

C.W. Hess

OPERATION OVERLORD



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Hunger...

OPERATION OVERLORD

Assault on the Last Kafer Stronghold

C. W. Hess

2300AD



Operation Overlord is a **2300 AD** science-fiction role-playing game adventure dealing with the assault on the Kafer "Ch*!!" on Dunkelheim.

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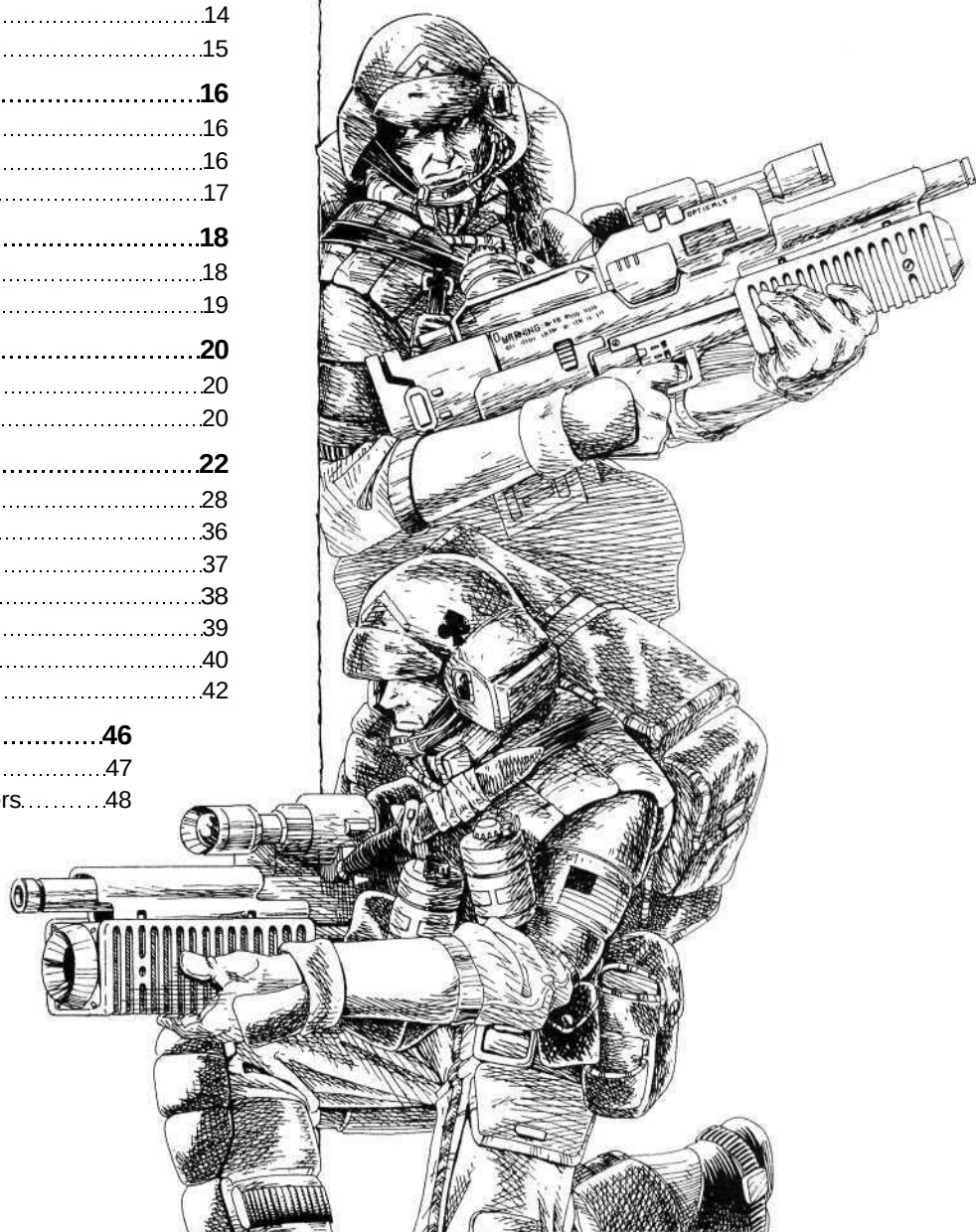
2300 AD™ by Marc Miller, Frank Chadwick, Timothy B. Brown, and Lester W. Smith, is GDW's trademark for its science-fiction role-playing game set in the 24th Century.



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INTRODUCTION

Major Human/Kafer Interaction

July 2295:

First human encounter with the Kafers. Communications attempts are made, but no reply is received.

April 2298:

Kafers invade the Eta Bootis system. First battle of Tithonus lost to the Kafers. Kafer troops are landed on *Aurore*.

July 2298:

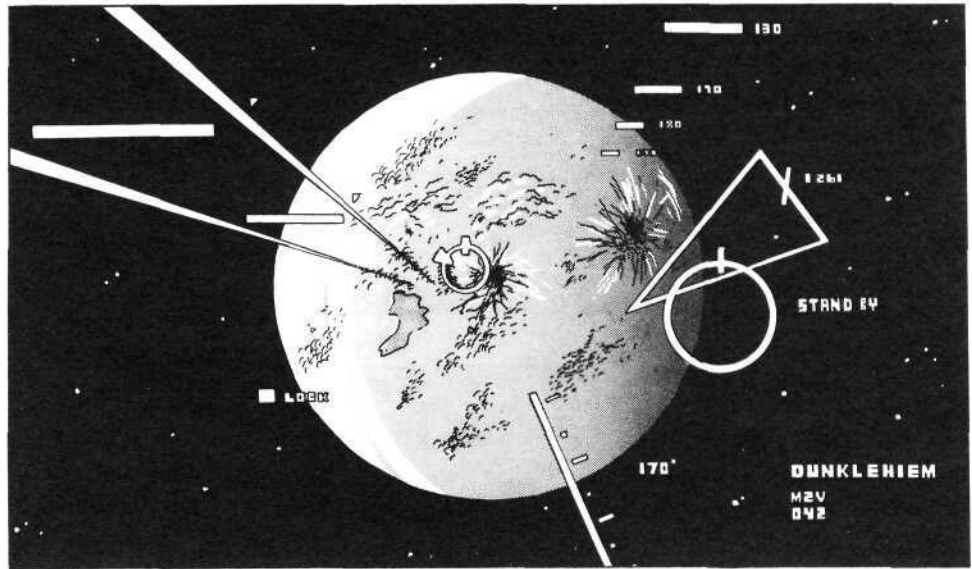
Human fleets at Hochbaden receive reinforcements and move to push the Kafers out of the Eta Bootis system. Second battle of Tithonus results in human victory.

June 2301:

Kafers invade in force seizing Eta Bootis, Hochbaden and Dunkelheim. Kafers immediately begin construction of their forward base at Dunkelheim.

December 2301:

Kafer forces arrive at Kimanjano.



In mid 2301, the alien Kafers launched a massive invasion down the French Arm of human colonized space. A fleet of roughly 60 warships, including an estimated 30 Battleships, battered Hochbaden, completely seized the colony worlds of Dunkelheim and Kimanjano, and made a thrust toward the human homeworld of Terra. With the tremendous efforts of the defending nations, the thrust was eventually halted, but at great cost in human lives and resources. The effort managed to turn the tide, and the Kafers soon found themselves being pushed back out of the heart of human space.

Fighting continued over key worlds such as Kimanjano, Hochbaden, and Beta Canum. And, although the human forces gained and maintained an advantage against the Kafers, the aliens were determined to regain their lost momentum. The humans needed to strike a blow to the recently regrouped Kafer fleets. The one key weak point was a Kafer base located at Dunkelheim in the DM +36 2393 system. This base continued operating as the primary staging, supply and repair point for the Kafer warships which operated on the battle front. So, in November of 2302, the commanders of the human fleets formulated a battle strategy revolving around the destruction of this critical Kafer stronghold. The operation was dubbed "Overlord".

Operation Overlord is an adventure for use with GDW's science-fiction role-playing game **2300 A.D.** In this adventure, the players are part of a U.S. Marine assault force organized to neutralize the Kafer base in the DM +36 2393 star system, near the frontier of the French Arm. To play this adventure, the referee should be completely familiar with the **2300 A.D.** rules and with information on the Kafers. Details on this race can be found in **GDW's** publications, *Kafer Dawn*, *Aurore*, and *Mission Arcturus*, with the best reference being GDW's *Kafer Sourcebook*.

Before starting the game, the referee should read or provide copies of the chapter entitled "Players' Introduction" to the players. This sets the stage for the adventure and describes the course of events leading to the start of play.

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

DIRECTOR'S SYNOPSIS

The player characters are members of an American Marine interface brigade assigned to Overlord to make the assault on the Kafer base at Dunkelheim. Described is the journey from Vogelheim to DM +36 2393, the location of the Kafer base. Also described here is a rundown of the events of the naval assault in which the American Marines, including the players are ferried down to the planet's surface in the midst of the space battle.

During the battle itself, the American warships deal much damage to the Kafer defenders, but suffer heavy losses themselves. The first wave of the assault landing is launched, sending down a reinforced Marine battalion, of which the player characters are part. As naval skirmishes continue, the bulk of the fleet retreats to perform hasty repairs. As for the American Marines on Dunkelheim, survival is the order of the day. In this adventure, actions is divided into a short introduction encounter and the major adventure.

The first encounter is described in the section *"The First Ground Battle"*. Here the players are introduced right into combat with an attacking group of Kafer vehicles. This encounter is set up to give the players a feel for the battle which will go on for days with or without them.

The heart of this adventure begins with the section *"Infiltration Mission"*. The second Marine assault wave must be landed, but the firepower of the Kafer base and the fighters based there make it impossible to land more Marines without severe casualties. The only option is to attempt to neutralize the Kafer base. The players are selected to infiltrate the base using information provided by local resistance fighters. Their mission is to sufficiently disrupt the base long enough to allow the remainder of the landed Marine unit to make a direct assault.

The players begin by using an old mind shaft that has been abandoned for years. As described in the section *"The Abandoned Mine"*, the mine leads to the interior of the alien complex, which allows the players to get past the citadel's outer defenses undetected. Once here, the players are essentially on their own. Their goal is to destroy what defenses they can and disrupt Kafer operations by infiltrating and neutralizing their command facility. The players will have the benefit of their hi-tech weapons and equipment, but will have little, if any, outside help. Success will depend largely on their ability to remain undetected as they maneuver their way through the Kafer base, evading discovery, capture, and death.

Once the base is alerted to their presence, the action picks up as the players fight not only to neutralize the base, but to stay alive. The director will guide them through the action using the information provided in the chapter *"The Kafer Citadel"*.

Meanwhile, the battles in orbit and beyond the citadel walls rage on. The outcomes of these engagements are directly influenced by the players' decisions and actions. In the end, the destruction of the Kafer base at Dunkelheim will spell the final defeat of the Kafer invasion. Without this critical forward base, the remaining Kafer fleets will lose their ability to raid deep into human space. *"The State of the War"* describes the state of the Kafer War following the completion of the Overlord operation.

