in Elysian affairs at the slightest provocation.

ADVENTURE POSSIBILITIES

The war touches Joi only briefly, and there is only a limited amount of adventure material available during the week of the Kafer attack and the human riposte. However, an adventuring party with combat experience could find employment either before, during, or after this period, attached to local planetary defense forces. As on Crater and Aurore, Kafer troops on the ground continue to be a problem to colonists long after the planet is secured from space attacks.

Small ships, both military and "privateer" alike, were heavily employed in this region of space by Vice-Amiral Rochemont prior to the fight for Joi. Courier vessels were essential to his establishment of authority over the scattered resources of the area. Small ships were also used to monitor Kafer activities around Beta Canum and Crater while Rochemont prepared his defense. Such ships were assigned to carry word of Kafer movements so that the admiral would know whether the main Kafer thrust would be toward Joi or toward San Souci.

Vogelheim

MOKE THAN THEY COULD CHEW (Star Cruiser Scenario)

Date: 8 July 2301

Background: Early in the Kafer campaign, the crews of three of their battleships decided to make a side raid against Vogelheim. They found the human defenses there (actually a peacekeeping force) much stiffer than they could have imagined.

Set-up: The planet counter is placed in the center of one mapboard and the human ships are placed in the same hex, in orbit around the planet. The Kafers enter from the far edge of the board.

Special Rules: None.

Victory: Each side gets one victory point for each enemy ship disabled, or two points for each enemy ship destroyed. High score wins.

Intruder: Kafer.

3 Beta-class BC (CQ -2) with 20 Whiskey missiles each.

Native: Human.

Camperdown (Kiev-class) DD (CQ +1) with 15 Ritage-1 missiles.

Reagan (Kennedy-class) CG (CQ +2) with 20 SIM-14 missiles and 2 HD-5 drones.

Brisbane (Aconit-class) FF (CQ +3) with 2 Ritage-2 missiles.

Foudroyant (Ypres-class) FF (CQ +1).

Schleswig (Saschen-class) FF (CQ +2) with 12 SR-9 missiles.

Alderhorst, Vogelheim (8 July 2301)—Three Kafer ships mounting a raid on Alderhorst were turned back today in a short but sharply-fought action by the five ships on station here. Captain John Gsell, commanding the American missile cruiser Reagan, coordinated the defense effort by the ships of the International Peacekeeping Squadron and the French and German vessels stationed here. After nothing but bad news from the war front, it is heartening to know that the Kafers can be defeated by determination and skill in battle.

Alderhorst, Vogelheim (1 September 2301)—The arrival of Vice-Amiral Ferdinand Rochemont's French squadron yesterday afternoon has been reliably reported to be the first step in a major counter-thrust aimed at the relief of the beleaguered garrison at Eta Bootis. Since word arrived of Admiral Borodin's brilliant efforts at maintaining the security of Aurore in the face of overwhelming odds, speculation on the possibility of a relief mission has been widespread. According to officials attached to Amiral Rochemont's staff, the French, with the assistance of the ships already stationed here at Alderhorst, will soon be in a position to put an end to Kafer expansion once and for all.

Alderhorst, Vogelheim (27 September 2301)—After a potentially devastating defeat, Vice-Amiral Rochemont's Relief Expedition has redeemed human hopes by turning at bay and inflicting a sharp check on Kafer forces here in the Vogelheim system. Turned back in a long and hard-fought battle at Hochbaden, Rochemont's damaged ships were nonetheless able to hold back a Kafer squadron sent in pursuit of the human squadron. With this last-minute success it seems possible that the Kafer menace may be less formidable than it has appeared so far; this is the second victory scored by Rochemont over the Kafers since the war on the French Arm began.

Alderhorst, Vogelheim (18 November 2301)—A scouting force of Kafers cautiously probing the system in response to Vice-Amiral Rochemont's recent demonstration against Hochbaden was turned back by the admiral, whose reinforced squadron included the battleship Napoleon, pride of the French Space Fleet. Once again frustrated in attempts to relieve Borodin at Eta Bootis, Rochemont nonetheless continues to hold Alderhorst secure as a thorn in the side of the Kafer advance.

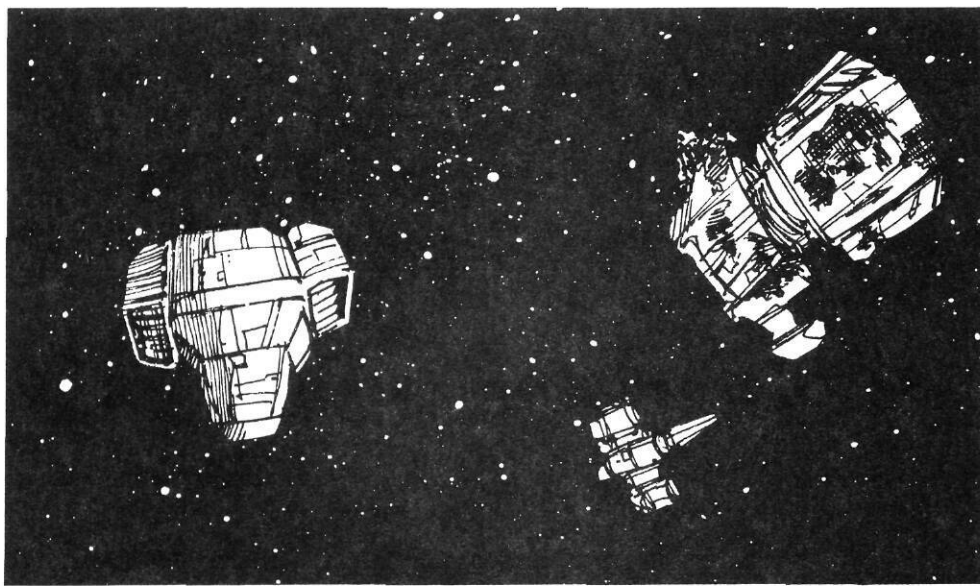
Alderhorst, Vogelheim (16 February 2302)—Despite the best efforts of what experts have described as "a brilliantly conceived tactical plan" by the Kafers, Alderhorst remains secure from attack tonight after a clash of arms near the edge of the Vogelheim system. Vice-Amiral Rochemont and his depleted squadron held their own in battle against a small but well-handled alien force. One Terran ship, the German frigate Schleswig, was lost in the fighting: three Kafer cruisers were destroyed, and at least one battleship heavily damaged.

"This was the work of their [the Kafers'] number-one admiral," said a highly-placed officer on the French admiral's planning staff. "Its handiwork is plain to anyone who has followed the campaign so far. If we can stand up to it this way once, we can do it again."

VOGELHEIM DURING THE KAFER WAR

Never occupied or even seriously attacked, the Vogelheim star system was nonetheless one of the most critical scenes of the Kafer invasion. Throughout the war human ships operating from Vogelheim were able not only to hold out against enemy incursions, but to mount a number of threatening operations which contributed in no small way to the ultimate defeat of the Kafer task forces further up the French Arm. It was particularly ironic that the linchpin of the Terran defense of the Arm should also be the world where violence following the War of German Reunification had lingered the longest, requiring the maintenance of an international peacekeeping force to prevent further outbreaks of internal dissension.

Kafer ships came to the system early in the campaign, when three disaffected crews made common cause in an unauthorized raid in early July. The Terrans had three peacekeeping ships plus one vessel from each rival colonial power at Alderhorst; led by the senior captain, an American, this force cooperated well enough to destroy one of the enemies and send the other



two back towards Hochbaden in full retreat. As Vogelheim at that time was not very high on "Triumphant Destiny's" invasion agenda, no further action was planned for some time, though the occasional raider did test the system's defenses every so often. None of them ever made it through.

THE RELIEF EXPEDITIONS

Following word of the unexpected successes of Borodin's fleet at Aurore, the Terran governments felt it was essential to mount a Relief Expedition to link up with the besieged fleet and break the Kafer supply route up the French Arm. The motives for this varied from a desire to retrieve data concerning the enemy from a research institute on Aurore to the selfish French assertion that Borodin was too junior to command at Eta Bootis and should be replaced by a French admiral—but the basic motive was a recognition of Borodin's fleet's value to the war effort, along with the knowledge that Earth needed a stirring rescue to cap the heroic story of the Ukrainian admiral's epic exploits.

Ferdinand Rochemont, the senior French admiral in the Arm and the victor of the first battle for Beta Comae Berenices, was the overwhelming choice for command of the mission. Organized hastily, the First Relief Expedition suffered from poor planning; as a result, not only was Rochemont repulsed by the Kafer garrison at Hochbaden, but Beta Comae fell under renewed Kafer assaults after Rochemont's ships were withdrawn. The Kafers at Hochbaden mounted a weak pursuit which Rochemont dealt with handily back at Vogelheim, an action the Terran media was quick to build up into a victory far more important than the defeat the admiral had just suffered at Hochbaden.

By early November, Rochemont was ready to try again, but this Second Relief Expedition met with a similar lack of success. Had he waited another week to mount the operation, fresh reinforcements from Earth, including a French battleship and a German battlecruiser, would have been available to stiffen his attack. As it was, these ships were instrumental in saving Adlerhorst when the Kafers again mounted an active pursuit, this time in force. By now, though, Rochemont had learned his lesson; his expedition in December into the Hochbaden system was conducted covertly, using the main fleet to cover his detachment of the reinforcing squadron to push on in search of Borodin. This Third Relief Expedition, though it failed to engage the enemy or win the spectacular victory Earthside commentators were clamoring for, turned out to be one of the most decisive efforts of the entire conflict. These ships, reaching Aurore in mid-January, were instrumental in Borodin's three-way victory over the Kafers which totally disrupted the enemy lines of supply and communication for months to come.

COMMENTS

Adlerhorst, prior to the War of German Reunification, was a shining example of colonial cooperation between the French and the Bavarians. During the war, however, pro-reunification guerrillas attempted to seize the colony, prompting the French authorities to counter violence with violence. After the war an international peacekeeping force of British, American, and Australian ships and troops was established to act as a buffer in colonial relations.

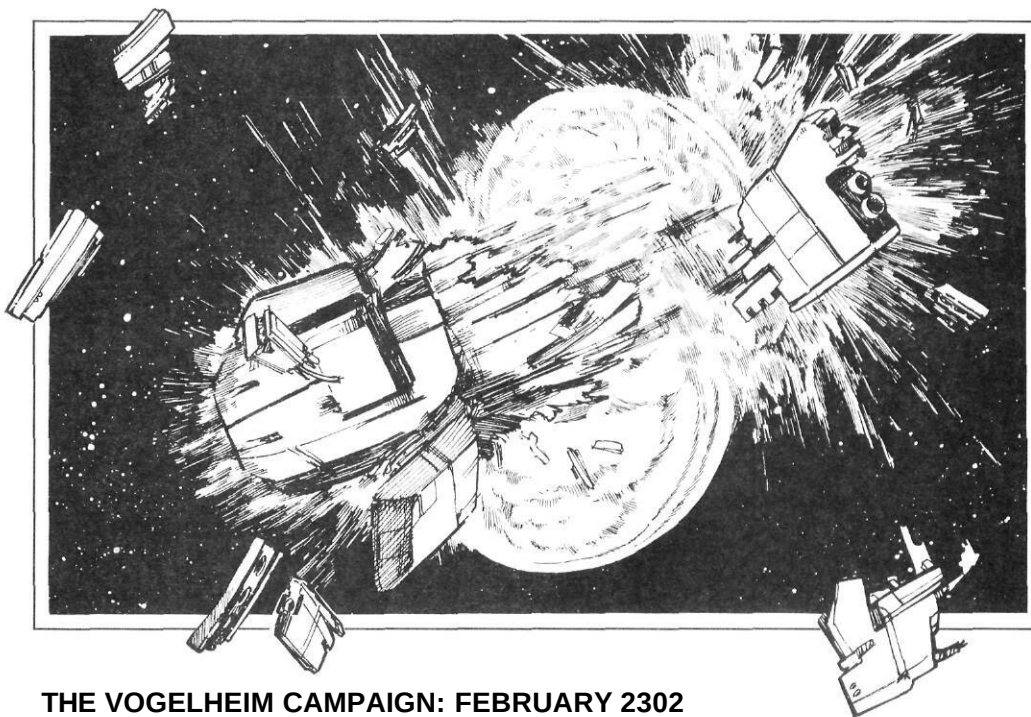
The peacekeeping force at Adlerhorst consisted of three warships—which represented America, Australia, and Great Britain, all at least theoretically neutral—plus five transports and contingents of American, British, Australian, and Canadian ground forces used primarily as security for Adlerhorst's space terminal. Each contingent was technically independent of the others, but in practice the commander of the largest ship, the American CG Reagan, tended to coordinate the activities of all three groups.

In addition to these ships, France and Germany each had one ship on station when the war broke out. This was the maximum amount provided for under the Treaty of Darwin in 2295, which gave official sanction to the mediation of the other powers in the Franco-German colonial dispute. After a long history of general non-cooperation, the peacekeepers were pleasantly surprised when both captains agreed to place their ships under Captain Gsell's command soon after the first news of the fall of Hochbaden.

ADVENTURE POSSIBILITIES

Because the Vogelheim system is never actually occupied by the Kafers, it is not really a primary site for war-related adventures. However, the possibility of Kafer raids and the occasional full-scale incursion into the system will make life hazardous for adventurers there, particularly those with or aboard starships. Terrorism or covert political action by the ex-belligerents here should not be ruled out, either.

The referee would do well, however, to devote some attention to fleshing out Adlerhorst as an adventure site. Because it serves as Rochemont's headquarters, the planet will be a focal point for ships engaged in privateering, scouting, and courier duty, while soldiers and spacers alike might be posted there for long periods waiting for the word to move out on another campaign. Interesting adventures are still possible: think of Yanks training and carousing in Britain during the Second World War or the U.S. Marines serving in Beirut in our own era. If anything, the Vogelheim system is more dangerous than the battle lines simply because characters are apt to assume that nothing will happen to them on a "safe" planet away from the main thrust of the war.



THE VOGELHEIM CAMPAIGN: FEBRUARY 2302

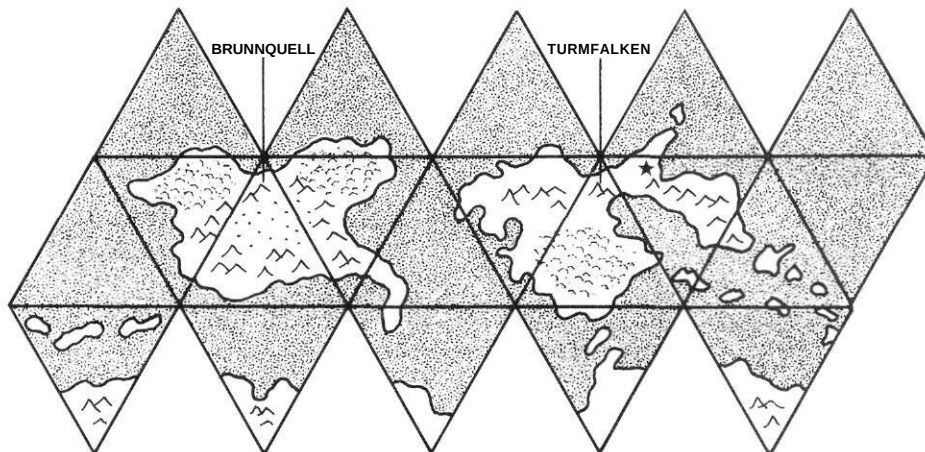
Following Borodin's victories at Aurore, "Triumphant Destiny" was forced to leave the battle front and bring a large contingent of reinforcements to replace the Kafer ships lost at Eta Bootis. It found the Kafer garrisons at Hochbaden, Arcturus, and DM + 1 8 2776 all badly depleted and found it necessary to remain throughout the month of February in the vicinity of Hochbaden. It was during this period that "Pain Giver" launched its own attacks against Beta Canum and Crater.

Between Borodin and Rochemont, the Kafer forces along the supply line up the Arm were finding humankind a difficult opponent. Not only fleets but lone raiders were constantly testing the alien defenses. "Triumphant Destiny" could not allow the two human fleets to unite; together they would be far too formidable for the garrison forces, which would leave the main invasion fleet cut off far from Kafer space. Borodin was too strong; "Triumphant Destiny" chose to try to deal once and for all with Rochemont and the fleet at Vogelheim.

The result was the final battle of Vogelheim, a much less clear-cut human victory than Terran commentators led the general public to believe. The Kafers had only a small reserve fleet, already beaten several times, but thanks to the inspired leadership of "Triumphant Destiny," they came close to success on the first day of their assault, the 15th of February. Despite heavy losses, the aliens were close to breaking the humans entirely; indeed, Rochemont was obligated to withdraw towards Alderhorst as the Kafer battleships began to cause a heavy toll in damage against his ships. But at the very moment of impending victory, "Triumphant Destiny" called off its attack and withdrew back towards Hochbaden, allowing the humans to claim a complete victory.

The real reason for the withdrawal was the arrival of a courier from the front lines, reporting the plans being mounted by "Pain Giver" for a thrust to Beta Canum and beyond. At the same time intelligence reports arrived suggesting Terran preparations for a counter-offensive out of Queen Alice's Star. "Triumphant Destiny" knew that such an assault would overwhelm the weak garrison "Pain Giver" planned to leave, and knew also that it was needed more at the front lines than here on the flanks. Entrusting the Hochbaden garrison to a talented subordinate, the Kafer leader finished its dispositions for watching Borodin and Rochemont as quickly as possible, departing for Kimanjano on the 24th of February. It left detailed plans for a renewed attack on Vogelheim designed to take advantage of the threat "Pain Giver" was posing behind Rochemont's bases. These miscarried when Rochemont ambushed the Kafers at Grosshiddenhafen (the secret human base in the DM+ 35 2436 system) in early March and saved Vogelheim for what proved to be the last time. However, Rochemont did have to respond to the threat to Crater and Joi, postponing yet again the long-dreamed-of unification of his fleet with Borodin's.

Vogelheim



SCALE

1 Triangle Side =
8800 km.

Inner System

Primary

FC
FC
IC
FC

5 au

FC

10 au

Outer System

15 au

FC
AS
GG

100 au

200 au

300 au

400 au

500 au

600 au

700 au

15 au

TERRAIN KEY



OCEAN



MOUNTAIN



DESERT



LAND



WOODS



STARPORT

STAR DATA

Primary: Name VOGELHEIM Spec. Class K3V Mag. 8
X, Y, Z Coords. -29.6, -5.9, 19.4 Radius. 0.696 Mass. 0.70
Luminosity 0.216 Effective Temp. 4600 °K
System Nature STANDARD

PLANET DATA

Name ADLERHORST Dist. from Primary 0.5
Size 14,000 km Core Type ROCKY
World Type GARDEN Surf. Grav. 1.16 Escape Vel. 12.99 km/s
Atm. Press 1.05 ATM Avg. Temp. 21 °C Water Presence 80 %
Atm. Composition N2 64 (%) O2 22 (%) TRACE 4 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
NEWMARK (GER.)	2231	4,424		SPS, SC, HI, M, F
SAINT-BENOIT (FR)	2244	2909	SCI	OT, SC, FP, M, F

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

Key

SYSTEM
SCHEMATIC

PoG Post-Garden
PrG Pre-Garden
RK Rock
GL Glacier
HH Hot House
IC Iceball
FC Failed Core
G Garden
GG Gas Giant

AS Asteroids
CH Chunk
DS Desert

Life Zone

The Hidden Bases

DM+18 2776

Stellar Type: M0 V Mass: 0.45 Radius: 0.502 Luminosity: 0.033 Planets in System: 2

Planet II

World Type: Gas giant
Core Type: Icy Mean Orbital Radius: 3.8 au Period: 70.7 std yrs Diameter: 142,769 km Circumference: 44,852 km Mass: 339 Density: 0.24 Molecular Weight Retained: 7 Composition: Hydrogen/helium

Planet Ha: Prior to the first Kafer contact, plans were put forward by various Ter-ran nations and companies to establish a refueling base on IIa, but all such proposals were shelved with the out-break of hostilities.

World Type: Glacier Core Type: Rocky Mean Orbital Radius: 670,908 km Period and Rotational Period: 3d 12h 35m 77s (std) Diameter: 3427 km Circumference: 10,766 km Mass: 0.077 std Density: 0.9 std Surface Gravity: 0.75 G Escape Velocity: 7.7 kps Molecular Weight Retained: 142+ Atmosphere: None Hydrographic Percentage: 700% (ice) Colonies: None

This chapter includes information on two bases of operation which were important in the war.

DM + T8 2776

"If they're not coming past Aurore, and they're not coming straight from Arcturus, where the Hell are they coming from?"

—Remark attributed to French Emperor Nicholas Ruffin.

Although it was never the scene of a major battle, the DM + 18 2776 star system was extremely important to the war as a whole. It was from here that the Kafers were able to mount their attack on the French Arm, using the system as a primary staging area and forward base for the initial attack on Hochbaden without having to pass through Eta Bootis to get there. Although a direct transit from Arcturus to Hochbaden is possible, Arcturus lacks any planets. The existence of a base closer to the front lines than Ross 52 or DM+ 16 2708, the nearest systems past Arcturus itself, was deemed important to "Triumphant Destiny" when it first began to contemplate leading an all-out thrust against human space.

Constructed under the ice of one of the extensive frozen seas of the gas giant's satellite, the Kafer base is almost impossible to find without a very detailed survey.

The base is located on the inner moon of the system's second planet, which is a gas giant roughly comparable to Jupiter in size and composition. Because there is a much better piece of real estate in the system, the first planet (designated Wiseman by humans), most exploration and survey activities have been concentrated there, leaving the gas giant and its moons largely untouched. As a result, "Triumphant Destiny" found it possible to hide the Kafer presence in the system from those occasional human ships which called in the region.

Constructed under the ice of one of the extensive frozen seas of the gas giant's satellite, the Kafer base is almost impossible to find without a very detailed survey. It was built by melting the ice under the structure with heat channeled from a small nuclear reactor, then allowing the ice to re-freeze above the complex after it had sunk to a depth of 10 meters. Roughly the size of a Kafer troop transport, it can house (uncomfortably by human standards) 1000 Kafer troops. A fuel cracking station separates hydrogen and oxygen drawn from the surrounding waters of the ice-roofed sea, then stores both in inflatable bladders located under the ice around the base itself. Access is via any of several hollow tunnels extending to the surface, plus a large entry port with camouflaged hangar doors in the ice roof. The hangar bay can accommodate six *Foxtrot*-class fighters or a single fuel shuttle at any given time. Six fighters have been based here on a more-or-less permanent basis since the start of the invasion, and there are camouflaged missile-launchers mounting batteries of Whiskey-class missiles to provide further protection should the base come under attack.

Powered by MHD power plants which show no signature from under the ice, the base is well hidden. Base personnel are under strict orders to keep under cover any time human ships appear in the system. This imposes a severe psychological strain on the base staff, since Kafers are notorious for becoming unstable after long periods of enforced inactivity. This was worse before the war than after the start of the invasion; base personnel are rotated to more active posts after fairly short tours of duty here.

Although still not aware of the exact location and nature of the base, Admiral Borodin learned fairly early in the war that at least some of the Kafer ships operating against Aurore were coming

from the DM + 18 2776 star system. Coupled with reports of Kafer ship sightings in other systems beyond that one, he has concluded that there may be one or more Kafer worlds in the region. Some experts on Borodin's intelligence staff have even gone so far as to suggest, erroneously, that the Kafer homeworld is not beyond Arcturus as originally thought, but at the F-class star Gamma Virginis which can be reached by the route leading through DM+18 2776.

DM+ 35 2436

Adlerhorst, Vogelheim (3 March 2302)—*Amiral Rochemont's fleet has entered this system triumphantly following a major victory over enemy forces in the DM + 35 2436 star system earlier this week. Fleet sources have revealed that the victory was won by ships withdrawn from Beta Comae Berenices to a secret outpost in the DM+ 35 2436 system several months ago.*

Located within stutterwarp travel range of a number of important systems on the French Arm, including Hochbaden, Beta Comae Berenices, Beta Canum, and Vogelheim, DM+ 35 2436 became extremely important to the Terran war efforts as the Kafers advanced, and finally emerged as a key factor in the ultimate Terran victory.

The system was long considered important due to its strategic position, serving as a possible hub for traffic moving between Vogelheim and the main line of the Arm. Surveyed by the French and the Bavarians in separate missions during the period 2260-2280, the system was put down as an interesting place for further research, but an unsuitable colony site. The only life zone world was on the borderline between "garden" and "post-garden" types, and offered interesting insights into the future of Terra herself. Plans to open a combination way station and research facility, probably under ESA auspices, were discussed on Earth, but no action was taken. Then the outbreak of the Central Asian War made pure research take a back seat to practical violence.

During that war, Bavarian separatists supplied their findings on the innermost world to the Manchurians, who used the planet as a base for raiders operating in the French Arm. The liberation of Elysia on Joi was accomplished largely by Manchurian support operating from this hidden base. After the war, the Manchurians left their outpost abandoned but intact, and the Germans took it over during the War of German Reunification, naming the planet Grosshiddenhafen. The outpost was again left vacant after the peace treaty, but neither Manchurian nor Bavarian officials ever allowed the secret of the base to be revealed; it was too valuable a site should further hostilities break out, as seemed all too possible in light of the ongoing problems at Adlerhorst.

So matters stood when the Kafers defeated the Anglo-German squadron defending Nous Voila. Faced with a large enemy fleet and little chance of offering substantial resistance wherever they retreated to, the leaders of the beaten squadron were uncertain as to what to do next. The British commander planned to fall back to Kimanjano to consolidate with reserve forces there, but was persuaded otherwise by his German counterpart. This man, Kommodore Horst Waldermann, had commanded a raider operating out of the hidden German base during the War of German Reunification. He proposed that the Terran force pull back to reactivate the base and use it as a launching spot for attacks on the flank of the enemy advance. Such a move was also calculated to put the squadron closer to Vogelheim, allowing them to establish contact with Rochemont's Relief Expeditionary Force operating out of that system. This, it was reasoned, could allow a major fleet to be formed that could threaten the Kafer supply lines as the war went on.

The Terrans developed the base into a strongpoint. Campbell, the British senior officer, made his presence known to Amiral Rochemont, who ordered him to avoid contact with the Kafers. German and English ships engaged in periodic raids and covert surveillance operations, but did not otherwise draw attention to their presence. Rochemont confided the secret of the base to very few. The series of Relief Expeditions aimed for Eta Bootis did detach transports to carry supplies to Campbell, and 15 fighters were shuttled to the planet to increase its defenses. Sentinel stations were sewn through the most important areas of the star systems as well.

Late in February of 2302, after "Triumphant Destiny's" return to the front, the Hochbaden garrison launched an attack intended to strike Vogelheim. Rochemont was prepared, and finally used the base as he had long planned to. Campbell's Sentinels, fighters, and ships were a totally unexpected reinforcement for the Kafers to overcome, pouncing on their battle fleet at the height of its action with Rochemont's forces off Grosshiddenhafen. As a result of this dramatic battle, the last threat to Vogelheim was smashed, Campbell and his men joined Rochemont for his campaigns against "Pain Giver's" followers, and the Kafers never again enjoyed the luxury of sufficient reserves to do more than simply defend what they could of their supply lines.

DM+35 2436

Stellar Type: MO V Mass: 0.48 Radius: 0.54 Luminosity: 0.04 Life Zone Distances: Inner: 0.74 au Optimum: 0.2 au Outer: 0.28 au Planets in System: 2

Planet I (Grosshiddenhafen)

Grosshiddenhafen is the unofficial name bestowed to the planet by the Germans during the War of German Reunification. Official Terran charts do not name Grosshiddenhafen, which was deemed a poor choice for colonization.

World Type: Post-garden
Core Type: Rocky Mean Orbital Radius: 0.2 au Period: 47.15 days (std) Rotational Period: 47.15 days (std) Diameter: 27,116 km Circumference: 85,187 km Mass: 2.81 Density: 0.3 Surface Gravity: 7.764 Escape Velocity: 13.03 kps Molecular Weight Retained: 5+ Axial Inclination: 35° 49'12.8" Mean Equatorial Temperature: 40°C Atmospheric Pressure: 1.137 Composition: Nitrogen/oxygen Oxygen Pressure: 0.057 atm Hydrographic Percentage: Less than 1 % Colonies: None

DM+36 2219

COMMENTS

Sans Souci supports a French outpost of roughly 12,000 people, with ground and orbital port facilities. The outpost must import almost every necessity, and is still largely confined to several dome clusters spread out across the equatorial regions where there are small areas of open ocean.

Members of the outpost crew on Sans Souci are known in nearby systems for their seemingly unfailing optimism. This disposition can be attributed to the fact that they believe their world to be perfect for terraforming, and they are convinced that their continued efforts to provide knowledge of the world cannot help but convince French officials on Earth of the same. Sans Soucians are utterly certain that their work is destined to provide humanity with a new world to colonize.

To citizens of other worlds, this optimism seems somewhat misplaced, especially considering the number of times that the concept of terraforming Sans Souci has been passed over in favor of projects that promised to provide more rapid recompense for the time and effort spent.