January 2302:

The Battle of Aurora sees the defeat of the Hochbaden-based Kafer squadron.

February 2302:

Kafers attack Beta Canum Venaticorum.

July 2302:

The Kafer advance towards Terra is halted at the Battle of Beowulf in Queen Alice's Star system.

September 2302:

Kafer thrust towards Earth is halted. Human forces begin pushing Kafers back out.

November 2302:

Admiral Spence placed in command of Operation Overlord. Task Force 29 is formed.

January 2303:

Task Force 29 departs from Vogelheim, en-route to DM+36 2393.

February 2303:

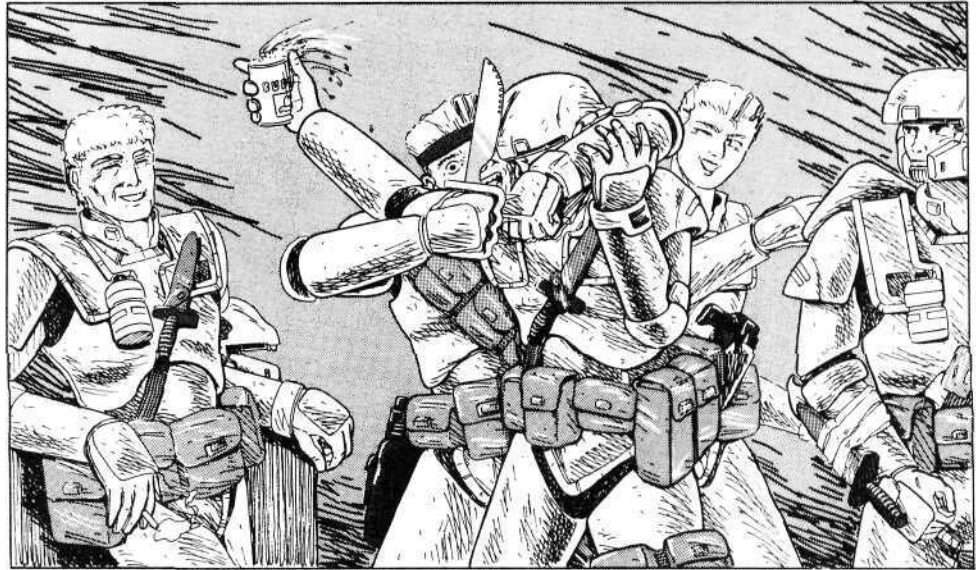
Task Force 29 enters the DM +36 2393 system. The assault begins.

THE AMERICAN MARINES

Lieutenant William B. DeSalle

DeSalle is a young Lieutenant in command of 3rd Platoon and he makes sure everyone knows it. He is pompous and tends to show off his rank quite often. However, he doesn't simply hide behind his rank. DeSalle is tall and very muscular and isn't intimidated by threat of violence. He's flattened more than one of his troops in a fair fight. He's got a tough guy attitude that makes others dislike him. In combat, however, his attitude translates into aggressive tactics which may or may not translate into success.

NPC Motivation Results: Spade Jack: DeSalle is pompous and arrogant and clearly considers himself superior to others. Club 2: He is not frightened or intimidated by violence or its threat.



Introduction to Second Squad

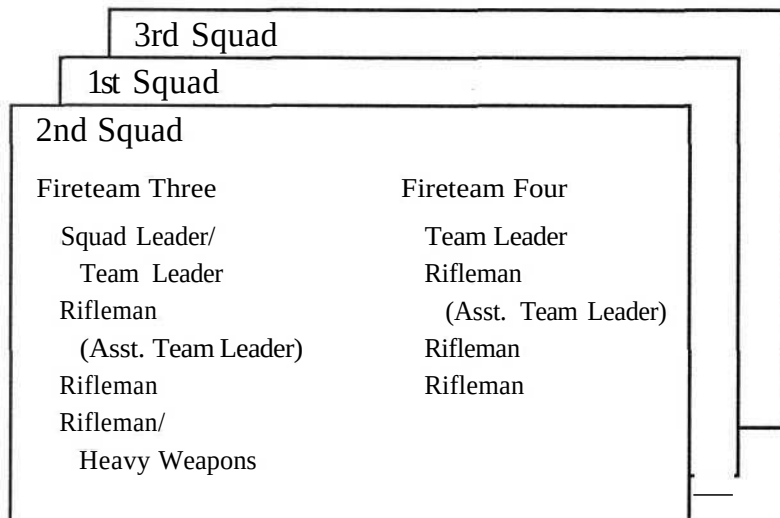
In this adventure, the players are members of an elite military organization known as the U.S. Marine Corps. Characters may be generated using the information provided on page 48 or the players may choose to use the characters provided in the "Cast of Characters" section which follows. In either case, the characters are assigned to Second Squad of Third Platoon, Alpha Company (2nd squad of Alpha-Three). Second squad is an eight man organization under the command of sergeant Mike "Ace" Thompson. The unit was recently rotated out of foreign service duty along with the rest of 'A' Company. The last assignment for the group was with the full company aboard the French Cruiser "Gaiennie". As ship's troops, the Marines were deployed against Kafer ground forces at Kimanjano. During the fighting there, the squad lost its platoon leader. Immediately following withdraw from the fighting there, the unit was rotated back to American service as the battalion was being reformed in preparation for Operation Overlord.

Squad Life

As part of the 7th Marine Interface Brigade, the characters are stationed aboard the Landing Support Ship "Blue Ridge". The large troop carrier is one of two such vessels in the ASF inventory, both of which are assigned to Overlord. Life aboard Blue Ridge is generally cramped and unpleasant. With roughly one-third of the brigade aboard, there is little privacy, and tensions are high, particularly with the coming battle on everyone's mind. The Marine commanders have instituted increased training sessions and combat drills to keep the troops occupied. Still, there is much off-duty time to kill. Second Squad has taken up personal combat competitions and various games of chance to keep themselves busy. Over the past few weeks, the squad members have become quite adept in their gambling skills. In fact, many have adopted, or been given nicknames relating to their favorite pastime.

Recently the squad as a whole has been dubbed by other Marines as "Acey's Raiders", stemming from the special stealth training that second squad leader, Sergeant 'Ace' Thompson, has been putting his people through. While squad members are often ribbed about their practice of sneaking about the ship's corridors, most of the other Marines actually have a great deal of respect for the training and several other squads have begun taking up similar training, though none put in as much energy as Second Squad.

Third Platoon



Squad Organization and Operation

Second Squad is one of three squads which make up Third Platoon. In turn, three such platoons make up Alpha Company. Alpha is a Marine rifle company, and as such, all squads under it are organized as rifle squads. Each rifle squad is an eight-man unit made up of two fireteams of four men each. These are the smallest official organizations within the rifle company. There are six such fireteams in each platoon, designated 'Fireteam One' through 'Fireteam Six'. The first squad consists of fireteams one and two, the second squad consists of fireteams three and four, and so on.

Chain of command within the squad begins with the squad leader who generally holds the rank of sergeant. This person is well trained in leadership and small unit tactics and must maintain full control and discipline within the squad. In addition to his normal duties, the squad leader is directly in charge of one of the two fireteams. The remaining fireteam is led by the assistant squad leader, generally a corporal. The remaining members of the squad are of corporal rank or lower, each with a specific job title as shown in the illustration above.

One person in each fireteam holds the position of team leader. This person is either the squad leader, who retains his greater title, or the assistant squad leader, more commonly referred to by his team leader role (e.g. "Team Leader Four"). In either case, the person is equipped as a rifleman. Each team also has one person who is designated assistant team leader, but possesses no official title indicating his status. Should the team leader become incapacitated or killed, the assistant team leader will take his place. Like the team leader, this person is equipped as a rifleman.

The two remaining members of the team are riflemen. However, one person per squad serves instead as the squad heavy weapons gunner. He is equipped with one of several different types of weapons, depending upon the company's standard operating procedure and the requirements of the current assignment.

Squad Equipment

All riflemen in the 7th Marine Interface Brigade are equipped with the M4A1 rifle. Each squad is equipped with one heavy weapon. Due to the nature of the operation Overlord, M2290 plasma guns are issued. Providing the squad with basic anti-armor capability is the Javelin missile. General issue is four per squad, though more may be available depending upon the current mission and needs. Finally, one member of each squad may carry an M-10 sniper rifle. This is strictly voluntary duty due to the weapon's bulk and relatively limited use. Grenades and ammunition are issued as needed at the platoon and squad levels, with each person carrying as much as can reasonably be handled and used.

Standard Issue Gear

Full body rigid combat armor is standard uniform for infantry troops involved in Overlord. Also worn is a new high threat combat helmet which includes an integral communicator, a pull-down night visor, and a filter mask/respirator attachment. Each infantryman also wears a utility belt onto which is mounted four two-clip ammo pouches. Also on the belt is a first aid pouch, canteen, and an emergency locator beacon. All troops also have a back pack in which they keep spare clothes, food, sleeping gear, and so on. Commonly worn on the left hip is a bag containing a light weight chemical protective mask.

The Standard issue weapon is the M-4A1 rifle, though some troops are equipped with heavy weapons. These gunners omit the belt ammo pouches and carry an M-57 pistol and a pair of clips instead. Also worn by gunners and assistant gunners is a bandoleer containing clips for the larger weapon. Some troops also carry a knife and/or an M-57 in addition to their regular gear. However, these are not standard issue.

CAST OF CHARACTERS



Thompson



King

The following NPCs are provided for the director to use as he sees fit. These are written up in standard NPC format. If the players wish to use them, they should develop full stats for them as outlined in Appendix B at the back of this book. These characters should be generated as Marine Infantry. The player characters should then be assigned to fireteam three and the NPCs provided should be moved to fireteam four. This will also require that Sergeant Thompson be reduced to Corporal Thompson, and one of the player characters should be given the rank of sergeant and should take over the position of squad leader.

Sergeant Michael "Ace" Thompson

Sergeant Thompson is the leader of fireteam three, and leader of second squad. "Mikey", as his comrades often call him, is friendly and well-liked by others. His tall stature and tremendous spunk help make him a person that people listen to and follow. Having been in the Corps for several years, he also has experience.

Thompson's love for a good, fair fight often gets him into trouble, but his willingness to take charge and accept responsibility helps keep him on his CO's good side. Still, he's awfully handy in a brawl, and good to be next to in a firefight. Thompson is a veteran Marine NPC.

NPC Motivation Results: Club 10: Though not a troublemaker, Thompson likes a good fight. Wherever one is in progress, he's likely to join in. Spades 5: The sergeant is willing to take charge and accept responsibility. He likes his position as squad leader and would like to be platoon leader someday.

Corporal Timothy "Diamond Man" King

Corporal King is leader of fireteam four and assistant squad leader of second squad. He's a no-nonsense man who takes his job quite seriously. He sees himself as the guardian of the men of fireteam four, and often treats his people as if he were their big brother. He is tall and slender and is generally a quiet sort, saying only what needs to be said and little else. King was very fond of his former CO who was killed during the last mission. King enjoys Marine life, but greatly dislikes shipboard duty. He is much more comfortable on the ground and is fond of making occasional comments about the horrors of shipboard life. King is a veteran Marine NPC.