Sans Souci, DM + 36 2219 (8 March 2302)—*Sans Souci, the French outpost world here near the very edge of explored space, has taken on an entirely new look with the arrival of a massive force of warships attached to Vice-Amiral Rochemont's battle fleet. Although the admiral's staff has refused to comment on the plans being contemplated at this time, it is clear that the fleet, fresh from a succession of victories around the Hochbaden region, is to use Sans Souci as a staging point for operations against occupied Beta Canum and the main body of the Kafer fleet.*

STRATEGIC VALUE

An outpost established as a forerunner to more extensive colonization efforts, Sans Souci at the outbreak of the Kafer conflict was still a small settlement of little economic value. However, it did have one important strategic point in its favor, as it was located at the hub of a series of possible travel routes linking Beta Canum, Vogelheim, Pentapod space, and several other worlds located at the far end of the BC "hand" on the French Arm. After the fall of Beta Canum and "Pain Giver's" campaigns against that system, Henry's Star, and 61 Ursae Majoris, this nexus of usable routes became extremely important in the plans advanced by Vice-Amiral Rochemont to halt the Kafer advance once and for all.

Had matters developed differently, Sans Souci rather than Joi might well have been the site of one of the crucial battles of the war. The two-pronged defense devised by Rochemont called for a division of his fleet to be stationed between Joi and Sans Souci, with ships moving from whichever system was left alone to catch and destroy the Kafers in whichever one was attacked. To this end the outpost system was used as a major base until word came of the attack on Joi in March. Then Rochemont moved his entire force to engage the enemy there. Meanwhile Sans Souci was forced to serve in the unfamiliar role of military installation, something neither the facilities nor the populace at large were really prepared for.

In addition to this brief but important time in the interstellar spotlight, the outpost played an ongoing part in the Terrestrial war effort. Communications traffic between Vogelheim, always a key military station, and the core of Terran space was maintained through the system, as was contact with the Pentapods via the trading station circling DM+27 28217. The war brought a general upsurge in visiting ships, both military and commercial, and was responsible for a boom in the local economy. It also forced the expansion of facilities at Sans Souci, hastening the day when the world could be opened to mass colonization.

SYSTEM DESCRIPTION

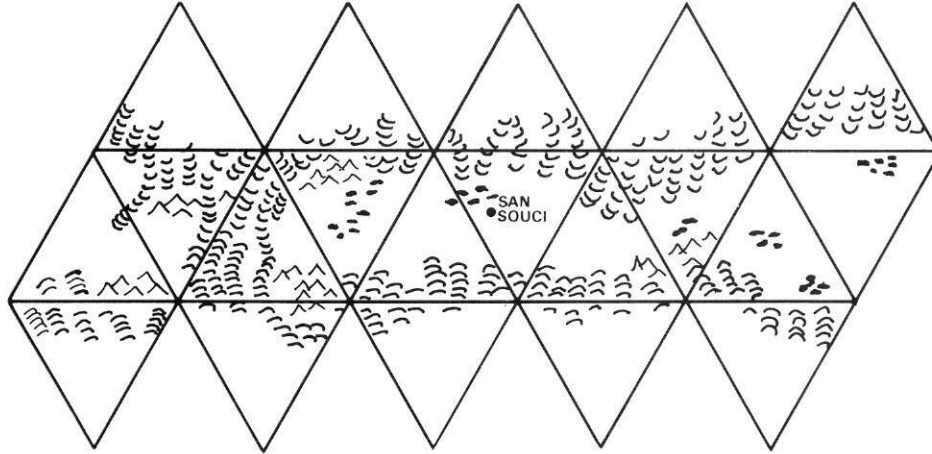
Sans Souci is a heavily glaciated world near the outer edge of the star system's life zone. First established in 2211 on the planet's moon, the outpost was originally intended as nothing more than a scientific station for investigation of the more interesting aspects of the star system. Later, though, the opening of German and French colonies at Vogelheim caused the outpost to expand onto the planet itself to become a way station for colonists and merchant shipping travelling to Vogelheim, while the first contact with the Pentapods in 2251 made the outpost even more important as a link in the trade route that now stretches between human and Pentapod space.

Following the terraforming effort on Nous Voila around Beta Comae Berenices, similar plans were advanced on several occasions to produce a usable colony world at DM + 36 2219. However, the Beta Comae project had been extremely expensive, and Sans Souci, due to the smaller, cooler star it orbited, promised to be an even more difficult proposition. Though periodically reviewed, the terraforming plans were never implemented; projects like the Beta Canum beanstalk were given precedence as having more immediate usefulness. However, Sans Souci is high on the list of worlds to be opened for full-scale colonization by France in the near future, and it is possible that the expansions forced by the needs of the war will prompt fresh examination of its possibilities once peace has been restored.

2300 AD

Colony World
Profile

Sans Souci



SCALE

1 Triangle Side =
7300 km.

Inner System

Primary

GL.
DS.
FC.
GG.
IC.PoG Post-Garden
PrG Pre-Garden
RK RockGL Glacier
HH Hot House
IC IceballFC Failed Core
G Garden
GG Gas GiantAS Asteroids
CH Chunk
DS DesertSYSTEM
SCHEMATIC

Life Zone

Outer System

15 au

100 au

200 au

300 au

400 au

500 au

600 au

700 au

15 au

TERRAIN KEY



ICE SHEET

INTERMITTENT
LAKE

MOUNTAIN

STAR DATA

Primary: Name DM+36 2219 Spec. Class M1 V Mag. 9.7
 X. Y. Z Coords. -27.9 1.2 19.9 Radius 0.58 Mass. 0.54
 Luminosity 0.03 Effective Temp. 3350 °K
 System Nature STANDARD

PLANET DATA

Name SANS SOUCI Dist. from Primary. 0.26 au
 Size. 11,610 km Core Type. ROCKY
 World Type GLACIER Surf. Grav. 0.99 Escape Vel. 11.1 km/s
 Atm. Press. 0.22 ATM Avg. Temp. 1 °C Water Presence 63 %
 Atm. Composition N2 81 (%) O2 19 (%) TRACE <1 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
<u>OPTIMISME</u>	<u>200</u>	<u>ROCKY</u>	<u>55</u>	<u>0.6</u>	<u>OUT</u>

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
<u>SANS SOUCI (FRENCH OUTPOST)</u>	<u>2211</u>	<u>12</u>	<u>Sci</u>	<u>OT</u>

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

The Battle of Beowulf

ALL OR NOTHING (Star Cruiser Scenario)

Date: 12 July 2302

Background: Finally, midway through 2302, "Triumphant Destiny" decided that the only recourse left to it was a desperate attempt to destroy the humans at Queen Alice's Star and make a sweep on toward Terra. All it had at hand to accomplish this task were two Delta-class battleships, 12 battleships of other types, and 10 cruisers. But, taking a lesson from the humans, it determined that the risk was worth the possible rewards.

Against this Kafer force, the humans had waiting Graham's Reserve Fleet, containing British, French, German, American, and Ukrainian ships, including four battleships, a battlecruiser, 14 missile cruisers, 20 destroyers, and 27 frigates, plus swarms of fighters based on two newly fielded deep-space fighter carriers, one British and one French.

Set-up: The human forces set up at the edge of one mapboard; the Kafers at the other.

Special Rules: This scenario is a killer for players. The opportunities for mayhem and fun are great (especially as the humans finally get a chance to pay the Kafers back for everything they have suffered in the scenarios to this point), but there are so many powerful ships on the board that it will
(Continued.)

Beowulf, Queen Alice's Star (7 July 2302)—Reports from scouts operating near Kimanjano indicate that the Kafer attack force in that system has finally left orbit in preparation for a major advance. Though the first report cannot confirm the destination of the enemy fleet, it is likely to attempt an attack on Beowulf as part of a last-ditch drive towards Earth, according to Admiralty sources. The Combined Terran Reserve Fleet, commanded by British Vice Admiral Sir Charles Graham, is mobilizing now to defend the planet. Says a spokesman for Graham, "Now's the time for our big push; if the Bugs come for us we'll meet them here, but if they're heading towards Beta Canum and Vice-Amiral Rochemont and his French fleet well come in from behind and kick them where it will do the most good."

Sir Charles has come under criticism over the past several months for his inactivity. But although pressure groups have claimed that an earlier commitment of these forces could have saved Kimanjano, Beta Canum, and other worlds occupied by the Kafers, the Admiralty has consistently stressed the need to bring the Reserve Fleet to bear only when it is certain of turning the tide against the alien invaders. From all accounts, the next few days and weeks will finally see that time; and we can only hope it will not prove to be too late for Beowulf, as well as for the rest of humanity....

BEFORE THE ATTACK

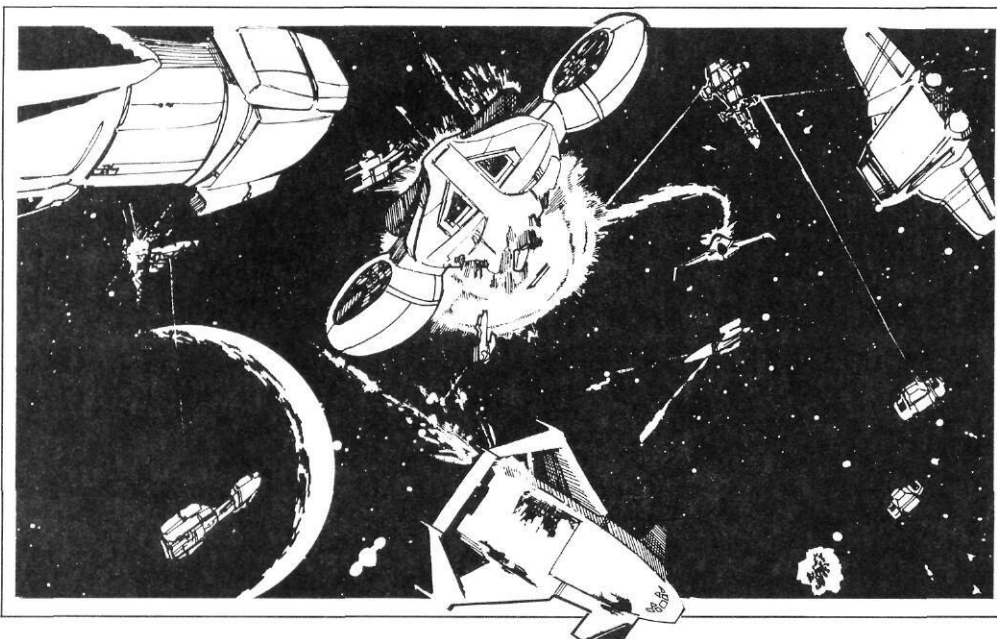
Throughout the major portion of the war, the Queen Alice's Star system seemed almost uninvolved in the conflict raging further down the French Arm. As base to a powerful British squadron (plus a smaller Imperial French force), the colony world of Beowulf was well protected, with the distance from the front lines providing an even greater feeling of security. Everyday business seemed to continue as usual on Beowulf, and even on the ships which waited patiently to join the war effort from their orbits high above the planet.

While the Kafers were still fighting at Beta Comae Berenices, Sir Charles Graham's British squadron received definite orders from His Majesty's government on Earth to remain in place at Beowulf. The policy was greatly criticized, coming at a time when all the major powers were losing heavily to the powerful Kafer attack forces, but it was not the sole decision of the British government that kept these forces idle. Queen Alice's Star was the ideal choke-point on the only possible line of advance toward Earth, and if it was held in force, Terran strategists reasoned it would sooner or later be attacked. Committing forces to the front in smaller groups was seen as leading to defeat in detail, which would leave the route to Terra undefended. Instead it was decided to create one large reserve force at Beowulf to guard the approaches to the Mother Planet and await the right moment to strike back—after the Kafers had been weakened by attrition.

In March, Sir Charles was ready to mount a counter-offensive against Kimanjano after it became clear that the bulk of the Kafer fleet was attacking in the direction of Beta Canum and beyond, but his allies dragged their feet and spoiled the opportunity for an early resolution of the war. France, in particular, intended to be well-represented in the Reserve Fleet, but had previously diverted most of its ready ships to reinforce Rochemont and Borodin further down the Arm. The French contingent, along with ships from the Ukraine, held the rest of the force back. Sir Charles contemplated boosting out on his own, but government directives required him to cooperate with the other national contingents even though he was to have overall tactical command if and when the Reserve Fleet engaged. As a result, the opportunity was lost; the Kafers reassembled their forces around Kimanjano and settled down into a war of nerves, neither side quite ready to try grappling with the other without knowing its exact abilities and intentions.

KAFER ATTACK PREPARATIONS

"Triumphant Destiny" returned to Kimanjano from its visit to the Hochbaden front early in the month of April. By this time "Pain Giver" had taken Beta Canum and Henry's Star but had suffered a significant reverse at 61 Ursae Majoris—the Kafer leader was attempting to reorganize its defeated forces around Kimanjano when its superior rejoined the fleet. After "Pain



Giver" issued "Triumphant Destiny" a challenge to personal combat, "Triumphant Destiny" killed it to preserve unity in the upper command structure of the fleet and then was forced to spend precious time recovering Beta Canum from Rochemont's forces. Rochemont withdrew, his ships too badly knocked about after successive fights at Hochbaden, Grosshiddenhafen, and Joi to allow him to face the Kafers on anything like even terms. It was at this point that the failure of the Reserve Fleet to deploy against Kimanjano was felt most badly; had "Triumphant Destiny" been caught squarely between Rochemont and Graham, the Terran forces could have quickly disposed of the enemy fleet once and for all.

Like the human leader Napoleon in Russia, "Triumphant Destiny" had discovered what it was to be a military genius unable to depend upon subordinates and facing a foe unwilling to admit defeat.

As it was, "Triumphant Destiny" settled in for another extended stay around Kimanjano once Rochemont had withdrawn from Beta Canum. Its fleet now drastically overextended, its supply lines threatened by the triumph of Borodin in the January battles around Eta Bootis, and its confidence shaken by defeats at Rochemont's hands over two separate elements of the invasion force, "Triumphant Destiny" was faced with the realization that its plans were unraveling as it watched. Already it doubted its ability to reach Earth with the forces remaining to it, and moreover it was worried about what Rochemont and Borodin might do in the meantime. Like the human leader Napoleon in Russia, "Triumphant Destiny" had discovered what it was to be a military genius unable to depend upon subordinates and facing a foe unwilling to admit defeat.

Early in July, after three months waiting for the Terrans to commit themselves in some fashion, "Triumphant Destiny" could wait no more. Morale in the Kafer fleet was low, and several ships had gone off raiding on their own. The humans, on the other hand, gathered more strength as time went on. Ignoring the sideshow campaign offered by Rochemont's forces, "Triumphant Destiny" decided to stake everything on an assault at Beowulf. Defeating the Reserve Fleet located there would smash the last obstacle between the invasion fleet and Earth itself.

take a very long time to play, especially considering the high armor, shield, hull, and power plant values for these vessels. As an optional rule to speed up play, the referee may want to rule that weapons with a damage multiplier greater than one have an increased chance to penetrate armor. That is, when checking for armor penetration hits, instead of just rolling 1D10 above the armor number, you should roll 1D10-1 and add the damage multiplier of the weapon. If the result is greater than the armor value, the full energy of the shot gets through.

This rule will speed up the play considerably, but will change the balance of play a bit. as weapons that have high damage multipliers become more effective. Thus, the Kafer ships, for instance, become at once more vulnerable to fire and more deadly when firing on others.

Victory: There are no official victory points awarded in this scenario.

Intruder: Kafer.

The general description of the Kafer forces is given above. The referee should make the final decisions as to just what classes of ships they are and what mix of missiles they have, using the previous scenarios as a guideline.

Native: Germany.

The general description of the human forces is also given above. The referee should make the final decisions as to just what classes of ships they are and what mix of missiles they have, using the previous scenarios as a guideline.

TENSION FOR TERRA

A few of the more rebellious Kafer vessels viewed the humans' early regrouping in Queen Alice's Star's inner system as an opportunity to strike out for Earth, and hanging back from the fighting which followed, they spent their time discharging their warp drives in the gravity wells of the system's most distant planets, then launched for Earth. By and large, they were finished off by the few vessels the humans had left in the systems between Queen Alice's Star and Sol, but one Kafer fighter actually made it all the way to Earth before being neutralized. This caused some panic among Terrans—rumors later abounded that the fighter had been carrying a doomsday device that could have destroyed the planet, and despite authorities' assertions to the contrary, many Terran citizens still swear it to be truth.

AFTER BEOWULF

The Battle of Beowulf was only one in a whole string of Terran successes. What made it the true turning point in the war, however, was the death of "Triumphant Destiny" and the destruction of such a large portion of the Kafer invasion fleet.

Following the victory at Beowulf, the Terran fleet pursued the defeated Kafers back towards Kimanjano. Unfortunately, lack of precise coordination delayed Rochemont's offensive; he was still near Beta Canum as the Kafers reached Kimanjano, so they still had avenues of escape open. Another clash near Kimanjano was enough to disperse their fleet entirely.

THE BATTLE OF BEOWULF

Kafer forces departed from Kimanjano on 7 July 2302, but not without being monitored by scouts reporting to both human battle fleets. Initially, the Terrans could not know where "Triumphant Destiny" would strike, but both Rochemont and Graham knew that this campaign would settle the war if anything would. Although there had been little in the way of strategic coordination between the two fleets, it soon proved that each had decided upon the same policy—a short period of standing on the defensive, Graham at Queen Alice's Star and Rochemont near San Souci, followed by an offensive if and when it was clear that the Kafers were not coming. The idea was to force the Kafer fleet into action against one foe while the other moved in behind them, attacked the Beta Canum and Kimanjano garrisons, and cut the Kafer line of retreat. Thus trapped, the Kafers could be defeated and destroyed.

By 12 July the Kafer fleet had begun to deploy into the Queen Alice's Star system, where the Reserve Fleet was waiting to meet them. Graham's force contained a total of 66 British, French, German, American, and Ukrainian warships, plus swarms of fighters. Against these was a much-reduced Kafer force, consisting of only 24 warships and 60 fighters. For a change, the Kafers lacked the superiority in numbers and firepower which had been so important to their victories in the early battles of the war.

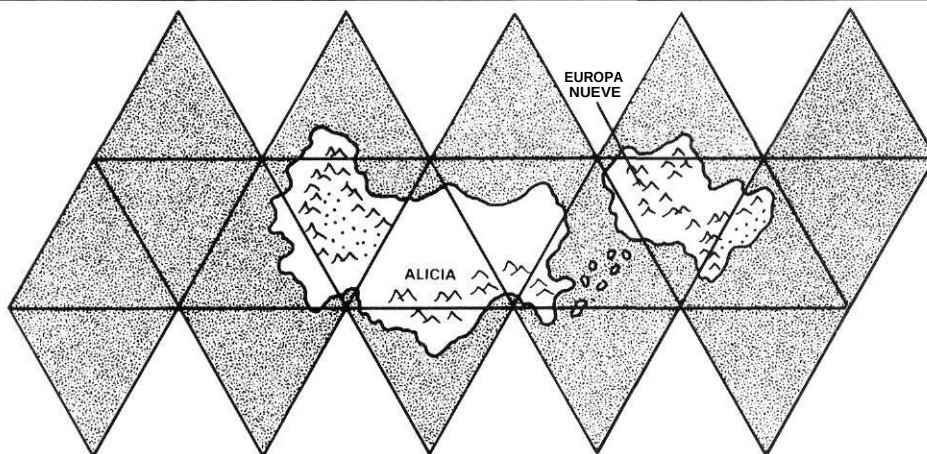
Unlike Borodin's fights around Eta Bootis or the dramatic battles won by Rochemont's small fleet, the Battle of Beowulf was a stand-up fight which relied little upon tactical surprise and much more heavily on brute force. "Triumphant Destiny" attempted a clever maneuver by bringing a large portion of its fleet into the system from the direction of Sol, rather than from the direction of Kimanjano. That is, while the main Kafer force simply travelled the seven-and-a-quarter light-years directly from Kimanjano to Queen Alice's Star, "Triumphant Destiny" had a significant fraction of the fleet travel slightly past Queen Alice's Star, remaining outside of human sensor range the entire time, and then sweep back toward the system from the other side. Needless to say, this tactic took considerable planning on the Kafer leader's part, not only because the second portion of the fleet would be pushing itself dangerously near its 7.7 light-year limit, but primarily because the timing between the arrival of the two portions of the Kafer fleet would have to be very close.

Unfortunately for the Kafers, the Kafer vessels that made first contact with humans at the Arcurus research station in 2295 had used a very similar tactic in leaving the system to shed doubt upon their point of origin. The humans were aware of the possibility of such a trick and had detailed a frigate to patrol the back edge of the star system. While performing this duty, the frigate noted the incoming Kafers and was able to get off a warning call and even fire a few missiles before being destroyed by the Kafer horde. Alerted to the stratagem, Graham pushed hard against the main body of the Kafer fleet, destroying as many of their ships as possible before "Triumphant Destiny" could arrive with the second portion; then Graham ordered the human fleet to fall back toward the inner system to regroup, tempting the now reunited Kafer fleet to approach and finish off humanity's final defenses. The Kafers demonstrated that they were willing to try.

Despite numerical superiority, tactical excellence, and perhaps a measure of luck in detecting the second portion of the Kafer fleet so soon, Graham might still have lost the Battle of Beowulf but for the actions of the American battleship *Columbia*. At the height of the action, *Columbia* engaged in a titanic single-ship duel with the stronger of the two Kafer *Delta*-class ships. On board was "Triumphant Destiny" itself, and just when its genius was most needed to handle the larger needs of grand tactical dispositions, it was forced instead to deal with the immediate concerns of fighting *Columbia*. After a battle lasting for over two hours, the two behemoths had pounded each other to the very brink of destruction when a flight of British fighters from the carrier *Nelson* delivered the *coup de grace* that ended the Kafer ship. "Triumphant Destiny" perished in the explosions that ripped through the shattered battleship, and with the death of this genius, the Kafer cause in the French Arm was doomed.

After the destruction of the Kafer flagship, their battle line deteriorated rapidly. Lacking the guiding mind of their leader, the alien captains fought savagely and well, but without regard for the overall strategic picture. Where "Triumphant Destiny" might have withdrawn to consolidate, the surviving Kafer commanders stayed until their ships could take no more punishment—and sometimes past that point. Barely a third of the Kafer fleet escaped Beowulf, many of them little more than powered hulks.

Beowulf

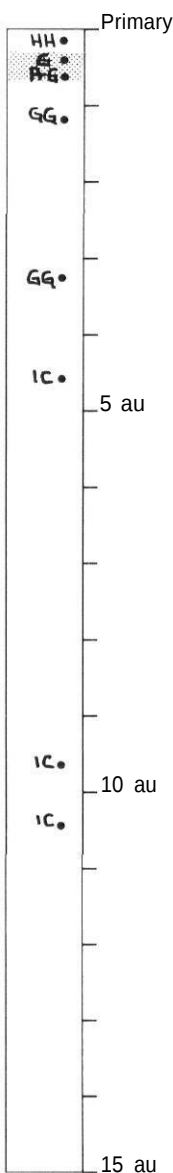


SCALE

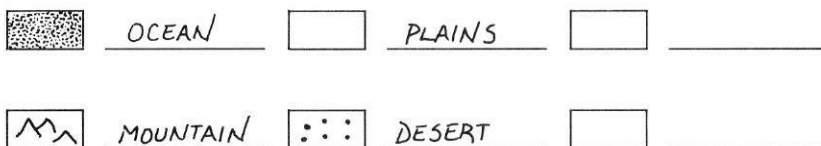
1 Triangle Side =
8800 km.

Inner System

Outer System



TERRAIN KEY



STAR DATA

Primary: Name QUEEN ALICE'S STAR Spec. Class K4 V Mag. 8.2
X, Y, Z Coords. -13.7, -2.1, 14.3 Radius 0.63 Mass. 0.62
Luminosity 0.17 Effective Temp. 4260 °K
System Nature STANDARD

PLANET DATA

Name BEDWULF Dist. from Primary 0.42
Size 13,970 km Core Type ROCKY
World Type GARDEN Surf. Grav. 1.05 Escape Vel. 11.7 km/s
Atm. Press. 1.021 ATM Avg. Temp. 20 °C Water Presence 78 %
Atm. Composition N2 71 (%) O2 22 (%) TRACE 7 (%)

Satellite Name	Size (km)	Core Type	Orbit Radii	Density	Bases
<u>HUNTING</u>	<u>5,580</u>	<u>ROCKY</u>	<u>25</u>	<u>0.6</u>	
<u>NAGLING</u>	<u>4,275</u>	<u>ROCKY</u>	<u>15</u>	<u>1.2</u>	<u>MN</u>

COLONY DATA

Name/ Nationality	Date Est.	Pop. (x1000)	Bases	Facilities
<u>ALICIA (BR.)</u>	<u>2178</u>	<u>26,000</u>	<u>Mil, Sci</u>	<u>OT, ODI, OF, SPS, SC, HI, F</u>
<u>EUROPE NEUVE (FR)</u>	<u>2196</u>	<u>14,900</u>	<u>Sci</u>	<u>OT, SPS, ODI, SC, F</u>

Key

BN	Beanstalk	HI	Heavy Industry	OF	Orbital Factory	RP	Rocket Planes
CP	Catapult	M	Mining	OT	Orbital Terminal	Sc	Scramjets
F	Farming	Mil	Military Base	Out	Outpost	Sci	Scientific Base
Fnd	Foundation	Nav	Naval Base	PN	Power Net	SPS	Solar Power Satellite
FP	Fusion Plant	ODI	Orbital Defense	RC	Rockets	U	University

Adventures in the Kafer War

IN FOREIGN SERVICE

An important practice, followed not only during the war but also before and after the invasion proper, involved the large-scale use of volunteer units of certain nations serving temporarily alongside troops or ships of other countries. The practice began during the First Alpha Centauri War, when several uninvolved nations—most notably the United States—chose to loan out combat units to countries directly engaged in the conflict in exchange for payment in cash, resources, and/or concessions.

Basically designed to provide additional firepower to the using countries and needed experience to the units involved, the custom is followed much more closely in some countries than in other countries. America, for instance, has exported volunteer combat units for foreign service on a very regular basis, since a lack of actual wars would otherwise leave very little in the way of a veteran cadre to build up in an actual crisis. France, on the other hand, has no need to give its troops extra training: the French use foreign soldiers extensively but rarely export them.

Foreign service troops are usually rented out as entire battalions for ground forces and as individual ships for the navy. They remain officered by their own people, though a native liaison man may be assigned to work with them.

In previous sections covering individual planets, the basic possibilities for adventures connected with those specific worlds were presented in short sidebar pieces. The material that follows is intended to serve as a more general outline of how to devise adventures which use *Invasion* as a backdrop for scenarios involving small groups of characters.

The progress of the war as outlined here is useful in giving the referee guidelines for implementing events, but it is important to remember that this booklet cannot give every detail of the course of the war. For instance, individual Kafer ships will be found in systems ahead of the main line of advance or even around worlds not specifically covered here (such as Xi Ursae Majoris, Berthier, even Augereau or Neubayern) as they conduct deep-penetration raids and scouting expeditions. During the war the referee can assume that small-scale hostilities can erupt almost everywhere, although the important military moves are limited to the operations discussed for these planets.

Adventures will be designed to involve small groups of characters working against the greater backdrop of the war as a whole. It is doubtful that any one group will actually have the chance to do something so absolutely vital to the war effort as to change the broad scope charted in this booklet; if you're the sort of referee who allows such adventures, you'll have to be prepared to let the war deviate from the paths mapped out here if the players do succeed in doing something world-shaking. The assassination of "Triumphant Destiny" or the relief of some incompetent commander before a key battle will have far-reaching consequences this booklet doesn't have room to cover.

ADVENTURE TYPES

The normal adventure, therefore, is delineated by the background of the war as given on these pages. Basically, adventures will fall into three broad categories—escaping before the Kafers can reach your world, fighting the Kafers on the ground, and fighting the Kafers in space. Most other situations will just be variations on these themes.

Escaping the advancing Kafers is something best done when characters are on one of the worlds near the frontier when the war breaks out. Hochbaden, Dunkelheim, and perhaps Nous Voila are best for these situations. The "enemy" will usually be other Terrans rather than aliens, and the excitement will lie in such things as finding a ship to carry you out, avoiding over-zealous military patrols, outfoxing wealthy citizens who want the adventurers out of the way, and so on.

To establish the group in such an adventure, they need to be urged out along the frontier in the first place. Of course, the referee starting a brand new campaign can simply declare it to be starting at Hochbaden, but it will be necessary to guide groups already in play out to the war zone without forcing them. Some possibilities can arise from other published **2300 AD** products. For instance, characters who have been involved in the events at Nyotekundu (*Nyotekundu Sourcebook*) can be assigned to work aboard another of the orbital mining stations from that booklet which are located in the belts near Hochbaden. The same book also contains the seeds that might lead some adventurers to become mercenaries travelling to hire on at Aurore, as do a few modules dealing more directly with that world, which would allow them to be in the right general area when trouble comes. Player characters fresh from other adventures along the French Arm could be swept up into the war as they work their way back toward Earth or some other destination.

It takes far less to involve characters in the other kinds of adventures, the ground and/or space operations. Once the invasion sweeps over the region, the characters will have numerous opportunities to get involved in this sort of thing. The nature of their adventures will depend largely upon the skills and backgrounds of the characters involved, as well as on where the adventures take place and how the referee chooses to proceed.