NPC Motivation Results: Heart 7: King has a very strong sense of loyalty towards his squad. Spades 5: King takes his responsibilities as assistant squad leader very seriously.

Lance Corporal Janice Griffin

Corporal Griffin is a young woman of 20. She is an excellent soldier with much potential. Probably the greatest factor contributing to her positive military career is her pure stubbornness. Once she has her mind set on something, forget trying to convince her otherwise. One thing she is set on is moving up in the Corps. Everyone knows she'll get there, it's just in her nature. Once she has made up her mind, things just naturally go her way.

She is an adept gambler and seems to know every card game that has ever been invented. She even has a few that no one has ever heard of. She claims that they're real games, but many have their doubts. Her biggest problem with this pastime is trying to convince anyone who knows her to play against her. Griffin is an experienced Marine NPC.

NPC Motivation Results: Club Queen: Corporal Griffin is stubborn. Once she sets her mind to something, almost nothing can change it. Diamond 3: She likes to make money, which is why she enjoys, and has become so good at gambling.



Griffin

Private First Class David Belluz

PFC Belluz is a valued member of the fireteam. He is more adept with his rifle than just about any other in the squad and possibly the platoon. The private is of average height and of slender build and keeps his uniform extremely sharp. One of his most noticeable traits is that he possesses a very professional attitude which shows in the way he works and lives. Belluz is a very likeable fellow who maintains very good relations with members of other units. On the battlefield he is the model Marine who follows orders and risks his life for his comrades without a second thought. Belluz is an experienced Marine NPC.

NPC Motivation Results: Heart 7: Belluz is very loyal to his unit, to his CO and to the Corps. Heart 3: He is an amiable sort and is generally very cooperative. He's a good follower who doesn't give a lot of back talk.



Belluz

Private Jerry "Animal" Paremski

Short and muscular, Paremski is a tough looking soldier. Being the team heavy weapons gunner, he uses an M-103 with great effectiveness and carries an M-57 pistol as a back-up. On this assignment, he carries an M2290A2 plasma gun for its added firepower. Paremski likes to be a little different and wears a non-regulation head band and carries a large trench knife whenever he can get away with it. He is commonly described as a "crazy", whose motto is "if it's a problem, shoot it". Paremski is an experienced Marine NPC.

NPC Motivation Results: Heart King: Beneath his wild exterior is a man who is unerringly honest. He is so tied to honor that he holds a strong dislike for anyone who lies or breaks his word. Club 5: "Animal" is aggressive and accepts violence as a means of solving problems.



Paremski

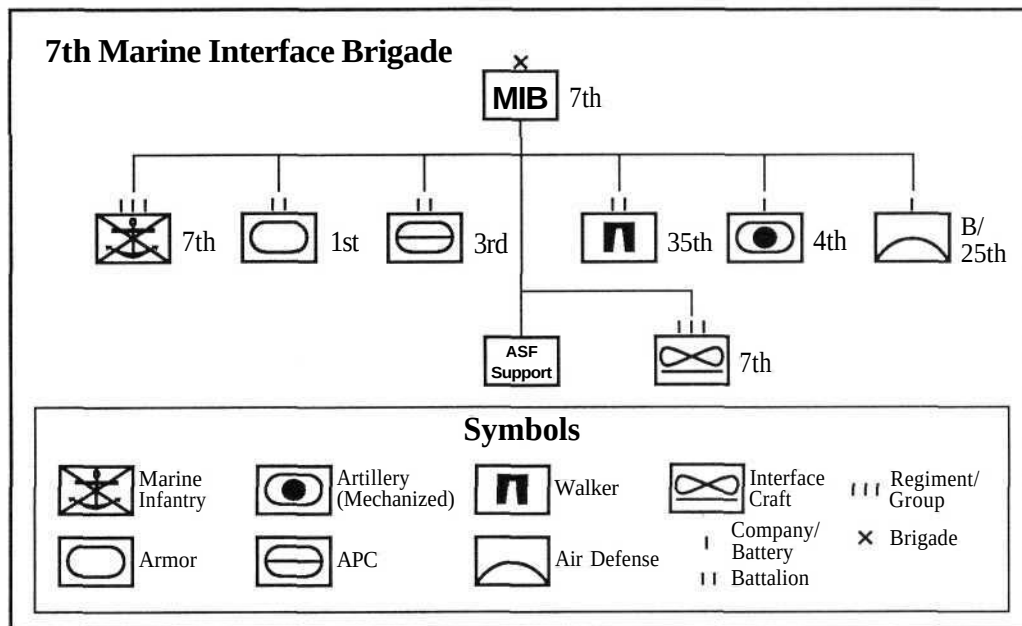
M9 Hovertank

Type: Hovertank
 Crew: Driver, gunner, commander
 Weight: 500kg
 Armor: Plenum:2
 All Faces: 7
 Armament: 7cm mass driver gun in turret
 Aimed Fire Range: 1900m
 Range Finder: +4
 ROF:5
 Rounds Carried: 12+0
 DP:80; M3A3 Machine gun coaxial with main weapon; M80 7.5mm machine gun at commander's hatch
 Signed Evasion: 7
 Sensor Range: 10km
 Cargo: 500kg
 Max Speed: 220kph
 Cruising Speed: 200 kph
 Combat Movement: 460m
 Off-Road Mobility: Full
 Power Plant: 0.5 MW
 MHD Turbine Fuel Capacity: 286 kg
 H2 Fuel Consumption: 3kg/hr
 Endurance: 2hr
 Price: American Army procurement price for 2297 was Lv480,000.

M170 "Dragon" X-Wing

Type: X-Wing ground attack craft
 Crew: Pilot, gunner
 Weight: 6250kg
 Armor: All Faces: 4
 Armament: 5mm autocannon (equivalent to Type 12 with 1000 round magazine); M707 plasma gun (see M24A3 stats in sidebar on page 10); 6 hardpoints, each with the following possible loads: one Striker missile, two Javelin missiles, one Guiscard Aero-12 missile, one fuel drop tank (+1 hr flight time each).
 Evasion: 15.
 Sensor Range: 200km
 Signature: +1
 Max Speed: 750kph
 Cruising Speed: 600kph
 Combat Movement: 500m
 Power Plant: shrouded conventional turbine
 Fuel Capacity: 800kg
 Fuel Consumption: 200kg/hr
 Price: Marine Corps procurement price
 Lv600,000.

THE MARINE UNIT



The 7th Marine Interface Brigade

The unit assigned to carry out Operation Overlord is the American 7th Marine Interface Brigade (MIB), formerly on station at the American L-4 colony. With a strength of over 1200 troops, all from the 5th Marine Division, the 7th MIB will make a planetary assault landing at Dunkelheim. Following a successful landing, the unit is scheduled to group and make an assault on the Kafer citadel there.

The commander of the brigade is General Anthony D. Gordon. Under his control is the 7th Marine Regiment with support from the 1st Armor Battalion, the 35th Walker Battalion, 'B' company of the 14th Artillery Battalion, 'B' company of the 25th Air Defense Battalion, and the 24th Engineer Battalion. Also attached to the Brigade is the 7th Interface Group which will transport the first assault wave to the planet's surface and then provide air and orbital support.

Logistical support is being provided by American Space Force landing support ships *Iwo Jima* and *Blue Ridge*, and by transports *Monticello*, *Halverson*, and Canadian Transport *Montreal*.

INDIVIDUAL WEAPONS

M-4A1

The M-4A1 is an American designed gauss rifle which along with the M-5 rifle replaced the M-2 as the standard infantry weapon of the American Army and later the Marines. The M-4 uses the same ammunition and clips as the French FAM-90. However, the M-4 has a replaceable energy cell located in the stock of the weapon and serves to supplement the ammo clip energy cell. This was done because many ammo clips were found to have defective energy cells. The stock mounted battery has enough charge to fire one "dead" clip of 60 rounds. Power is routed automatically as needed. Ammo clip failure is no longer a problem, but the auxiliary battery unit is still kept fresh just in case. Additionally, a small switch will set the rifle to "boost" the muzzle velocity to 1600mps. A fresh energy cell in the rifle will boost up to two fully charged clips.

Type: *4.5mm Gauss rifle with integral 30mm grenade launcher* Country: *USA*
Weight (Empty): *4kg* Length: *73cm (bulk=2)* Action: *Single shot or bursts*
Ammunition: *4.5 x 20mm flechette* Length: *73cm (bulk=2)* Action: *Single shot or bursts*
Muzzle Velocity: *1500mps (1600mps boosted)* Magazine: *60-round box magazine with integral power cell* Magazine Weight: *0.3kg* ROF: *3* Aimed Fire Range: *750m (850m boosted)* Area Fire Burst: *10 (AFV=1)* Area Fire Range *450m (500m boosted)* DP Value: *0.5 (0.6 boosted)* Price: *Lv380 (Lv2 for 60 round disposable magazine. Lv1 for stock power cell).*

M-57

The M-57 is the military version of the Traylor model 57 pistol, and is slightly heavier and more rugged than the civilian model. The statistics for this weapon are the same as those for the civilian version listed in the **2300 A.D.** rules. The one exception is that the weight of the military model is .7kg.

M-2290A2

This heavy man-portable plasma gun is a key weapon issued as necessary by the Marine platoon leader. The weapon is the same as the M2-A2 described in the 2300 A.D. rules. When vehicle mounted, the weapon can be fitted with an autoloader which will continually feed the weapon from a 100-round box magazine.

M-384 A1 "Javelin"

The Javelin is a squad level anti-armor missile. The shoulder fired missile is based on the French Blindicide-3. Though the French weapon is now considered obsolete, the improvements in the Javelin, and its relative low cost make it an affordable, light anti-vehicle weapon.

Type: *Hand-carried light anti-vehicle missile* Nation: *USA* Launcher Weight: *14 kg* Missile Weight: *3 kg* Range: *1700m* Guidance: *Automatic following gunner lock-on* Homing Value: *13* Attack Angle: *Overhead* DPV: *As tamped explosion (EP=25)*
Launcher Price: *Lv1500* Missile Price: *Lv1300.*

M-29 RLMP (Rocket Launcher, Man Portable)

The M-29 is a short range rocket launcher in a portable back-pack unit. The weapon consists of four tubes mounted on a folding stand. A small computer controls the elevation and direction of the launcher, and has a built-in inertial compass to maintain proper orientation. A small hand-held remote control unit can adjust and activate the M-29 from a distance of up to 1000 meters. The missiles may be fired individually, in pairs, or all at once.

Type: *Man-portable four tube rocket launcher* Nation: *USA* Launcher Weight: *18kg* Rocket Weight: *3kg each* Range: *4000m* Guidance: *None* Attack Angle: *Overhead* Burst Radius: *10m* DPV: *As explosion (EP=15)* Launcher Price: *Lv1200* Rocket Price: *Lv400* Remote Control Unit: *Lv250.*

M24A3

Type: *Hover AFV-APC* Crew: *Driver, gunner, commander*
Weight: *3,200kg* Armor: *Plenum: 2* All Faces: *6* Armament: *M707 plasma gun in remote mount* Aimed Fire Range: *1,600m* Range Finder: *+1* ROF: *5* Rounds Carried: *30.* DP: *As tamped explosion (EP=15); 1 Striker anti-vehicle missile launcher in remote turret with 5 internal re-loads* Signature: *4* Evasion: *7* Sensor Range: *10km* Cargo: *10 passengers and 100 kg* Max Speed: *200kph* Combat Movement: *1460m* Off-Road Mobility: *Full* Power Plant: *0.6 MW MHD turbine* Fuel Capacity: *288kg* H2 Fuel Consumption: *16kg/hr* Endurance: *8 hr* Price: *The procurement price is Lv40,000 exclusive of armament.*

Striker Missile

Type: *Vehicle-mounted anti-vehicle missile* Nation: *USA* Launcher Weight: *90kg* Missile Weight: *30kg* Range: *12,000km* Guidance: *Automatic following gunner lock-on* Homing Value: *17* Attack Angle: *Overhead* Damage: *EP-35* Launcher Price: *Lv3,000* Missile Price: *Lv4,000.*

THE DM +36 2393 STAR SYSTEM

COLONY HISTORY

Dunkelheim began as a penal colony for the Bavarian government. Persons convicted of victimless crimes were given the option of becoming colonists on Dunkelheim instead of going to prison. The program, begun in 2224, was extremely successful and the colony was well on its way. By 2247, the colony was well established and the program was ended. A second colony was established on the planet in 2270, this time by the Azanian government. However, the colony never got very far, and was disbanded in 2280.

Probably the most renown event in Dunkelheim history is its threatened rebellion against the German government. Difficult living conditions on the planet created much dissatisfaction among its people. The Dunkelheim government deliberately leaked information about an alleged rebellion plan. The news reached the German government and soon after, Germany announced a new aid program to help bolster the economies and thus the living conditions of its colonies, starting with Dunkelheim.

This star system lies near the outer edge of the French Arm, between Beta Comae Berenices and Hochbaden. The system consists of three rocky worlds orbiting close to a small red M2 class star. With a stellar mass and radius of less than half of Sol's, and a surface temperature of only 3000 K, the star has a very close, very narrow life zone. Three planets orbit the star; two, far outside of the life zone, and one, the innermost planet, just barely within. Coordinates: X23.5 Y-10.4 Z18.5- DM +36 2393 Type M2 V Mass: 0.42 Sol Luminosity: .268 Sol Radius: .464 Sol.

Dunkelheim

Dunkelheim is a small garden world orbiting just within the narrow life zone, roughly 32 million kilometers from the cool M2 V primary. Its nearly circular orbit carries it once around the star every 54.24 days. With a rotation period of only 18 hours, a year translates into 72.32 local days.

The planet is much smaller than earth with a diameter of 7100 kilometers, slightly more than half that of earth's. A high concentration of heavy elements makes Dunkelheim about ten percent denser than earth, giving it a surface gravity of roughly 0.6 Gs. This is sufficient to allow it to hold a reasonable atmosphere. The planet's atmospheric composition is 81% N₂, 17% O₂ and 2% other trace elements.

Dunkelheim's climate is generally dry and cool with an average surface temperature of 10 degrees centigrade. Because of the planet's thin atmosphere, day and night time temperatures vary greatly, though moderate cloud cover help stabilize this. Even so, daily temperatures regularly vary by about 20 degrees centigrade. Seasonal changes are short and mild, each lasting about 18 days. Average temperatures at the equator vary from 12 degrees in the winter to 17 degrees in the summer. Middle latitudes average 5 degrees cooler, while the poles average about 10 degrees cooler.

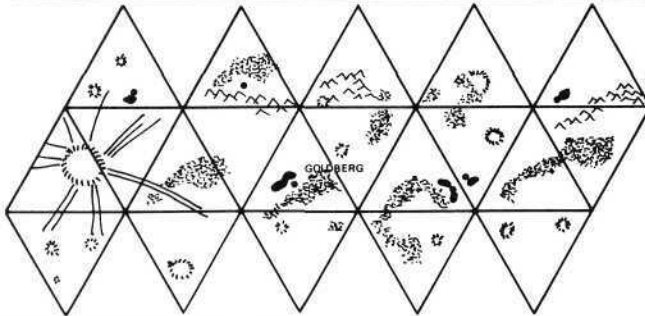
Dunkelheim is a world made up primarily of gently rolling plains. There are only three major mountain ranges, all located in the northern hemisphere. Probably the most notable feature is the heavy cratering found predominantly in the western hemisphere. The largest of these giant impact craters, Hirschler Crater, measures 1384 kilometers across. There are 60 major impact craters cataloged on Dunkelheim, none coming close to the size of Hirschler, but all are very spectacular with average diameters of 30 kilometers.

The planet has little free standing water, even though it is classified as having a 48 percent water presence. This is because most of the planet's water is trapped underground in very hard to reach places. Most of the remaining surface water is located in large lakes near the equator.

Dunkelheim supports a single German colony of approximately 1.5 million people. About half of these colonists live within one of six major cities. The largest of these is the planetary capital, Goldberg, with a population of 120,000 inhabitants. Other cities include Neues Berlin with 102,000 people, Kellerfeld with 84,000, Frankenburg with 71,000, Braunstadt with 65,000 and Homburg with 58,000.

(World Map of Dunkelheim)

2300 AD Colony World Dunkelheim



SCALE

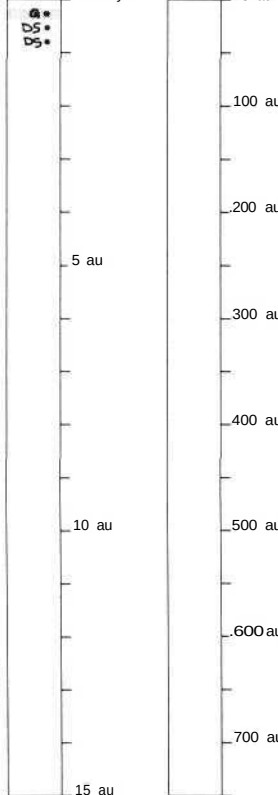
1 Triangle Side = 4500 km.

Inner System

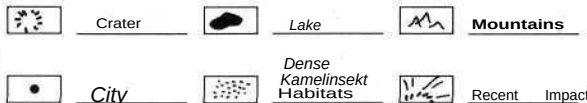
Primary

Outer System

15 au



TERRAIN KEY



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 au
Size 7100 km Core Type ROCKY
World Type GARDEN Surf. Grav. 0.60 Escape Vel. 6.72 km/s
Atm. Pres. 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. (x 1000)	Bases	Facilities
DUNKELHEIM (GER.)	2224	1493		CP, OT, SPS, 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

THE RESISTANCE FIGHTERS

The resistance forces on Dunkelheim are composed of roughly 2,000 men and women, mostly former government officials, civilian workers, and planetary militia. The group is a well-organized unit under the command of Governor Karl Schmidt, and is based at a secret underground facility approximately 100 km north-west of Goldberg. With stockpiles of weapons, ammunition, and supplies, the resistance fighters have been a painful thorn in the side of the Kafer garrison.

Except for one failed operation, the group has never fought the Kafer head on, relying instead on fast striking guerilla attacks. In recent months, the organized resistance has grown in number to just over 3,000, with about a third of these located in small groups across the planet. Unfortunately, supplies and ammo are running low, and attempts to drop more have been only marginally successful. Communications with Governor Schmidt's forces is still maintained through the use of remote receivers on the planet and irregular operations of courier ships to send and receive messages.

Task Force 29

The combined German-American fleet of ships organized for Operation Overlord are under the command of the American Rear Admiral Richard A. Spence. The task force itself is a mixture of transports and missile bearing warships which will support the Marine assault on Dunkelheim. Task Force 29 is comprised of 12 major ships which are listed below:

CG Jefferson:

American Kennedy-class missile cruiser, Task Force 29 flagship.

CG Kennedy:

American-Kennedy-class missile cruiser.

DE Cayuga:

American Cayuga-class close escort.

DE Sioux:

American Cayuga-class close escort.

FF Hesse:

German Sachsen-class frigate.

DD Rotterdam:

German Rotterdam-class destroyer.

DD Fulda:

German Rotterdam-class destroyer.

LSS Blue Ridge:

American Iwo Jima-class Assault Support ship.

LSS Iwo Jima

American Iwo Jima-class Assault Support ship.

AS Monticello:

American Cargo-max-class transport.

AS Montreal:

Canadian Cargo-max-class transport.

AS Halverson:

American Mackenzie-class transport.

PLAYER'S INTRODUCTION

Operation Overlord

This operation was put together to eliminate the Kafer presence in the DM +36 2393 star system. The central target of the operation - the Kafer citadel on the German colony world of Dunkelheim. This citadel, constructed shortly after the Kafers invaded the planet in June of 2301, is presently a major obstacle in attempts to push the Kafers all the way back out of human controlled space. The ships chosen to make the assault are predominantly American, and the troops chosen to make the assault are those of the American 7th Marine Interface Brigade. Task Force 29, a fleet of 12 American and German warships and transports, is scheduled to arrive at the DM +36 2393 system, some 7.6 light years from Vogelheim, roughly seven days after departure. The force is to close on the Kafer occupied world of Dunkelheim to deliver the troops which will assault the Kafer citadel there.

The planet is expected to be defended by an orbital station and an unknown assortment of Kafer warships and fighters. Task Force 29's warships will begin the assault by deploying a screen of missiles, fighters, and pre-programmed sensor drones. They will then engage the Kafer defenders directly and attempt to draw the bulk of these forces away from the planet. Once this is done, the landing support ships *Blue Ridge* and *Iwo Jima*, with the protection of a pair of close escort ships and an assortment of small fighters, will move into position in orbit around the planet where it will begin launching the first of two Marine assault waves. This position will place the large landing ships in great danger as they must remain immobile while deploying their cargo of Marine bearing interface craft. The tiny combat interface transports will deploy in groups of two, with a pair of groups launching from each ship every minute. According to plan, the entire landing operation is expected to take less than ten minutes.

In the meantime, the 1/7 Marines and 'A' company of the 2/7 Marines, with support from 'C' company/1st Armor Battalion, 'A' company/24th Engineer Battalion, and 'C' company/35th Walker Battalion, will drop on the planet's surface approximately 20 kilometers west of the Kafer citadel. The Kafers are expected to have patrols in the area, but they are generally too small to be much of a threat to the some 400 American Marines and sixty tanks and APCs of the landing force. The first task for the initial landing force will be to immediately secure the landing zone and hold it against expected Kafer ground unit attacks. Once the remainder of the first interface assault wave arrives, the combined units will form up for the assault on the Kafer citadel.