CHARACTERS AND ADVENTURES

In **2300 AD**, characters can come from any number of different careers or backgrounds. Those

COMMUNICATIONS TABLE

		Destination Colony											
		(A)	(B)	(C)	(D)	(E)	(F)	(G)	(H)	(I)	(J)	(K)	(L)
Origin	(A)	0	1	2	4	5	6	7	8	10*	7	9	14
	(B)	1	0	1	3	4	5	6	7	9*	6	8	13
	(C)	2	1	0	2	3	4	5	6	8*	5	7	12
	(D)	4	3	2	0	1	2	3	4	6*	3	5	10
	(E)	5	4	3	1	0	1	3	3	5*	2	4	9
	(F)	6	5	4	2	1	0	1	2	4*	3	5	10
	(G)	7	6	5	3	3	1	0	1	5*	5	7	12
	(H)	8	7	6	4	3	2	1	0	5*	5	7	12
	(I)	10*	9*	8*	6*	5*	4*	5*	5*	0	7	9	14
	(J)	7	6	5	3	2	3	5	5	7	0	2	7
	(K)	9	8	7	5	4	5	7	7	9	2	0	5
	(L)	14	13	12	10	9	10	12	12	14	7	5	0

Key: (A) Eta Bootis, (B) Hochbaden, (C) DM+ 36 2393, (D) Beta Comae Berenices, (E) Kimanjano, (F) Beta Canum Venaticorum, (C) Henry's Star, (H) 61 Ursae Majoris, (I) Vogelheim, (J) Queen Alice's Star, (K) Neubayern, (L) Sol.

* Route assumes ship follows standard travel routes—not via Grosshidenhafen, direct from Henry's Star to Sans Souci, etc.

Task: To transmit messages by courier ship: Formidable. Bureaucracy. 1 hour.

Referee: This is to place messages on a military courier during the war. Lower the difficulty one level each time you double the delivery time as given in the Communications Table, but never send a message to a planet behind Kafer lines except by military vessels at full difficulty.

Task: To receive messages in war zone: Formidable. 1D10-Communications Table value. Instant.

Referee: Task must be completed to deliver messages to anyone in human-occupied space. Once time given on chart has elapsed, resolve the task. Failure means the message is lost in transit—the task is non-repeatable. Instead of skills or characteristics, modify the throw by adding 1D10, then subtracting the number of days elapsed since transmission.

who are military or ex-military personnel can be easily incorporated into the invasion situation; if they are still in the service, their employment in the French Arm against the Kafers is almost guaranteed (even if they are from nations which don't have colonies in the Arm; see "In Foreign Service" in the sidebar). Former military people are probably registered in a reserve formation which can be recalled to active duty at any time. This gives the referee a good handle for getting characters into the war even if their natural inclination is to spend a few years vacationing at the far end of the Chinese Arm. On the other hand, reservists don't have to be called up, and regular military people can be detached for special liaison duties, if the referee doesn't want the group answering too closely to higher authority.

Non-military people can still choose to serve as mercenaries or "privateers" in volunteer ships and units. During the Kafer war, the need for small starships and units capable of spearheading local resistance operations made the Terran military forces quite free with official sanction and support for such private units. Generally these units would obtain a warrant from a government or an individual ranking military officer, and would thereafter cooperate with the warranting body in exchange for supplies, information, and other ongoing support. They would take general orders but not come under actual military discipline for as long as they wished to continue receiving that support. Several shipowners became extremely wealthy during the Kafer invasion by mounting privateer raids against Kafer starships behind the front lines; British and French prize courts awarded generous returns for captured military cargoes and the like.

Thus referees and players have many possible avenues to explore. Some specific points of interest for conducting ground- and space-based campaigns are discussed separately in the next two chapters, but the main ingredient all have in common is the need for imagination and an interesting, well-conceived scenario to play.

COMMUNICATIONS

The Communications Table can be used to determine the time taken for news reports or other information to travel from point to point along the French Arm. Referees will need to extrapolate to determine additional time needed to filter news to the other Arms; outposts in the French Arm are also largely omitted from this table but can be easily interpolated as needed.

To use the table, cross-index the information's point of origin with its destination; the resulting number is the number of days needed for a relay of fast courier ships to carry word between the two colonies. Travel times can actually be much longer if the couriers are slower vessels, are forced to evade enemy ships, or are stopping along the way to discharge stutterwarps instead of relaying the information to another waiting ship in Pony Express-fashion.

Encounters in Space

SENTINEL STATIONS

The Kafer version of the Sentinel station, designated "Watchdog" in Terran military circles, is an immobile, self-activating detonation laser featuring impressive passive sensors, on-board targeting computers, and extensive tight-beam communications arrays. It is placed in orbit around bodies that cannot be patrolled regularly by Kafer warships, where it is virtually undetectable against the background of the body it orbits. The station automatically senses any stutterwarp drives within its sensor range and checks the vessel's communication broadcast bands for a proper recognition code. If no code (or an incorrect one) is given and the passing vessel enters an orbit of the same body as the Watchdog (such as to discharge its stutterwarp into the gravity well), the station beams a message back to preset coordinates, targets the vessel, and detonates.

Combat Performance

Data: Movement: 0 Radiated Signature: 0/1 * Radial Reflected Signature: 7 Lateral Reflected Signature: 7 Radial Target Profile: -4 Lateral Target Profile: -3 Hull Hits: 1/1/1 Power Plant Hits: 2/1 Armament: One 7x2 detonation laser Active Sensors: 0 Passive Sensors: 12 Targeting Computer: -3 (to simulate the lack of a trained operator)

*First number is for powered-down status; second is for attack mode.

"Range 15, closing," Henderson said tersely. Somewhere outside the thin steel hull, Avenger's opponent was maneuvering to follow up the missile attack. Battles in space were like slow, state-ly dances, but they were dances where neither side saw anything of the other beyond a few electronic sensor symbols or computer-generated holographs...until the final moments of the fight. One mistake would be the difference between success and failure, life and death.

In *Invasion*, control of the spacelanes of the French Arm is one of the major objects of each side's war effort. Adventurers, whether part of a space naval military unit or civilian spacers caught up in the war on their own, will have many opportunities to experience first-hand the encounters and confrontations arising from this ongoing struggle for space superiority.

TRAVEL IN THE FRENCH ARM

It was in the fringes of the Kimanjano system that they jumped us. No one had suspected that their ships might have penetrated so far ahead of the front lines, so our guard was down. All at once half a dozen alarms were going off simultaneously, the klaxon for Action Stations loudest of all. I called up the computer's interpretation of the sensor data and sank into my seat with a sour taste in my mouth as the information streamed across the screen. We'd stumbled right into a Kafer cruiser—one of those God-awful big Epsilons that only a Kafer would think of as a real "cruiser"—and even though we could probably outrun it, those things carried fighters that could hurt us bad enough to give the big baby a crack at Avenger.

During the war, there is an ongoing danger of encountering Kafer ships, even in regions held securely by Terran forces. Any ships moving along the French Arm run the risk of meeting the enemy, the risk increasing according to the proximity of the enemy.

The nature of stutterwarp technology makes it highly unlikely that encounters will take place away from star systems. Although it is possible to detect other ships while operating under stutterwarp, the sheer volume of interstellar space coupled with the varying "frequencies" of stutterwarps aboard different ships (even ships of identical design and construction) makes interstellar encounters such a remote chance as to be negligible. And even if two ships were to meet in interstellar space, at faster-than-light speeds, no energy weapons could land a blow. For these reasons, encounters occur inside star systems, where space is still vast but far easier to cover with scanning systems, and where gravitic effects reduce stutterwarp efficiencies and thus make detection and contact much more likely.

Although it is possible to detect other ships while operating under stutterwarp, the sheer volume of interstellar space coupled with the varying "frequencies" of stutterwarps aboard different ships...makes interstellar encounters such a remote chance as to be negligible.

The basic possibility of a human ship encountering Kafer vessels in a given star system can be determined by a die roll, made once for each day the human ship remains in the system. The map of the French Arm provided earlier in this booklet shows distances in light years between major star systems along the major travel routes. If a roll of 2D10 is equal to or greater than the sum of the route distances (ignore fractions in the computation) between the ship's current location and the nearest Kafer-occupied star system, there is a possibility of an encounter.



SPACE ENCOUNTER TABLE

2D10	Encounter
2	Kafer battle fleet (1D10 BB, 2D10 CG)
3	Kafer battle fleet (1D10 BB, 2D10 CG)
4	Kafer Delta battleship
5	Kafer Improved Alpha battleship
6	Kafer Alpha battleship
7	Kafer Beta battlecruiser
8	Kafer Epsilon cruiser
9	Kafer Sentinel station
10	No encounter
11	No encounter
12	No encounter
13	No encounter
14	Kafer Sentinel station
15	Kafer Sentinel station
16	Kafer fighter (referee's choice)
17	Kafer fighter (referee's choice)
18	1D6 Kafer fighters (referee's choice)
19	1D10 Terran warships (referee's choice)
20	Battle in progress (both encounters 2 and 19)

(Regardless of other enemy positions, Grosshiddenhafen (DM + 35 2436) has a constant chance of 6+ of encounters, while the chance at Vogelheim is always 11+.) If Kafers occupy the system in which the human ship is located, the travel distance is 0 and an encounter is always possible.

If it is determined that an encounter may take place, the referee should roll on the Space Encounter Table in the sidebar to determine the nature of the possible encounter. This roll is made on 2D10, immediately after the roll to determine if encounters are possible. Once the referee has determined the chance of an encounter, it can be instigated at any time during the game-day that the referee desires.

Results on the Space Encounter Table should be kept secret from the players; the referee may wish to alter the exact encounter given to suit the situation or to give the players a more equal or interesting opponent. Ship types are described elsewhere in this booklet; Sentinel stations are deep-space "mines"—actually powered-down missiles carrying sophisticated sensor gear—which detect passing enemy ships, send out a warning call to local forces, and then launch an attack run on the target they've picked up.

TACTICS OF EVASION

Ships detected by enemy vessels or Sentinels are not certain of being attacked by Kafer ships. The ability to come up with useful evasive tactics can nullify encounters to a great extent, provided characters can apply both skill and imagination to the process. Tasks for avoiding such encounters are listed in this chapter, but the referee should not feel bound by the letter of the task description in deciding when an evasion is successful.

These tactics should be left more to role-play than to the task system; for instance, someone who thinks of hiding, powered down, in the rings of a gas giant until patrol vessels pass should be rewarded without calculating tasks very strenuously, while someone who assumes that his character's high levels of ship's piloting skill make it possible for the ship to fly right past the enemy fleet without being noticed should get the surprise of his life when mere skill levels prove not to be enough.

DETECTION AVOIDANCE TASKS

Task: *To reduce chance of detection by Sentinel: Formidable. Electronics. 10 minutes.*

Referee: *Success will apply a DM of - 1 to the base chance of being picked up by a Sentinel.*

Task: *To transmit proper IFF codes: Impossible. Communications. 30 minutes.*

Referee: *Requires access to current Kafer codes, either from recent contact or military intelligence reports. Success will broadcast a Kafer*
(Continued.)

BLOCKADES AND BLOCKADE-RUNNING

The endless tedium of watching quiet screens for hours on end was getting to all of us...until something happened that reminded everyone of the penalties for slacking off. It was on Sandra's watch; she'd talked Tommy and me into coming up to the Bridge to keep her company over a hand of poker. About the time Tommy laid down a royal flush and reached out to gather in the pot, the ship suddenly lurched, and klaxons began howling. We scrambled for seats as the data streamed in. Tommy identified the problem first, before the computer was done spewing out trajectory data. With a grim look on his face he stabbed the intercom button to call the captain. "Sir," he said tightly, "We've just been tagged by a Sentinel, a lucky hit to the drives. And the grav scan identifies two bogies homing in on us. Request your presence on the Bridge while there's still a Bridge up here...."

In the planet-bound conflicts of Earth before the advent of interstellar travel, the principle of the naval blockade was applied to limit the passage of shipping, both military and commercial, into and out of hostile ports. Blockades required the physical presence of warships near each potential port to intercept and either turn back or destroy ships attempting to enter or leave the harbor. The "blockade runner" was the occasional cleverly-handled ship which slipped past such a blockade, whether carrying supplies or commercial goods into or out of a closed port or operating as a raider to prey on the shipping of the blockading power. The nature of surface naval warfare made it hard to blockade an entire coastline—inlets and small harbors were always available—but easy to watch the major port facilities where large ships had to go in order to receive proper service, repairs, and access to needed commodities.

Blockading is just as important in space warfare as upon the seas. The problem of blocking movement on an interplanetary or interstellar level has turned out to be at once much easier and much harder than the older task of watching ocean ports—easier because the need to discharge stutterwarps and the availability of satellite surveillance makes an entire planet like a single port of older times, but harder because of the sheer volume of space separating these individual "harbors" to be watched and guarded. Men and Kafers alike practiced many of the classically-defined techniques of planetary blockades during the invasion of the French Arm, but for the most part it is the Kafer blockade effort and the attempts of human ships to run those blockades which are of importance in adventures derived from the overall invasion situation. Typically, a Kafer squadron was established in each star system overrun by their forces, regardless of the nature of their overall presence, to keep an eye on human attempts to pass through the system, utilize it as a base, or reinforce local resistance from the outside. Success was quite uneven owing to the different complexities each of these missions presented.

Using as few as five orbiting, uncrewed satellites, the Kafers can closely monitor an occupied planet. Earth's late-20th century "Star Wars" defense systems form a useful model for what such orbiting stations are capable of; they can easily detect any ships which attempt to take off or land on the planet's surface, and from detection to destruction is usually a very simple step indeed. On worlds where there are significant Kafer ground installations, laser batteries or missile emplacements on the surface can be employed to intercept ships in the atmosphere as they are detected; lasers are bounced off satellite "mirrors" to attack the targets, just as in the SDI concept. Even if they do not destroy the ship itself, these lasers can certainly fry the electronics and sensor systems and leave the vessel blind, deaf, and dumb—easy pickings for conventional missiles or crewed interceptors.

Where ground installations are not available, or as an adjunct to such facilities, Kafer ships can provide considerable support in the close blockade of a planet. Though generally the ships left as local garrisons are drawn from among those which have suffered battle damage, they are usually far better armed than any blockade runner; moreover, every Kafer garrison includes at least five to 10 fighters for speedy interception of suspect targets. All in all, it is a very difficult task for a human ship to penetrate the net surrounding a planet to land troops, supplies, or other materials, or to contact and remove refugees.

On the other hand, Kafer attempts to monitor movements further afield in any star system tend to be less effective. A solar system is a very large place, and a ship which stays clear of inhabited planets has a very good chance of avoiding contact altogether. Yet one vitally important aspect of interstellar strategy is the need to deny ships passage through forward, occupied systems into the more distant, less protected areas behind these porous "front lines." No star-

faring military power has ever developed an answer to the problem that is 100-percent efficient, but steps can be taken to make it chancy, at least, for ships to move about in occupied star systems with impunity. The most important of these is the deployment of Sentinels—the name originally bestowed upon the American version of the Watchdog system but later applied as a generic label to all versions, including one deployed heavily by the Kafers.