When the Marines are prepared to attack, the naval forces will make their final push to destroy any remaining Kafer warships or force them out of the system. This should also serve to keep any Kafer fighters too occupied to worry about the on-going ground battle. Under the coordinated assault, the Kafer defenders are not expected to hold up. Once the citadel falls and the area is secured by ground forces, the second wave of Marines will be landed to begin the messy task of mopping up remaining Kafer combat units. Also, landing operations will begin almost immediately to deliver badly needed food and medical supplies to the human colonists who have been cut off from the rest of humanity for the past few years.



Interface Assault

Inside the player's APC, nestled in the cargo bay of a combat interface transport, the shuddering and the rumble from the laser hits on the mothership's hull suddenly stopped. The magnetic locks of the launch bay released the interface craft as the bay was depressurized and the launch doors slid open. With a short burst of its maneuvering thrusters the craft slid out from the safe confines of the Blue Ridge's interior and into the darkness of space. Soon the CIT-III's main thrusters accelerated the tiny transport towards the planet below. The craft pitched and rolled, shaking its passengers about as final course corrections were made before hitting the atmosphere. Rivaling the most violent of roller coaster rides, the craft prepared itself for the interface drop. This was a most critical point in the interface operation, as once the craft entered the atmosphere it would be unable to maneuver. The angle and speed of entry had to be exact.

Elsewhere, human and Kafer warships fought for control of the star system. As the American cruisers kept the Kafer Beta-class battle cruisers busy, the close escort *Cayuga* began dropping submunitions in orbit near *Iwo Jima*, targeting a group of Kafer fighters that had come up from the planet's surface to engage in the space battle. These small enemy craft headed directly for the large troop carriers, ignoring the first group of interface craft descending on the world below. As Kafer fighters battled with Marine fighters, a lone Kafer Beta re-turned, damaged from its fighting with the American warships. *Cayuga* and *Sioux*, the only warships available to defend the troop carriers, launched their salvo of SIM-14 missiles. Three of the powerful high speed missiles struck their target as the large Kafer ship fired a pair of missiles in return. While the Kafer vessel was further damaged, *Cayuga* took a single crippling hit to her main computer network, rendering the majority of the ship's systems useless. The fighting in space went on as the vessel's damage control crews raced to make repairs.

Through the thin Dunkelheim atmosphere the first four tiny interface craft streaked, leaving their long fiery trails behind them. Unable to maneuver, the group rode out the journey attempting to protect themselves as best they could. As the descent continued, the interface craft finally had enough air under their stubby wings to regain maneuvering control. The group dove hard for the relative safety of the ground. Moments passed as the transports streaked down then, leveling off close to the ground and dropped the final few meters on vertical thrusters. Touching down with a thud and cloud of dust, they released their payloads. The first of the American Marines had landed at Dunkelheim. As the three hover APCs and single hover tank took up their pre-planned positions, high overhead the next group of interface craft were streaking down through the atmosphere while another group was just being launched. Within several minutes, the entire landing force of the first wave would be on the ground ready to fight Kafers.

CIT-III Interface Transport

The combat interface transport is designed to ferry troops and equipment between a planet's surface and orbit. The CIT-III used by the American Marines is designed to carry a single armored vehicle or a fully equipped Marine rifle platoon. The craft is fully streamlined and carries enough fuel to make one complete round trip to and from orbit, plus roughly three hours of space operating time. While operating in an atmosphere, more efficient engines take over, allowing far greater flight time than craft not so equipped.

Type: Interface Lander
Crew: Command Pilot, TAC officer
Weight: 31,000kg unloaded
Armor: All faces 10
Armament: 1000kg of weapons mounted internally
Signature: +1 Evasion: 14
Sensor Range: 500m (+2)
Cargo: 10,000kg
Atmospheric Flight - Max Airspeed: 1000kph
Cruising Airspeed: 900kph
Combat Movement: 2000m
Power Plant: 1MW MHD turbine
Fuel Capacity: 10,000kg
Fuel Consumption: 600kg/hour.

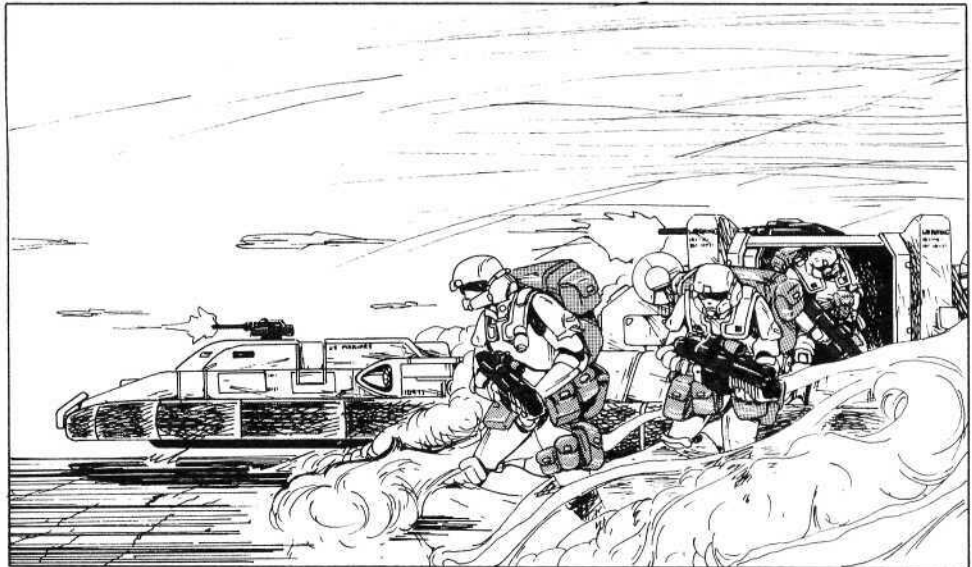
Kafer Deathsled

The deathsled is a heavy hovertank equipped with a large array of weaponry. The Kafers here have 12 deathsleds operating as their primary ground assault force. Type: *Hovertank* Crew: *Commander, gunner, driver, kibitzer.* Weight: *23,000kg* Armor: *Plenum: 35 Front 120 All other faces: 40* Armament: *10.13cm mass-driver gun in turret* Aimed Fire Range: *2000m* Range Finder: *+1* ROF: *3* Rounds Carried: *62 DP:110* *Twin anti-vehicle missile launcher mounted externally on turret side.* Missiles appear roughly equivalent to *French Manta-1*. No reloads carried. One *40-megawatt plasma gun mounted in commander's cupola, with one 22.2mm autocannon (similar in all respects to Type-12 Autocannon) and one 12.1mm MG (similar to DunArmCo Mini-12).* Signature: *8* Evasion: *4* Sensor Range: *8km* Cargo: *1000kg* Max Speed: *170kph* Combat Movement: *320 meters Off-Road* Mobility: *Full* Power Plant: *3MW MHD turbine* Fuel Capacity: *700kg* Fuel Consumption: *100kg/hr* Endurance: *7 hours.*

Beamer

A high-energy, vehicle mounted plasma gun. Type: *40-megawatt vehicle-mounted plasma gun* Action: *Single shot* Ammunition: *Charged cells, 13.3x 28.3mm, similar to Terran photonic core plasma cells, but more compact* Ammunition Weight: *0.2kg* Magazine: *100 cells in detachable cartridge magazine* Aimed Fire Range: *2000m* DP Value: *As tamped explosion (EP=5).*

THE FIRST GROUND BATTLE



Setting the Stage

The role-playing adventure begins with the surviving combat interface transports touching down roughly 20 kilometers from the Kafer citadel. The APCs disembark and maneuver into their defensive positions encircling the landing zone and the grounded CITs. Looking out through view ports, the players see the confused scurrying of ground vehicles in the reddish light of dusk.

As the hovercraft slows to a halt, a Marine slides open the armored door at the rear of the '24. The squad quickly deploys in full body combat armor, moving out along side the APC with team one going left and team two going right. The soldiers spread out into a long defensive line and take up positions. The Lieutenant and his shadow (the comm operator) set up with fireteam one. Far to the right lies 1st squad chaperoned by the platoon sergeant, while third squad is deployed to the right. The only thing left is to wait for orders of the Kafers, whichever comes first.

The Kafers are Coming

As tensions settle down and all units sit in place, the players have a chance to look around at the view. In their positions, the group faces towards the Kafer citadel, though it is too distant to see. Still, an occasional glint of light flashes in the sky ahead. Suddenly, a loud roar passes overhead as a CIT flies out. A few moments go by and the craft banks low over the horizon. Streaks of smoke leap up at it, one ending in an explosion near the craft. The CIT circles about leaving a thin dark trail of smoke. The players overhear the Lieutenant's conversation with HQ. The word 'Kafer' is distinct over the speaker. Kafer troops are moving in to attack and will hit the players' position within minutes.

While the players watch and wait, the sounds of battle draw near. On the horizon, a group of vehicles close quickly under a cloud of dust. The lone transport circles about in the air providing reconnaissance while harassing the enemy advance. The lead vehicle is now visible: A Kafer Deathsled.

Running the Firefight

The Kafers have sent an advanced assault and reconnaissance force to attack the human unit and to report on their size and strength. This force consists of two deathsleds followed by a group of troop carrying crawlers. They will use the deathsleds to hit the front line Marines and then penetrate into the position to determine strength and to do what damage they can. Once these two vehicles get far enough in, they will circle back out the way they came in. Meanwhile, the crawlers will deploy troops and attack to keep the Marine defensive line busy. The Kafers have sent an advanced assault and reconnaissance force to attack the human unit and to report on their size and strength. This force consists of two deathsleds followed by a group of troop carrying crawlers. They will use the deathsleds to hit the front line Marines and then penetrate into the position to determine strength and to do what damage they can. Once these two vehicles get far enough in, they will circle back out the way they came in. Meanwhile, the crawlers will deploy troops and attack to keep the Marine defensive line busy.

The deathsleds will appear to be coming very close to the players, but will actually be concentrating fire on another position. It will be within range of the players' missiles and will pass by. Minutes later the crawlers will show up and one should head directly at the group. After deploying its troops, it will advance on the defending position. Once the Kafers have gotten smart, they will use the crawler for cover as they advance and fire.

During the course of the fighting, the Marine lieutenant will be one of the casualties. Though not necessarily killed, he will at least be seriously wounded, rendering him unconscious and throwing one of the players in command. This will be the situation for the remainder of the adventure.

Fighting Back

After the firefight has gone on for awhile, the players will receive word from the comm operator that first squad reports heavy casualties, the platoon sergeant among them. Being the senior ranking survivor, the players' leader automatically becomes acting platoon leader. The director should then emphasize the responsibility of the leader and the rest of the players to the men of the first squad. That squad is now in trouble and in need of help. This is the climactic crisis situation of this encounter and the director should play it up.

Essentially, first squad has taken excessive casualties and is pinned down by fire from a group of advancing Kafers. They are down to four combat capable troops with five casualties and a damaged APC. Meanwhile, the player group has taken at least one casualty, the lieutenant, but should be mostly intact. The pressure is on the players who need to fight their way out of their current position so they can assist their comrades. If the players get in real deep trouble they may be able to radio in requesting air support or other assistance. The director should give an appropriate delay for the support to arrive, if it is to arrive at all.