Sentinels are essentially little more than oversized shipboard missiles, but with exceptionally powerful sensor and communications arrays. Sown in planetary or solar orbits, Sentinels are deployed in a powered-down condition, with passive sensors activated but otherwise inert and virtually undetectable themselves. If a ship enters a Sentinel's sphere of operations and is detected by the sensors, the Sentinel's on-board computer checks to see if the target's IFF transponder is giving a readable code signal. If it is, the station sends a tight-beam transmission to a central base of operations elsewhere in the system reporting the arrival. If a transponder code is not received, or is improperly transmitted, the Sentinel sends an urgent call for help and then switches over to full operation—powering up its on-board targeting computer and locking on to attack the target immediately. Though no harder to kill than an ordinary missile, the Sentinel by itself is often enough to cripple, or even eliminate, a threat. But if not, the alert it sounds will summon defensive ships into the area.

The limitations on the Sentinel system are two-fold. First, its military sensor ranges average a radius of about a tenth of an au or less. To effectively cover a three-dimensional region of, say, 20 au across (a radius of 10 au out from a star) would call for roughly 8 million Sentinel stations deployed in a single star system. And in many cases a 10 au radius would be too little to provide certain coverage of a system. Since discharge of stutterwarps can occur at any body that provides a 0.1G force at orbit, the smart blockade runner can lurk a long way from inhabited planets and be fairly confident of escaping detection. The other crucial limit on the Sentinel is imposed by communication lags; a Sentinel station 5 au from a base or squadron won't have its transmission picked up for over 37 minutes. To get ships to respond to the message adds even more time, during which an intruder can evade. However, stutterwarp discharge will still require 40 hours in-system, so a complete escape is often blocked for at least that long.

The upshot is that Sentinels pose a small but significant threat to ships passing through occupied systems. They are generally sown most heavily near inhabited worlds or planets (gas giants, ice balls, etc) where fuel can be gathered easily. Asteroid belts and ring systems, because they are popular places for an intruder to hide, are also frequently given extra attention. Beyond that, Sentinels are dropped in essentially random patterns anywhere intruders are expected to lurk. The successful intruder is one who can do the unexpected, but there are limits to how well the Sentinel network can be avoided.

There is a base chance of 18+, rolled on 2D10, of encountering a Sentinel during any given hour of powered flight. A ship which is drifting in a free orbit or dropping inward towards a star without power does not make such rolls. Ships which are orbiting any uninhabited planet or lying in a belt/ring system apply a die modifier of +1 to the roll. Ships orbiting an inhabited planet apply a die modifier of +3. Modifiers are not cumulative. Ship captains may attempt various tasks (listed in the sidebar) to diminish their chances of detection. This is the essence of good blockade-running. Sentinels may also be encountered as a result of the random encounter process; in such a case, the referee may wish to have the area in question be laced with a larger number of Sentinels which can make multiple attacks on the intruder.

A ship which is detected by a Sentinel can expect to undergo at least one missile attack, resolved immediately. The arrival of other ships to follow up the first attack will be dependent upon the location of the encounter, the number of enemy ships present in the system, the size and apparent threat of the intruding ship, and other factors. Basically, assume a delay of 8 minutes per au range to the nearest inhabited planet. Travel times in-system are found by determining the distance to be covered in au, then comparing the interceptor's stutterwarp efficiency to this distance. A ship with an efficiency of 1 covers 1 au in roughly 2 hours; higher efficiencies take proportionately less time. However, reactions won't always be instantaneous, and the distance to be crossed may not always be the distance from the planet to the Sentinel post if patrols are deployed further out, so the referee can freely alter the framework of enemy response time by almost any amount. It should be noted, though, that in the vast majority of cases there will not be Kafer ships so close that the blockade runner will be attacked in less than an hour or two, regardless of all other circumstances.

IFF code which will satisfy a Sentinel. There is a 50% chance of interceptors investigating an intruder broadcasting a correct IFF.

Task: To avoid contact with intercepting ships: *Formidable. Pilot. 30 minutes.*

Referee: Success prior to the arrival of interceptors called in by a Sentinel will allow the ship to avoid the enemy search pattern and continue unmolested. However, apply a DM of +1 to the likelihood of space encounters and Sentinel contacts for the vessel for the next 2D10 hours, due to increased search activity and/or the scattering of new Sentinels in the area.

ENCOUNTER TASKS

Task: To locate enemy shipping: *Impossible. Pilot. J hour.*

Referee: Success causes an encounter to take place with a Kafer ship or squadron. This task is rolled when attempting privateering or commerce raiding actions, and represents a superior knowledge of likely enemy movements. See the later information on commerce raiding for details.

Task: To detect enemy ships before being detected: *Formidable. Sensor. Instant.*

Referee: Success means that the PCs' vessel has detected the enemy without being detected in turn. Avoidance allows the ship to change course and fly away, or power down and hold still, or gain surprise (its advantages determined • by the referee) in the opening round of a subsequent battle, at the captain's discretion.

THE BUSINESS OF PRIVATEERING

The rewards for privateers who return to a friendly base after a successful mission are largely up to the referee, but some guidelines will help establish the basic possibilities.

For transports carrying something other than troops, roll 1D10 and multiply by 10 for the percentage of a ship's cargo hold filled at the time of an encounter. The same process determines how much of this is actually usable. Once the number of tons of cargo available is known, the privateer's cargo bay can be filled from captured shipping. A rough value is Lv10,000 per ton of useful cargo.

Captured ships are worth at least Lv100,000 per ton of ship, more if they are warships, and more than that if they've not taken much damage. The referee can adjust values accordingly.

Other payments and expenses are largely up to the referee to devise, but the **2300 AD** rules and Star Cruiser both provide some useful guidelines to prices on armaments and the like.

Note that products of Kafer technology cannot be joined with human products, but Kafer objects are still valuable for study.

PRIVATEER ENCOUNTER TABLE

2D10	Encounter
2	Roll on Space Encounter Table
3	Kafer convoy fleet (1 BB. 1 D6 CQ. 1D10 + 5 transports)
4	Kafer transport (general supplies)
5	Kafer transport (weaponry)
6	Kafer transport (warship weaponry)
7	Kafer transport (troops)
8	2 rolls this table (ignore 8-15 results)
9	3 rolls this table (ignore 8-15 results)
10	No encounter
11	No encounter
12	No encounter
13	No encounter
14	3 rolls this table (ignore 8-15 results), 2 rolls Space Encounter Table
15	2 rolls this table (ignore 8-15 results). 1 roll Space Encounter Table
16	Kafer transport (referee's choice)
17	Kafer transport (referee's choice)
18	1 D6 Kafer transports (referee's choice)
19	1D10 Kafer transports (referee's choice)
20	Roll on Space Encounter Table

PRIVATEERING AND RAIDING

Shipowners who set out to operate as privateers may do so only with the support and permission of local military commanders. Not only are ships hired to raid, but also to operate as scouts, couriers, supply and transport vessels, and many other auxiliary functions. Usually, though, privateers are expected to work in detached roles, and indeed privateer captains and crews don't like any other arrangement much—it cuts too much into the ship's freedom of action.

A privateer, having received official sanction, may call upon military facilities of the supporting government for supplies, armaments, and repairs. In return, it is expected to pay well for the privilege, either in the execution of specific missions or by delivering large quantities of captured enemy materiel. Prize courts composed of senior naval officials at the base set a value to captured ships, goods, accomplished missions, even prisoners, and pay that amount to the shipowner after deducting for goods and services provided to the ship. The crew may be paid on straight salaries (but at least double the standard merchant crew rates), or can be cut in for shares of the profit.

When acting independently, privateer captains are most eager to seek out unescorted Kafer transports and inflict sufficient damage to render them defenseless. Boarding follows, after which cargoes may be carried back to the privateer or a small prize crew placed on board (if the captured ship is intact enough) to take it back to a friendly planet. This is relatively rare, a "big score" every privateer dreams about but few actually achieve. Those who do can often retire on the spot—intact Kafer ships are definitely worth a lot to the Navy, even poorly armed transports.

By and large privateers do *not* want to fight regular Kafer warships; they aren't worth the effort it takes to kill them. But a battle recorded by shipboard tapes can result in a payment for outstanding services even if no material goods are captured out of the action.

Privateering is as uncomfortable as it is dangerous. Ships need to carry at least double the usual crews, often more, to provide boarders, replace casualties, and deploy prize crews. Thus comfort is well below normal, and tempers fray easily. Nonetheless there is no shortage of volunteers for this kind of duty, which counts among many nations as equivalent to military service but doesn't usually require the same degree of discipline and constant danger that service in a regular naval unit entails.

Unlike most ships, privateers actively seek out Kafer vessels much of the time. In addition to the usual encounter processes, privateers may attempt to encounter enemy ships deliberately once per day while within the confines of a star system. This is handled through a task roll (see the sidebar of the preceding page). If an encounter occurs, see the Privateer Encounter Table above for the nature of the encounter.

War to the Knife

Ground fighting plays an important role in the Kafer conflict on a number of worlds. Characters may find themselves deployed as part of a regular military force struggling to defeat the invaders in open battle, or they may become part of the various guerrilla units which spring up in the wake of the alien occupation of a planet in the French Arm.

Ground combat against Kafers can range from ludicrous to deadly, depending upon the situation and the intelligence of players fighting them. Due to the nature of Kafer physiology, Kafers are normally quite stupid by human standards. However, when threatened or in pain a Kafer suddenly develops a great deal of intelligence, cunning, and fighting ability. These basic facts will shape the nature of military encounters with Kafers in the course of the invasion.

Regular military units attempting conventional styles of warfare against Kafers will rarely be successful in the long run. Any prolonged battle with a Kafer force will inevitably result in a boost in the intelligence of the Kafers involved, and with it a dramatic increase in their tactical abilities. The longer a battle goes on, the more certain the Kafer victory will be, for they are utterly fearless, ruthless, and—at the height of battle—superbly coordinated fighting machines.

Classic guerrilla tactics will prove much more effective against the Kafers. Well-executed ambushes taking advantage of the initial disorganization of the enemy and the delay before their heightened intelligence takes effect can allow a human guerrilla force to strike and then fade away before effective opposition can be mounted. But the humans who are tempted to stay and cause more damage will quickly find their targets becoming more than able to handle the attack. The cost of such a mistake will always be higher than gains made in the fighting.

Unfortunately, pure guerrilla warfare is not a particularly good way to win a war. Humans making raids and ambushes will be capable of shooting up a lot of Kafer soldiers, but they are in no position to wrest control of large Kafer "safe-places" (bases or military outposts) from the enemy.

The Kafers have trouble dealing with competent guerrilla tactics. In most cases the best responses to such ambushes would involve either strengthening the patrols sent out or eliminating patrols in the threatened area altogether. Neither course works well with Kafers. Strengthening Kafer units patrolling hostile territory merely gives guerrillas more targets to shoot at, without solving the essential problem of Kafer stupidity before a fight. And the Kafers by their very nature do not long endure inactivity, so a planetary garrison will either send out patrols or raiding parties on its own, or watch the troops mutiny and go out anyway.

Unfortunately, pure guerrilla warfare is not a particularly good way to win a war. Humans making raids and ambushes will be capable of shooting up a lot of Kafer soldiers, but they are in no position to wrest control of large Kafer "safe-places" (bases or military outposts) from the enemy. Guerrilla troops are mostly an annoyance, a running sore that the Kafers must continually attend to by shipping in fresh troops and diverting needed materiel from other military efforts. Players who like to carve notches in their rifle butts to count enemy casualties will find such activities quite rewarding on an individual basis, but in the long run their efforts will have only a minor impact on the war as a whole. As a result, the referee can safely use guerrilla actions as a background for adventures without being too concerned that the group will win the war single-handedly, but he must be careful to avoid having players become frustrated with a situation which rarely changes.

Squinting along the barrel of the laser rifle, I tried to keep calm and wait patiently. It was a losing battle. The moments before springing an ambush always pass so slowly, giving you too much time to think and worry and remember things better forgotten—like the burning town and the dead colonists we'd come across the night before. The gathering darkness didn't help much, either: it made the pictures drifting through the mind that much more vivid. But twilight was the best time to catch a shambling mob of Kafers unprepared. They couldn't see half as well as humans in the poor light, and we needed every advantage we could muster if we were going to stay alive.

Suddenly we spotted the patrol. It wasn't so much a military unit as a shambling, disorganized mob; Winslowe took one look at them and nearly laughed out loud at the sight. Kafer soldiers were wandering aimlessly, guns pointed in every direction, even at each other. It was like a scene out of some silly slapstick Tri-Vid comedy. Now and then one of the Kafers would lash out at the others with a stick like an oversized baseball bat, pointing down the road and jabbering in that harsh, guttural language that sounded like a couple of bears arguing. But anyone who'd seen those demons in a firefight knew better; once the bolts and bullets started flying, nothing was more dangerous than a Kafer war party.

ROLE-PLAYING GROUND COMBAT

It will rarely be necessary, or even desirable, for adventures involving military or partisan operations to be resolved in painstaking detail. Soldiers rarely face constant action: mostly, they are merely bored. Occasionally things heat up enough to warrant detailed role-playing of a given situation. The referee may resolve adventures in any number of ways. General plans might be outlined by the players spanning long periods of time: play need only focus on points of interest, such as firefights or important developments that will force the group to reconsider those plans. As an alternative, events can be resolved day by day, using encounter tables to regulate the possibility of something interesting taking place. But requiring players to describe every action they take stretches the game beyond all reason.

The key is to interact just often enough to make the game build towards a climax of some kind. If the adventure moves along with (largely ignored) periods of boredom punctuated by occasional crises, the major encounters that eventually (ace the group will seem far more interesting than they would if they followed a long, tedious series of adventure sessions where nothing happened—or if every single moment was full of action. Both extremes are to be avoided.



RUNNING GROUND BATTLES

As explained in the **2300 AD** rules, once a fight begins the Kafers will remain confused and dim-witted for 1 D6 combat rounds. During this time they may return fire at random, sometimes even in the wrong direction, or they may not fire at all. Even the idea of taking cover will occur to very few, and many of those will hide behind totally inadequate barriers like saplings or short bushes. Some Kafers will pose more of a threat to their comrades than to their attackers.

After the first few rounds have passed, however, the situation will change dramatically. Kafers will seem to melt into the terrain. Where before there was an undisciplined, mindless rabble there will now be a smooth-functioning, efficient fighting force. They will take full advantage of terrain, lay down effective covering fire, and adopt the best possible small-unit tactics for their current situation and terrain. Small groups will take advantage of the firefight to slip around behind the human unit's flanks and strike from the rear. Small commando groups can penetrate to the very heart of a human position with silent cunning before attacking in precisely the manner guaranteed to do the most possible damage. During this time, Kafer coordination and timing is superb, and they never surrender and rarely retreat, fighting with utter savagery and determination even when disarmed, gravely wounded, or hopelessly outnumbered or outgunned.