Aftermath

Whether or not the players are forced to call for aid, the Kafer attack should eventually be driven off. One of the Kafer bodies nearby is not dead, but only wounded. This Kafer is still operating in the "smart" mode and is waiting for things to settle down a bit before it takes action. The plan is to kill more humans. To do this it still has its rifle, a pair of hand grenades, and a knife.

After everything has settled down for real, the players will be able to take in what has gone on as they wait for new orders, medical aid, and re-supply. The new acting platoon leader should realize that he has responsibility for his people, but also flexibility in how he uses them. He is in command but he should use the other players to help him along.

Eventually, a team of medics will come by to pick up the wounded beginning with the most serious. They will be available to perform basic first aid if the players haven't already done so. An ammo carrying APC will also show up to replenish expended stocks. The group should be notified at this time that supply is short and everyone should conserve as one of the supply bearing CITs was destroyed in the drop.

Throughout the remainder of the day, vehicle patrols will be coming and going constantly. Air activity will continue and there will be signs of occasional firefights in the distance as patrols encounter Kafer forces. That night will be restless and few will be able to sleep. The acting platoon leader will get word that the unit is to be ready to move out in the morning.

Kafer Crawler

This vehicle is a general purpose APC used by the Kafer garrison troops and is the most common vehicle in their inventory. The crawler is tracked and fully enclosed. All garrison crawlers are equipped with a single "Beamer" plasma gun.

Type: Tracked, all-terrain personnel carrier
Crew: Driver Weight: 4500kg Armor: Suspension: .8 All faces: 1.1 Armament: "Beamer" plasma gun in remote turret Signature: 8 Evasion: 0 Sensor Range: 6 km Cargo: 10 passengers and 2000kg Max Speed: 80 kph Cruising Speed 40 kph Combat Movement: 160 meters Off-Road Mobility: Full Power Plant: Hydrogen fuel cell, approximately 0.2 MW Fuel Capacity: 204kg Fuel Consumption: 6kg/hr Endurance: 34 hours.

Bugbus

This is the second most numerous vehicle in the garrison inventory. The bugbus is a tracked APC with open topped armor. None of these vehicles on Dunkelheim carry any armament, relying on Kafer infantry for its firepower.

Type: Tracked, all-terrain personnel carrier
Crew: Driver Weight: 5100kg Armor: Suspension: .8 All faces: 1 Signature: 8 Evasion: 0 Sensor Range: 6km Cargo 17 passengers and 2500 kg Max Speed 90 kph Cruising Speed: 50kph Combat Movement: 180 meters Off-Road Mobility: Full Power Plant: Hydrogen fuel cell, approximately 0.2 MW Fuel Capacity 240kg Fuel Consumption: 8kg/hr Endurance 30 hours.

INFILTRATION MISSION

The idea is that the team will not only be able to knock out some part of the citadel defenses, but will give the Kafers yet another situation to worry about.

Setting the Stage

The following day, several meetings take place between the Marine command staff and a group of local resistance fighters, who were contacted for assistance. These go through half the morning while the skirmishes with the Kafers continue. Later that day, the platoon receives a new platoon sergeant who assumes command of 3rd platoon. The new sergeant instructs 2nd squad to report to the tactical operations center immediately, for special duty. Meanwhile, word has it that the Kafer attacks are slowing down, but the general consensus is that this is a prelude to a major counter assault by the alien troops.

Headquarters

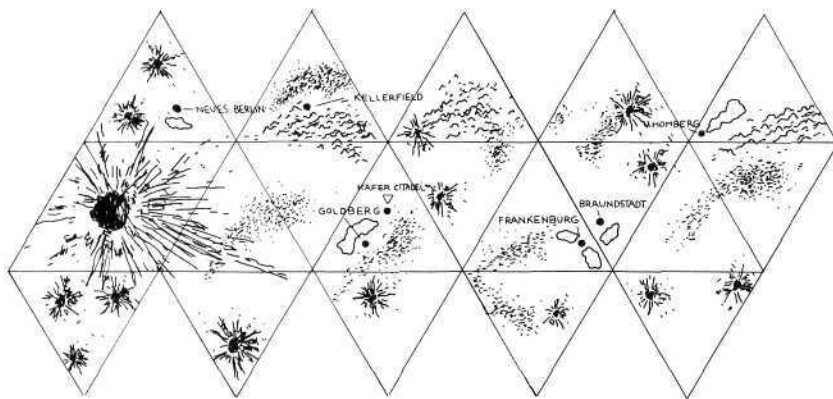
The Tactical Operations Center, or TOC, consists of a pair of specially equipped variants of the M24A3 APCs. These sit back to back with a ballistic nylon tent connecting the two. Guarding the area are four Marines in full body combat armor. Inside the tent there is a definite air of authority and action. Radios blare from one vehicle with battlefield action reports. Computer operators type up information updates which appear on a large holographic tactical battlefield display. The top officers are here with the resistance fighters. When the players arrive, they will be greeted somewhat informally by the Marine commander. He will ask everyone to take their seats as he begins the meeting.

Briefing I: The Situation

While in the TOC the players will be told about the current situation. The Marine commander explains that the Kafers have committed a battalion-sized force against the Marine brigade. However, the brigade is only partially landed, and the Kafers are believed to have a second battalion sized unit in reserve inside the citadel. The situation is not going as well as hoped, and the Kafers have been able to tie up much of the Marine assets in heavy fighting to the east and south.

The biggest problem, he explains, is that the Kafers are holding onto control of orbital space, meaning no supply ships. Without these, at the current level of fighting, ammunition and supplies will last for no more than a few days. This is forcing the Marines to either retreat or to press ahead with the assault on the citadel. The CO reports that he's kept in touch with Admiral Spence who is planning to conduct a supporting assault and will attempt to land supplies and the remainder of the brigade at that time. The second interface assault is threatened not only by Kafer warships, but by the citadel's fighter squadron and orbit capable missiles.

The solution to the problem is for the Marines to make an assault on the citadel to keep the Kafers too busy on the ground to worry about the space operations. If possible, the Marine assault has to knock out the citadel's capacity to hamper further landing operations. The citadel's defenses are strong, consisting of a ringed wall, trenches and minefields, laser and plasma weapon towers, and surface-to-surface and surface-to-air missiles. It will be a lot for the Marines to handle, especially with the Kafer troops to still contend with. The only hope is to get an infiltration team inside the citadel to neutralize as many defenses as possible while the assault takes place. The idea is that the team will not only be able to knockout some part of the citadel defenses, but will give the Kafers yet another situation to worry about. The players are then told that there was little time to ask for volunteers so their squad was chosen for the assignment.



Briefing II: The Mission

The commander now displays the intelligence map of the Kafer citadel as shown above. He explains that at first light, an armored assault will drive at the Kafers in the direction of their citadel. One infantry company will back up the attack and the players' squad will be riding with them. At an abandoned mine access tunnel the squad will be dropped off, there they will enter the mine through an old ventilation shaft several hundred meters outside the citadel wall. In the mine, a shaft runs straight through to an opening inside the Kafer citadel. There are no maps available, but they shouldn't be needed.

Once inside the Kafer base, the squad will have to rely on stealth and intelligence to get around. The compound is big with a fair amount of covering terrain and the Kafers are slow-witted, so the group should be able to travel without being noticed. As for targets, the players will have an array of targets to choose from. The commander tells them to take out whatever they can, suggesting that they hit the command complex if at all possible. Also, they are to take out weapons towers, missile launch facilities, or whatever other defenses they can get to. They may have to make use of diversions or other tactics, but they will be on their own so the decision is left to them.

The leader of the local resistance fighters, in a heavily accented English, carries on the briefing by explaining that it is important that the space port itself be taken with as little damage as possible. Once the Kafer presence is eliminated, it will be used by the humans again. There are a few things that may help the players in the space port administration building. The maintenance and engineering offices, if still intact, may contain information on getting into the main terminal building which the Kafers have built their command center on top of. It is believed that there may be an access tunnel into the terminal facility which the Kafers may not have discovered.

Running the Mission

The infiltration mission is the heart of this adventure. As such, the director should be well prepared for it. The material presented is broken into three major parts. The first is a mini-adventure section which takes the players through an abandoned mine, which they believe to be unoccupied. The second section contains all the basic details covering the base itself including a description and history of the base, garrison strength and command structure, encounters tables, and descriptions and maps of major facilities. The third section describes the Marine assault which is to take place once the players have done all they can.

Before the group leaves, they should get a copy of the intelligence map above, and the characters should be allowed to take any equipment they want, limited by availability and carry ability. The sidebar on page 19 lists some special equipment available to the players. The director may wish to add a couple items of his own keeping in mind that the Marines knew that infiltration of the base was a possibility when they set out on this mission.

The players should enter the abandoned mine undetected and should remain so as long as possible. They will need their stealth just to stay alive. However, the Kafer base is big and it shouldn't be too difficult to stay hidden even if the Kafers are aware of their presence. At some point, either through random encounter or through the players' actions, they will directly confront Kafers. The director should postpone this event until the players have gotten at least some sneaking about out of their systems. For information on the Marine assault, see the chapter, "The Marine Assault", later in this book.

Special Equipment

M41A1 Rifle: A silence enhanced American version of the French FAM-90 gauss rifle. All stats are as for the M4A1 rifle found on page 11 of this adventure.

U/V Goggles: These special goggles allow the detection of U/V light, but are not designed to allow clear vision except perhaps at close range.

Inertial Armor: One of the standard Marine Corps duty uniforms is a full-body inertial armor suit. It offers less protection than rigid armor, but is easier to sneak around in and is less fatiguing to wear. Stats are as given in the **2300 A.D.** rules.

Timed Charges: These grenade sized charges do damage as explosion (EP=10). They mass .5 kg and are equipped with timers allowing delay of 1 minute to 24 hours.

I/R-Goggles: These goggles essentially allow the wearer to see in the dark. They are as described in the **2300 A.D.** rules.

THE ABANDONED MINE

Refugee Leader, Klaus Schutz

Schutz is a tall man in his late 30's. He has a family of four which he will protect with his life. They, together with 12 other refugees live in the abandoned mine as a shelter from the Kafers. About two months ago, they moved here after a "hunt" destroyed their nearby village and killed several other families. They picked up all their supplies and managed to sneak in under the Kafers' noses. The goal is to survive, and he will not be quick to cooperate with any plan which will compromise their security. Klaus Schutz is an experienced NPC colonist.

NPC Motivation

Results: Spade Queen: Schutz will let nothing stand in the way of his goal, which is to protect his family and friends. Heart Seven: He has a strong sense of loyalty to his group.

Interior Description

The abandoned mine consists of an excavation pit 100 meters across and 20 meters deep. This pit is located inside the citadel, roughly 120 meters from the southern wall. The mine's internal configuration is relatively simple, consisting of only two main levels with one elevator shaft and a number of ventilation shafts. One vent opens up at the surface about 180 meters outside the citadel wall. This is what the players will use to get inside. Interior locations of the mine are detailed below.

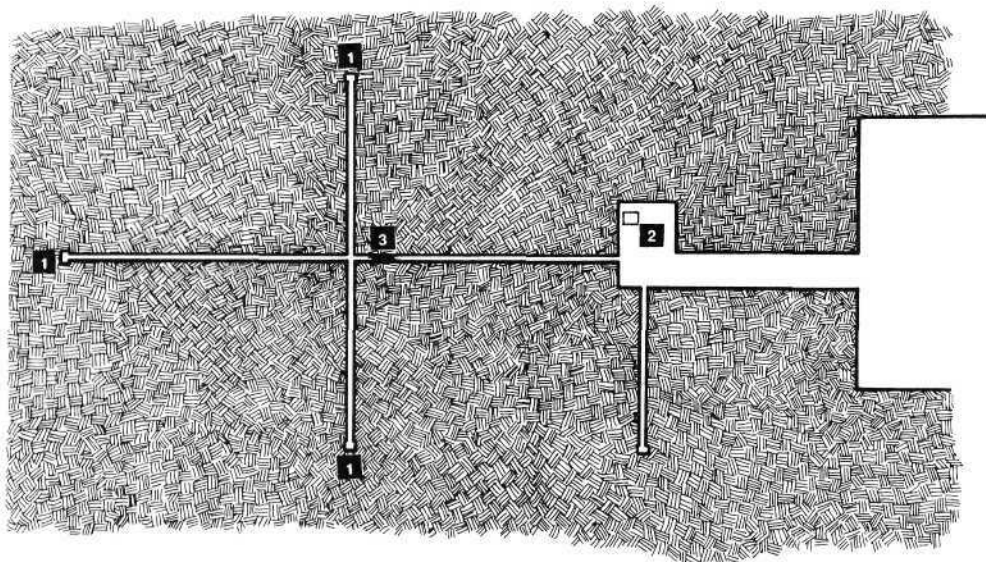
- 1 - Vent Shaft:** This tall vertical shaft is a perfect cylinder 2 meters across and is 40 meters deep ending on the 2nd level with access also to the 1st level. There is a removable vent cover at the top and a moisture collection pool 1.5 meters deep at the bottom. A set of metal rungs leads down the entire length of the shaft.
- 2 - Elevator Shaft:** This vertical shaft measures 5 meters across and is over 100 meters deep. The elevator car doesn't work and is locked at the top level. At the side of the shaft is a set of metal rungs which run the shaft's length. Normally a narrow platform on the 2nd level allows access between the level and the rungs. However, this has been removed, making it impossible to reach the rungs from the 2nd level without aid.
- 3 - Cave-In:** There are several caved-in areas in the mine. These are unstable walls of loose dirt and rock and can not be dug through. These were made fairly recently by the refugees in the mine.
- 4 - Generators:** There are three fuel cells here locked behind a chain link fence. One fuel cell is operating at very low power providing light for the refugee chamber. It has enough fuel for two weeks at this rate.
- 5 - Supply Chamber:** This is an area closed off by a chain-link fence which can be climbed over. The chamber contains various mining equipment and supplies. It also contains some rations and fuel used by the refugees.
- 6 - Refugee Chamber:** Here, the refugees live out of Kafer sight. They wish to be left alone and won't cooperate on anything that might endanger them. They have months of supplies here. The leader of the group is described in detail in the sidebar on this page.
- 7 - Defense Chamber:** This room is rigged with trip wire alarms and flares which will illuminate any intruders. The refugees have a well-protected weapon position at the east entrance that covers the other exits.
- 8 - Guard Dog Chamber:** This room contains three guard dogs which are chained up so that they can not roam far but can reach anywhere inside the chamber and then some. The bark of the dogs can be heard from the refugee chamber.

Running the Encounter

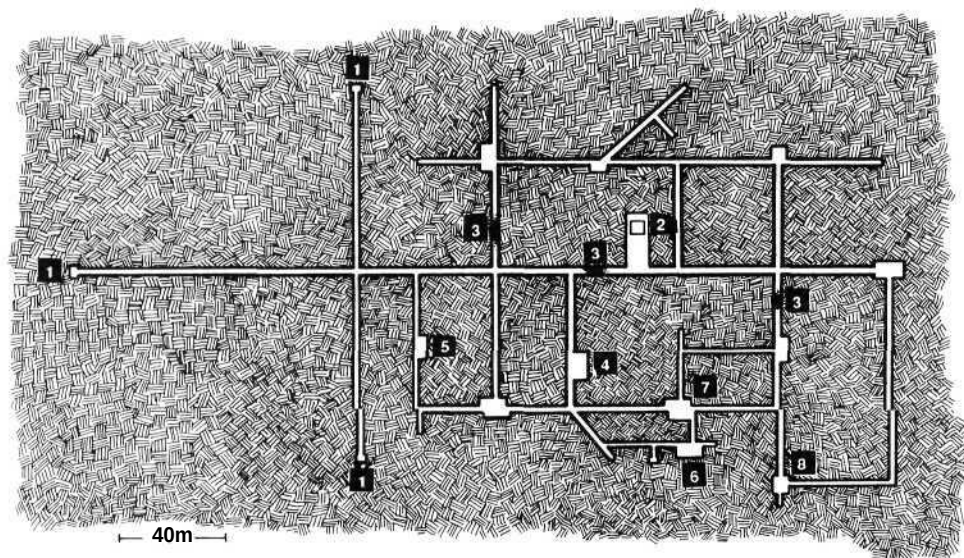
The abandoned mine is the first major encounter area that the players will face inside Kafer territory. The mine was shut down long before the Kafers arrived, and while the Kafers have looked it over, they neglected to notice that it could be used as an open gateway into the citadel's interior. The group of refugees who hide out in the mine make sure to stay out of trouble so as not to attract the attention of the Kafers.

The inhabitants are always nervous, and will treat any sound as that of Kafers on the hunt. To prepare themselves for such unwanted intrusions, the refugees have placed trip wires, false radiation and poisonous gas symbols (the Kafers have learned about the meanings of such signs), heavy equipment and barricades.

The players should run into these as they stumble through the mine, which has been purposely blocked at numerous points, forcing the players to find their way through. Eventually, they should run head-on with the refugees themselves. When this happens, there should be a good chance of a short exchange of panic fire. In any case, whatever remaining refugees there are will not appreciate the players' presence and will especially be against the use of the mine as a way into the citadel. There will be some debate between the refugees who want both to get rid of the Kafers and to survive. The degree to which these people help or hinder the players' efforts remains at the discretion of the director.



UPPER LEVEL



LOWER LEVEL

The Refugees

The refugees have devised a defense plan that is designed to prevent them from being surprised by any possible Kafer patrols. They have essentially blocked off travel through the mine using cave-ins and fake warning signs. If the Kafers ever get close enough, trip wire alarms, flares, and guard dogs are all situated to give the refugees ample time to either escape, or set-up for a fight.

On rare occasions the refugees will journey to the mine entrance to see what the Kafers are up to, but they have only been able to tell if there has been any significant amount of activity. However, they do know what major facilities are nearby. The group is equipped with a mix of SG-77s, SS-7s, and P-11mm pistols. They also have numerous flares and smoke grenades which they took from the spaceport security offices where some of the refugees were once employed. They also managed to take a fully loaded supply truck into the mine entrance. They have been living off of these and other supplies ever since.

THE KAFER CITADEL

Citadel Basic Statistics

Area:

4.91 square kilometers

Ring Wall Diameter:

2500 meters

Operating Personnel:

321

Garrison Troops:

500

Lasers:

24 mounted in pairs atop twelve towers

6 located at the command center.

Plasma Guns:

24 in individual, 180 degree arc turrets mounted on Laser towers, 6 located at the command center.

Missiles:

80 Zulu surface-to-space missiles,

64 surface-to-surface missiles,

64 surface-to-air missile clusters.

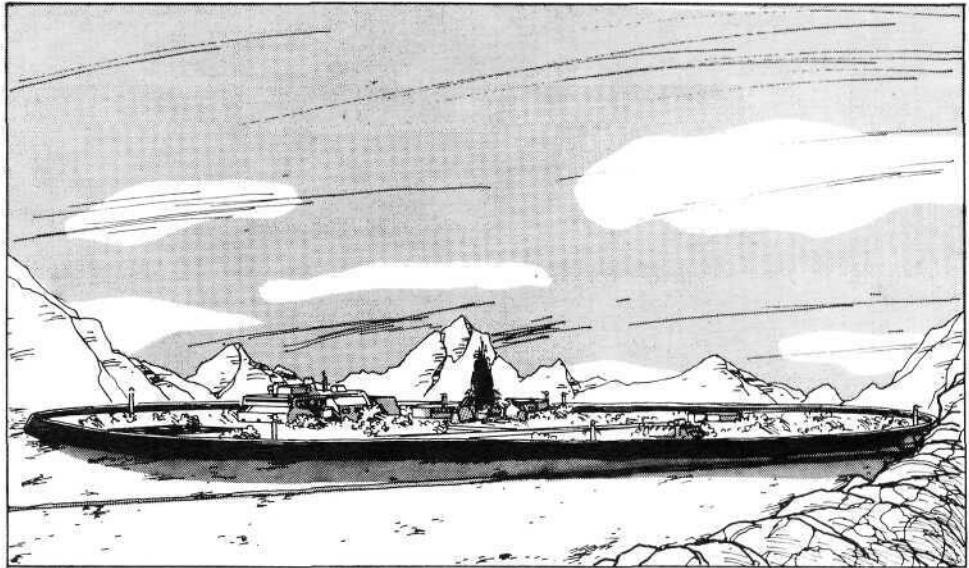
Interface Craft:

12 Golf-class fighters;

3 Lima-class landers.

Fuel Storage:

13560 cubic meters



Introduction

Located roughly forty kilometers north-east of the former Dunkelheim capital of Goldberg lies the citadel which the Kafers refer to as "CH*!!". Local inhabitants commonly refer to it as the "Bug Base". The citadel is a large group of military facilities enclosed by an immense ring wall. Constructed atop the existing spaceport facilities, the citadel looks as though an alien parasite had infested the human facilities and had grown until it had almost completely taken over its host. Behind the walls of the complex, the silhouettes of strangely shaped spires and alien towers stretch up into the air. Extending from the side of the complex lies the long thin structure of the catapult. This is one of the few things left unchanged by the Kafers. Most of the other structures are recognizable as human made, but many have been oddly altered, making them look disturbingly alien.