When running ground battles with Kafers, the referee should stress in his descriptions of the action how cunning the Kafers become under combat conditions. They will exhibit unbelievable skill in infiltrating human lines and in determining the best place and manner to conduct an attack. Cunning tricks, including feigning death to lure humans closer or cause them to overlook danger, will be common. They may hide in unusually dangerous positions, such as in a burning vehicle or building, under water, or on an unstable perch just to get a crack at unsuspecting opponents, and they are quite willing to use humans to screen their approach as needed. They also quickly learn to recognize human officers and eliminate them early in battle.

These changes in Kafer behavior will last for as long as they remain under fire, and for up to 30 minutes afterwards. As long as a perceived threat remains in sight (including humans who are running from a pursuing Kafer force) these levels of ability will be maintained. After 30 minutes have passed without a visible threat and without taking fire, the Kafers will revert to their pre-battle behavior pattern.

ENCOUNTERING KAFERS

It was like a surreal castle, as designed, perhaps, by the ancient painter Dali after a particularly rough night. Walls rose from the hillside in strange, alien contours: around them were pits and trenches, barbed wire and gun emplacements. The Kafer fortress seemed to combine all the

KAFER SMALL UNIT ENCOUNTER TABLE

2D6 Encounter

- | | |
|-------|--|
| 2-4 | Lone Kafer armed with weapon of referee's choice. |
| 5-6 | Kafer vehicle and crew/passengers of referee's choice. |
| 7 | Kafer war party of 2D6 individuals, on foot and armed as the referee desires. |
| 8-9 | Kafer band of 3D6 + 3 individuals, on foot and armed as the referee desires. |
| 10-11 | As above, but 1D6 vehicles and crews are also present. |
| 12 | Kafer Horde of 2D6x15 individuals, armed as the referee sees fit. There are also 3D6 vehicles and crews present. |

most lethal defensive measures invented throughout history into one thoroughly nasty whole. This was one place that would be safe from our attacks . . . no band of partisans was going to stand a chance against fortifications like these.

The Kafers do not occupy every planet they attack with large ground forces. Only those which are of potential value will be garrisoned; the descriptions of individual planets in this book indicate when ground forces are put down in force. Other worlds may be subject to periodic visits by small Kafer raiding units, often mounted just to relieve boredom among naval troops spoiling for a good fight. Thus almost any planet may be the scene for ground combat, but on those where there are alien garrisons, fighting will be more frequent and on a larger scale.

Where Kafer garrison troops are deployed on a planet, their first task—after clearing away any annoying human military units—is almost always to settle down and build an elaborate fortified complex known as a *Ch *!* ("Safe-Place"). A "safe-place" can be anything from a small collection of bunkers to a structure the size of a small city, but in any event will always be located at a strategically vital position, near major resources, or in a defensible location. The typical "safe-place" can house several thousand Kafers and contains barracks, workshops, a small port facility, hangars and vehicle bays, and large numbers of heavy weapons. Electrified fences, minefields, entrenchments, and a variety of other lethal defenses commonly surround even the smallest of these centers. In many instances the entire Kafer presence on a world will be a series of such strongpoints controlling the resources and strategic locations needed to dominate and exploit the planet, with very few Kafers being allowed outside. More often, though, the invaders will revert to their prehistoric style of living, deploying sizeable bands outside the "safe-places" to patrol, scavenge, and fight while garrisons inside the fortified complexes build weapons, repair gear, and serve as a reserve in case troops in the field need assistance. *Ch *!*s are very nearly immune to attack, although smaller ones housing fuel dumps, observation posts, and other interim establishments might be successfully attacked. Since defensive measures are emplaced first, "safe-places" are rarely vulnerable while under construction.

For the most part, only suicidal guerrillas will attack even the smaller "safe-places"—they are simply too strong, too well garrisoned, and too heavily fortified to make a successful attack worth the price it would cost the attackers. More often, it will be Kafer units in the open that will come under attack. The referee can set up any sort of frequency for encounters that seems both desirable and reasonable, based on the number of Kafers in the area, the importance of the region, and what he feels will make for the best adventure. The size and composition of Kafer forces can be established using the table below, but the referee need not feel absolutely bound to random results if he would prefer to establish an encounter's parameters deliberately.

USING KAFER GEAR

Players may be tempted to try to adapt Kafer equipment to their own use. While this may prove possible through the application of tasks designed by the referee to handle given situations as they arise, there are certain limitations that should be kept in mind at all times.

Kafer gear designed to be worn will not fit human beings, though it may be cannibalized for spare parts. Because Kafers tend to build their equipment to withstand the strength of an angry Kafer, it is almost impossible for humans to damage or pry open Kafer gear through mere strength; cutting tools and the like will usually be required. Kafer electronics are not compatible with human systems, and cannot be adapted for use in human instrumentation save in the most basic ways (salvaging wires or small parts, for instance). Kafer weapons are larger and heavier than the human norm, and Kafer firearms possess a greater recoil. Their energy weapons generate more waste heat than human equivalents, so hot surfaces are a problem. Characters who attempt to use them without previous experience could easily hurt themselves.

KAFER VEHICLES

Kafer vehicles are similar in design to human wheeled, tracked, and hover vehicles, but tend to be larger and heavier. They are operated by simple controls consisting of little more than a starter button, a steering bar, a brake handle, and a power lever. Trial-and-error experimentation will allow humans to operate them. Because Kafers are larger, control placement will be uncomfortable for humans, causing adverse modifiers in rolls to control the vehicle.

"Crawler": A general-purpose, hacked APC. It is often equipped with a turret-mounted "Beamer" or "Tri-Beamer" plasma gun.

Type: Tracked, all-terrain armored personnel carrier
Crew: Driver Weight: 4500 kg Armor: Suspension: 7 All Faces: 1.1 Signature: 8 Evasion: 0 Sensor Range: 6 km Cargo: 10 passengers and 2000 kg Max Speed: 80 kph Cruising Speed: 40 kph Combat Movement: 760 meters Off-road Mobility: Full Power Plant: Hydrogen fuel cell, approximately 0.2 MW Fuel Capacity: 204 kg Fuel Consumption: 6 kg/hr Endurance: 34 hours

"Jeep": A standard Kafer vehicle, frequently used as a transport vehicle on occupied worlds. Most use internal combustion engines, but some have fuel-cells.

Type: Wheeled ground car
Crew: Driver Weight: 7000 kg Armor: Suspension: 0.3 All Faces: 0.5 Signature: 3 Evasion: 2 Sensor Range: 0 km Cargo: 3 passengers and 200 kg Max Speed: 120 kph Cruising Speed: 90 kph Combat Movement: 240 m Off-road Mobility: Halved
(Continued.)

KAFER WEAPONS AND EQUIPMENT

The following items of military hardware will commonly be encountered in Kafer hands.

"Horse Pistol": An very heavy, ruggedly-built revolver. It is oddly shaped, with a half-ring support which fits around the Kafer's wrist when it grasps the weapon's frame behind the cylinder.

Type: 14.5mm revolver Weight (Empty): 1.3 kg (Bulk = 0) Length: 31 cm Action: Single shot Ammunition: 14.1 x31 mm fixed cartridge ball Muzzle Velocity: 490 mps Magazine: 6-round cylinder Weight of 6 rounds: 0.2 kg ROF: 5 Aimed Fire Range: 80 m Area Fire Burst: 3 rounds (AFV = 0.25) Area Fire Range: 40 m DP Value: .9

"Thud Gun": An assault rifle with integral grenade launcher similar to the German SK-1 9. It has recognizable stock, trigger, and magazine assemblies, but is oddly curved.

Type: 12.1mm assault rifle with integral 27.2mm grenade launcher Weight (Empty): 6.5 kg Length: 76.2 cm (Bulk = 2) Action: Single shot or bursts Ammunition: 12.1 x31mm APHE Muzzle Velocity: 610 mps Magazine: 66-round box magazine Magazine Weight: 2 kg ROF: 2 Aimed Fire Range: 500 m Area Fire Burst: 10 (AFV = 1.5) Area Fire Range: 300 m DP Value: 1.1

Type: 27.2mm grenade launcher Muzzle Velocity: 375 mps Magazine: 9-round box magazine ROF: 2 Aimed Fire Range: 600 m DP Value: As explosion (EP = 4)

"Flashlight": A simple, extremely rugged laser rifle with an integral grenade launcher. It consists of a heavy, ridged tube mounted in front of a massive, oddly-curved stock.

Type: 75-01 laser rifle with integral 27.2mm grenade launcher Weight (Empty): 5 kg (Bulk = 2) Length: 76.2 cm Action: Single shot Pulse Energy: 0.7 mj Muzzle Velocity: C Magazine: A Kafer power cell with energy for 12 pulses Magazine Weight: 1.8 kg ROF: 5 Aimed Fire Range: 1300 m DP Value: 2

Type: 27.2mm grenade launcher Muzzle Velocity: 375 mps Magazine: 9-round box magazine ROF: 2 Aimed Fire Range: 600 m DP Value: As explosion (EP = 4)

"Donderbus": A rugged, heavy, close-assault shotgun which may fire propelled grenades.

Type: 19mm automatic shotgun Weight (Empty): 4.5 kg Length: 70.5 cm (Bulk = 2) Action: Single shot or bursts Ammunition: 19 x 58mm fixed cartridge buckshot (6 x 8mm slugs) or 1 9mm grenade (see below) Muzzle Velocity: 402 mps Magazine: 8-round box magazine Magazine Weight: 0.8 kg ROF: 2 Aimed Fire Range: 85 m Area Fire Burst: 4 (AFV = 0.8) Area Fire Range: 65 m DP Value: 0.5 (x6)

Type: 1 9mm high-explosive armor-piercing propelled grenade DP Value: As tamped explosion (EP = 3) Weight: 0.3 kg

"Beamer": A high-energy plasma gun mounted on vehicles.

Type: 40-megawatt vehicle-mounted plasma gun Action: Single shot Ammunition: Charged cells, 13.3x28.3mm, similar to Terran photonic core plasma cells, but more compact Ammunition Weight: 0.2 kg Magazine: 100 cells in detachable cartridge magazine Aimed Fire Range: 2000 m DP Value: As tamped explosion (EP = 5)

"Tri-Beamer": Three high-energy plasma guns fitted to a rotating mount for Gatling-type, high-speed fire. The weapon is mounted on heavy vehicles, or on a quadpod or heavy fixed mount.

Type: 28-megawatt vehicle-mounted or static-defense plasma gun Action: Three single shots, together or in rapid sequence Ammunition: Charged cells, 9.8x21.2mm, similar to Terran photonic core plasma cells, but more compact Ammunition Weight: .15 kg Magazine: 120 cells in detachable cartridge magazine Aimed Fire Range: 1 500 m DP Value: As tamped explosion (EP = 4)

"Hand Grenade": A general-purpose explosive hand grenade.

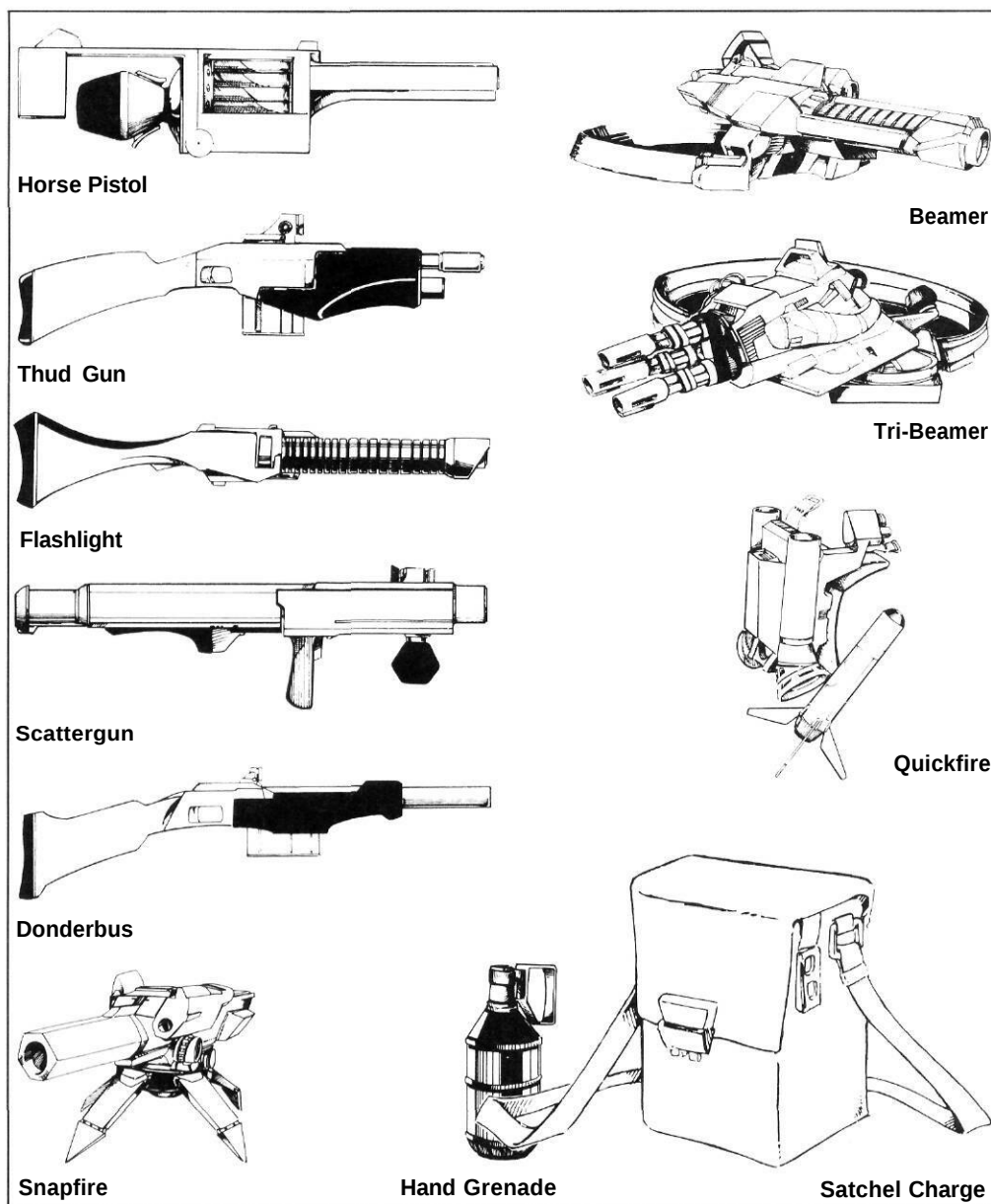
Weight: 0.4 kg DP Value: As explosion (EP = 3)

"Satchel Charge": A general-purpose high-explosive charge in a carrying satchel with strap, used in demolitions or as a close-assault weapon against tanks, bunkers, and fortifications.

Weight: 2.3 kg Time Delay: Variable, instant to approximately 30 seconds DP Value: As explosion (EP = 5)

"Quickfire": A personnel-carried anti-vehicle missile, generally carried in a disposable backpack launcher. The launcher includes two preloaded tubes on either side of the backpack. Apparently, the missiles can be fired only by a Kafer other than the soldier carrying the pack. Missiles are IR or radar-targeted, fire-and-forget homing missiles with high-explosive warheads.

Type: Troop-carried anti-vehicle missile Launcher Weight (Empty): 12 kg Missile Weight: 8 kg



Range: 5000 m Guidance: Automatic homing Homing Value: 20 Attack Angle: Direct Damage: EP=5

"Snapfire": A remote anti-vehicle and antiaircraft missile launcher. Kafer units scatter many of these systems in the wake of a retreat or to protect specific zones of a battlefield or defensive complex. They are very difficult to locate due to their small size and excellent camouflage, and are generally detected only after launch. They may be keyed specifically to high-speed aircraft, or set up for general fire at any large moving target.

Type: Remote emplaced air defense missile Launcher Weight (Empty): 13 kg Missile Weight: 17 kg Range: 9000 m Guidance: Automatic homing Homing Value: 25 Attack Angle: Direct Damage: EP = 6

"Scattergun": A man-portable, untargeted missile which explodes in mid-air, saturating the target area with small, heavy balls in a manner similar to a gigantic shotgun.

Type: Troop-carried antipersonnel missile Launcher Weight: 2.6 kg Missile Weight: 1.3 kg Range: 800 m Guidance: Unguided Attack Angle: Direct Damage: 1.2 (x5)

Power Plant: Petrochemical-fueled internal combustion engine Fuel Capacity: 40 kg diesel Fuel Consumption: 10 kg/hr Endurance: 4 hours

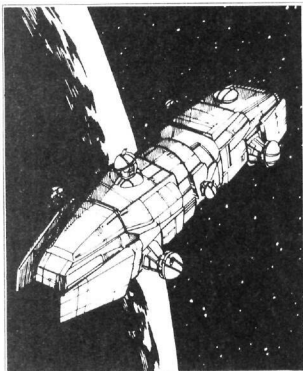
"Deathsled": A large, heavily-armed hovertank which lacks jump-jet capability beyond a height of two meters. It is equipped with a turret-mounted mass-driver cannon and rear-facing missile launcher, plus a cupola mounting a "Beamer" in one direction and an autocannon and machinegun in the other. Captured vehicles include space for a driver, a gunner, a commander, and a fourth crewmember, duties unknown, known to humans as "the kibitzer."

Type: Hovertank Crew: driver, gunner, commander, kibitzer Weight: 23,000 kg Armor: Plenum: 35 Front: 720 All Other Faces: 40 Armament: 10.13cm mass driver gun in turret Aimed Fire Range: 2000 m Range Finder: + 1 ROF: 3 Rounds Carried: 62 DP Value: 110. Twin anti-vehicle missile launcher mounted externally on turret side. Missiles are roughly equivalent to French Manta-1. No reloads carried. One "Beamer" mounted in commander's cupola, with one 22.2mm autocannon (similar to Type 12 Autocannon in all respects) and one 12.1 mm MG (similar to DunArmCo Mini-12). Signature: 8 Evasion: 4 Sensor Range: 8 km Cargo: WOO kg Max Speed: 170 kph Cruising Speed: 740 kph Combat Movement: 320 meters Off-road Mobility: Full Power Plant: 3 MW MHD turbine Fuel Capacity: 700 kg Fuel Consumption: 700 kg/hr Endurance: 7 hours

Kafer Vessels

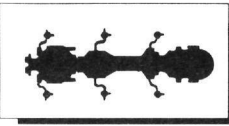
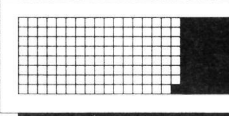
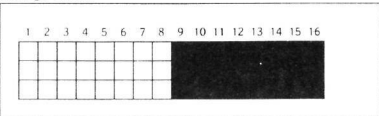
PERFORMANCE CHARACTERISTICS

Warp Efficiency: 2.28
Power Plant: *Unknown* Fuel: *Unknown*
Range: *Unknown* Mass: 74,000 tons Cargo Capacity: *Unknown* Comfort: *Unknown* Total Life Support: *Unknown* Ordnance Carried: Up to 36 *Whiskey* or *X-ray* missiles
Vehicles: Up to six fighters
Price: *Unavailable*



This chapter includes five new Kafer ships involved in the invasion.

Ship Status Sheet

	Delta	Movement	5	Radial Reflected	11	Radial Profile	+2
	Ship Name	Screens	9	Lateral Reflected	15	Lateral Profile	+4
	Battleship	Radiated Signature	7	Targeting Computer	+3	Armor	8
	Ship Type	Owning Nation or World					
Hull Hits  Minor Major Power Plant Hits  Inoperable							
Surface Fixture Hits 1 x 3 2 x 3 3 x 3 4 x 3 5 x 3 6 x 3 7 x 2 8 x 2 9 x 2 10 x 2 11 x 2 12 x 2 13 x 2 14 x 2 15 x 1 + 1 16 x 1 + 1 17 x 1 + 1 18 x 1 + 1 Active Sensors 17 Passive Sensors 12							
Critical Hits Computer Primary Life Support Drive Hanger Deck Missile Bay Continuous Active Operator Passive Operator Remote Remote Captain Navigator Communications Tactical Action Center Fire Control Fire Control Fire Control Fire Control Fire Control Fire Control Bridge Engineer Engineer Engineer Engineer Engineer Engineer							
Damage Control  Ordnance (record ordnance load and type) Crew Combat 0 Ensign Quality							

KAFER DELTA-CLASS BATTLESHIP

Original Date of Design: *Unknown*

First Example Laid Down: *Unknown*

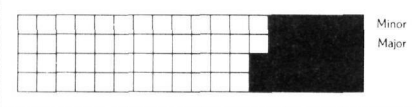
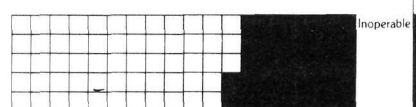
First Example Completed: *Unknown*

Fleets of Service: Delta-class vessels are known to be in all three Kafer task forces.

Crew: Bridge: 30 estimated Tactical Action Center: 15 estimated Engineering: 25 estimated Ship's Troops: *Unknown* Medical: *Unknown*

Ship Status Sheet

	Epsilon	Ship Name _____	Movement	4	Radial Reflected	6	Radial Profile	+0
	Cruiser	Ship Type _____	Screens	0	Lateral Reflected	7	Lateral Profile	+2
	Kafer	Owning Nation or World _____	Radiated Signature	6	Targeting Computer	+2	Armor	5

Hull Hits		Power Plant Hits	
	Minor Major		Inoperable

Surface Fixture Hits			
—Weapons—		—TTAs and Submunitions—	
1 x 1 x 1 dhl	7	13	1 TTA
2 x 1 x 1 dhl	8	14	2 TTA
3 x 1 x 1 dhl	9	15	3 TTA
4 x 1 x 1 dhl	10	16	4 TTA
5 x 1 x 1 dhl	11	17	5 Communicator
6 x 1 x 1 dhl	12	18	6 Communicator
		19	7 Communicator
		20	8 Communicator
		21	9
		22	10
			11

Critical Hits			
—Computer—		—Tactical Action Center—	
Primary		Active Operator	Remote
		Passive Operator	Remote
		Remote	Fire Control
		Remote	Fire Control
		Remote	Fire Control
—Life Support—		—Bridge—	
—Drive—		Captain	Engineer
—Hangar Deck—		Navigator	Computer
—Missile Bay—		Communications	Engineer
—Continuous—			Computer

Damage Control	Ordnance	Crew
	(Record ordnance load and type)	Comfort 0

PERFORMANCE CHARACTERISTICS

Warp Efficiency: 1.8
 Power Plant: *Unknown* Fuel: *Unknown*
 Range: *Unknown* Mass: 13,000 tons Cargo Capacity: *Unknown*
 Comfort: *Unknown* Total Life Support: *Unknown*
 Ordnance Carried: *Up to 48 Whiskey or X-ray missiles*
 Vehicles: *None* Price: *Unavailable*

KAFER EPSILON-CLASS CRUISER

Original Date of Design: Unknown

First Example Laid Down: Unknown

First Example Completed: Unknown

Fleets of Service: It is known that there are a number of Epsilon-class cruisers among the Kafer task forces invading human space. At present count, there are a dozen each with Task Forces Yankee and Zulu, and half that number with Task Force X-ray.

These vessels are thought to be a departure from normal designs for the Kafers, since they abandon the use of screens, their armor is relatively thin for a Kafer warship, and they seem to be devoted to carrying missiles. It is possible that in this new design, the Kafers are trying to mimic human designs such as the Kennedy-class cruiser. If this is the case, in making their cruisers slow they have missed the human emphasis upon speed in cruisers.

Crew: Bridge: 20 estimated *Tactical Action Center:* 10 estimated *Engineering:* 10 estimated
Ship's Troops: Unknown *Medical:* Unknown

PERFORMANCE CHARACTERISTICS

Warp Efficiency: 2.83
 Power Plant: *Unknown* Fuel: *Unknown*
 Range: *Unknown* Mass: 135 tons Cargo Capacity: *Unknown*
 Comfort: *Unknown* Total Life Support: *Unknown* Ordnance Carried: *None* Price: *Unavailable*

Ship Status Sheet



Hotel
 Ship Name _____
Fighter
 Ship Type _____
Kafer
 Owning Nation or World _____

Movement	6	Radial Reflected	2	Radial Profile	-3
Screens	0	Lateral Reflected	4	Lateral Profile	-2
Radiated Signature	3	Targeting Computer	+3	Armor	4

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
												Minor Major									

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
												Inoperable									

Surface Fixture Hits

—Weapons—						—TTAs and Submunitions—					
1. $\times 1 + 1$	7.	13.	19.	25.	31.	1.	7.	13.	19.	25.	31.
2.	8.	14.	20.	26.	32.	2.	8.	14.	20.	26.	32.
3.	9.	15.	21.	27.	33.	3.	9.	15.	21.	27.	33.
4.	10.	16.	22.	28.	34.	4.	10.	16.	22.	28.	34.
5.	11.	17.	23.	29.	35.	5.	11.	17.	23.	29.	35.
6.	12.	18.	24.	30.	36.	6.	12.	18.	24.	30.	36.
—Active Sensors— 6 Primary Redundant						—Passive Sensors— 8 Primary Redundant					

Critical Hits

—Computer—		—Tactical Action Center—	
Primary		Active Operator	
		Passive Operator	
—Life Support—		—Bridge—	
—Drive—		Captain	
—Hangar Deck—		Engineer	
—Missile Bay—		Navigator	
—Continuous—		Computer	
		Communications	

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Ordnance
 (record ordnance load and type)

--

Crew

Comfort	0
Crew Quality	

KAFER HOTEL-CLASS FIGHTER

Original Date of Design: Unknown

First Example Laid Down: Unknown

First Example Completed: Unknown

Fleets of Service: *Hotel-class* fighters have been seen in action with all three Kafer task forces invading human space, but gaining an accurate count of their numbers has been impossible thus far.

Unlike the *Foxtrot-* and *Golf-class* fighters previously encountered in Kafer forces, the smaller *Hotel-class* fighter is streamlined enough to make repeated planetary landings, apparently on one fueling. Weaponry on the *Hotel-class* fighter is not as protected as on the other two types, and armor is considerably lighter as well. It seems likely that the *Hotel-class* fighter is intended for interface fighting and planetary assault, a hypothesis that is also supported by the fact that the fighter's stutterwarp drive is somewhat slow.

Crew: 3 in separate cockpits.

Warp Efficiency: 7.23
Power Plant: *Unknown* Fuel: *Unknown*
Range: *Unknown* Mass: 8000 tons Cargo Capacity: *Unknown* Comfort: *Unknown* Total Life Support: *Unknown* Ordnance Carried: *None* Vehicles: *Up to three landers*
Price: *Unavailable*

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Warp Efficiency: *Not applicable* Power Plant: *Unknown* Fuel: *Unknown*
Range: *Not applicable* Mass: *300 tons* Cargo Capacity: *Unknown*
Comfort: *Unknown* Total Life Support: *Unknown* Ordnance Carried: *None* Price: *Unavailable*

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INVASION

Another distant explosion shook the complex, throwing Konrad to the corridor floor. The cement tore at his knees and the palms of his hands. Blinking back tears, he climbed to his feet. Through a nearby viewport he could see the huge Kafer battleship approaching, its bulk blotting out the stars.

"There's nowhere left to run." It amazed him how calmly he could accept that. "Sixteen years old, and I'm going to die." Suddenly, his surroundings took on a special clarity. He could hear the hum of the overhead lights, smell the smoke from far down the hall. He noticed the laser scars on the Kafer battleship where defense systems had destroyed a gun tower. As he watched, a jack turret opened, and the inside began to glow red as its power built toward discharge. There was a sudden flare of light.

THE PAST

In 2295, humans and Kafers first met. Kafer ships discovered a human research facility orbiting Arcturus. The humans sent radio messages to the aliens but received no reply. Then, suddenly, without warning, the Kafers left the system.

Station personnel reported the alien contact to Terran officials, and, regretting the lost opportunity to establish relations, continued to study the star. Two years later, reports from the Arcturus system ceased.

Early in 2298, Kafer ships swarmed into the Eta Bootis system and, driving away the human space fleet, began an attack on the Eta Bootian colony world, Aurore. The aliens destroyed the world's orbital facilities and landed ground troops on the planet.

Human space forces reentered the system with reinforcement from nations cooperating in the attack, and by 2299, the alien fleet was driven back. Then the humans fell back to Eta Bootis where a defensive line could be established. An uneasy silence settled on the Frontier. No one knew when the enemy might attack again.

THE PRESENT

It is now 2301. The human fleet at Eta Bootis has been waiting at the alert for two years. While its leaders have bickered over protocol and jockeyed for command of the combined fleet, individual ship crews have grown lax in performing practice exercises and routine duties.

But the Kafers have been busy. The remnants of the small force that originally attacked the humans have reported back to Kafer war leaders, and the combined might of all the Kafer nations has been assigned to invade human space. Their goal is nothing short of the eradication of the human race.

THE FUTURE

The survival of the human race is in jeopardy. Its fate lies not only in the hands of its armies and navies, but also in the hands of its civilian populations. In *Invasion*, player characters can experience the course of the Kafer assault on the French Arm, but they can also take an active part in the human defense efforts, no matter what career they have been trained in. The final fate of worlds may well depend upon their actions.

Invasion describes the course of the Kafer campaign, from the initial assault on Hochbaden to the final, climactic battle at Queen Alice's Star. Along the way it treats each colony world in an individual

chapter, explaining the particular effects of the invasion on that world. Both space battles and ground battles are described, with role-playing adventures and even official *Star Cruiser* scenarios included. With the information in this book the referee can run an entire campaign based upon the Kafer invasion.

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Development.....Lester W. Smith

Since 1973



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Printed in the U.S.A. Made in the U.S.A.
ISBN 0-943580-67-6.