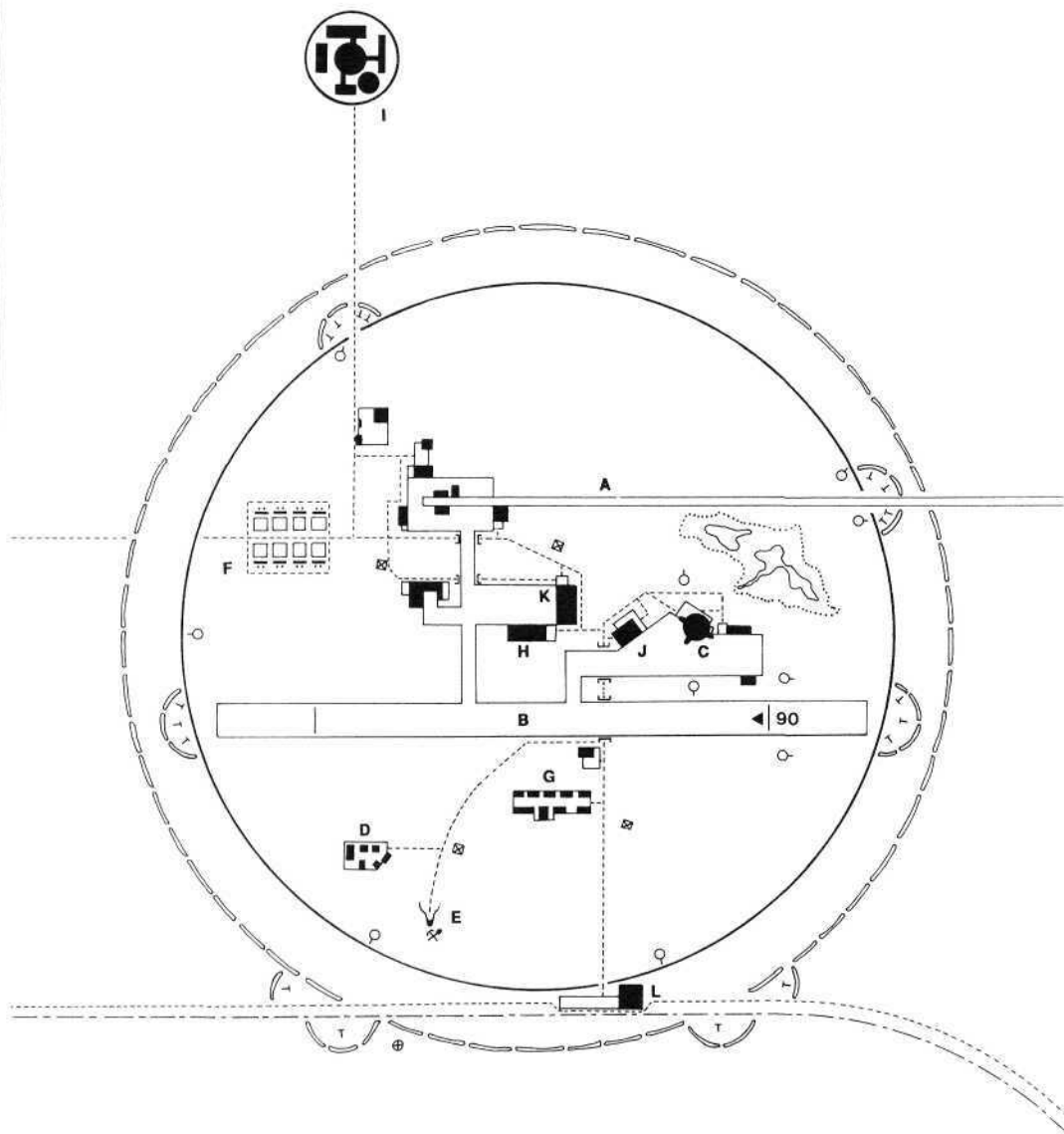
Some 15 kilometers west of the complex, Kafer ground forces attempt to hold back the advancing Marines. In space, starships continue to exchange missile fire as the humans attempt to wear down the Kafer defenses. All the while, the Kafer citadel sits seemingly oblivious to all that is taking place around it, waiting as its future is being decided.

Overview

The Kafer citadel is a large base constructed around the human spaceport facilities on Dunkelheim. In the tradition of Kafer society, the citadel serves as a safe place to keep out the human barbarians while life behind the walls continues undisturbed. The Kafers have seldom come out from behind the barricade walls except when they send supplies and equipment to their own on-planet outposts and to venture off on occasional "hunts". These hunts provide the Kafers with the challenge and danger they need in order to keep their minds active. Without such activities, they literally grow slow and stupid.

The base itself operates as a support installation used to provide protected supply and repair facilities for Kafer ships operating in human space. While the Kafer invasion has been turned for the time being, the base still supports the last of the Kafer fleets here, serving as a launching platform for raiding missions deep into human territory and as an advance facility for a possible future invasion by the Kafers.

The citadel is well defended, possessing a moderate sized garrison, deadly laser weapon towers, defensive screens, ground launched anti-ship missiles, and a squadron of space flight capable fighters.



Layout Map Legend

- A - Catapult
- B - Runway
- C - Command Center
- D - Ore Processing Facilities (Abandoned)
- E - Mine (Abandoned)
- F - Fuel Processing Facility
- G - Kafer Garrison Compound
- H - Kafer Fighter Facility
- I - Solar Power Satellite Receiving Array
- J - Administrative Offices
- K - Storage Facilities
- L - Maglev Station
- - Weapon Tower
- - Missile Launch Facility
- Road
- Maglev Rail

Kafer Citadel History

Two weeks after the Kafer invasion of Hochbaden on June 4, 2301, the Kafer battle fleet appeared at the DM +36 2393 system, leading up to the invasion of the small colony world of Dunkelheim. With all colonial authority having disappeared, the Kafers found human resistance minimal and by the end of June, total control of the planet was established. Construction of the Kafer "Safe Place" began immediately. Using existing human facilities, the Kafers constructed their own base at the colony's spaceport. During construction, over a dozen Kafer ships and roughly 1,000 Kafer troops were located at Dunkelheim constructing the citadel's ringed wall, weapon towers, and such.

Nearly one month later, construction of the complex was complete and the Kafer vessels moved on. An orbital facility was put into place by this time, which was completed about a month later. This Kafer space station was being constructed around a Kafer Delta-class battleship, badly damaged during fighting at Hochbaden.

Physical Details

The Kafer citadel "CH*!!", a name difficult to pronounce by humans, is a 4.9 square kilometer area centered on the original human built spaceport near Goldberg. The citadel's basic defense against the local human inhabitants is its immense ring wall 2500 meters in diameter, giving it a circumference of over 15 kilometers. This structure, made from a black, stony material, stands 10 meters high and is roughly 6 meters thick at its base. Its coarse black outer face is canted slightly inward and leaves nothing for possible invaders to grab onto.

The walls are topped by a partially protected walkway which is equipped with powerful searchlights every 100 meters. These lights, like most of the Kafer searchlights and floodlights inside the citadel, shine most strongly in the violet/ultraviolet end of the spectrum and appear bluish-white in color. Guards patrol the walkways constantly. The wall does not form a completely solid ring around the complex, having several large openings in it. One opening is where the long catapult extends from the center of the base. Two more are located near the end of the main runway, allowing craft to take off and land without obstruction. Each opening is generally well defended, usually with two or more snapfire anti-vehicle missile launchers and one or two tri-beamers mounted on the walls (see sidebar of page 29 on the tri-beamer).

Inside the base are several spaceport facilities which the Kafers have taken over. The main ones used include the spaceport passenger terminal, fuel storage and production facilities, spacecraft landing strip, and warehouse facilities. As well as using these existing facilities, the Kafers have added a number of their own including defensive weapons towers, missile launchers, and fighter hangars, and have built onto existing facilities for their command center and garrison and other facilities.

Most weapons towers are located just inside the citadel walls. Standing 21 meters high, these structures are topped by a large, armored twin-laser turret. These are built in such a way that they can engage both ground and aerial targets. Smaller plasma gun turrets are mounted half-way down the sides of the tower to defend the tower itself from close assaulting ground troops.

Four short, well-armored bunker-like buildings were built by the Kafers to serve as launch facilities for Kafer missiles. The missiles, housed in protected underground tubes, include surface-to-surface and surface-to-air missiles as well as orbit capable missiles usable against space-born targets. A small antenna array sits inside protective domes atop each of the four buildings, serving to maintain a link with remotely piloted missiles.

The most noticeable structure within the citadel compound is the command center. This multistory structure resembles the Kafer weapon towers except that it is taller and fatter. It is equipped with plasma gun turrets like those on the weapons towers for local defense. The tower's structure is heavily armored, providing considerable protection to its occupants. The foundation of the command center is the spaceport's passenger terminal building which is almost completely engulfed except for a few spots where the original building walls show through. Built out of the warehouse complex located south of the main spaceport center is the Kafer garrison troop barracks. It is here that the majority of the Kafer ground troops are stationed. Of the nine main warehouse buildings, the Kafers use six to house their troops. The remaining three sit unused, filled with containers of useless cargo left behind by the former occupants. As with all of the structures taken over by the Kafers, the warehouses have been modified with the addition of odd looking communications gear, lighting, defensive weapon mounts, and so on.

While the spaceport's main hanger facility has been converted into vehicle storage buildings for the Kafer garrison troops, the Kafers have constructed their own facility to house and maintain the squadron of 12 Golf-class fighters based here.

Inside the main spaceport area is a fuel processing facility which the Kafers have kept essentially intact. The facility uses power fed from large ground based solar arrays to crack hydrogen fuel from local water supplies. The fuel is kept in large, nearby storage tanks which the Kafers have only recently begun to harden by creating protective armor barriers to contain each of the fuel tanks.

The catapult located near the center of the citadel is used occasionally by the Kafers to launch fuel canisters into orbit for use by orbiting warships and by the Kafer orbital station. As nothing else they need to send into space can take the extreme stress of catapult launch, the Kafers seldom use this facility and have left it mostly intact and practically untouched.

The Kafers generate power from a small fusion power plant that they constructed inside the old passenger terminal building, now the foundation of the Kafer command facility. Generated power is carried by a network of underground cables to various locations throughout the citadel. Most major facilities possess some form of back-up power to use in case power from the central power plant is cut-off.

The Kafers use various other small facilities to some degree, but these are the main examples. The players will probably never get to explore all of the Kafer controlled facilities, but they are there none the less. Most mentioned above are further detailed in the following pages. The director should modify and add other details to these as he sees fit. The citadel grounds, having once been the target of a spaceport beatification project about a year before the arrival of the Kafers, is full of plant life. The entire area has been covered by grassy fields with certain sections wooded with varieties of trees and shrubs imported from off world. Even a series of ponds were created to give the spaceport some visual appeal. Under Kater occupation, the grounds have gone unkempt and the grass and shrubs have grown long and greatly overcome by hearty local vegetation. The ponds have been shrinking and without attendants to take care of them, the trees have begun dying. The result gives the whole citadel a strong look of decay.

Kafer Command

The *CH*!!* is run by the Kafer officer named "Life Seeker". The name does not translate well from the Kafer tongue and while it has a seemingly unthreatening sound to it, a better translation might actually be "Thrill Seeker". For Kafers, the "thrill" generally refers to the thrill of battle and the high that is felt when they are close to death.

Life Seeker has achieved a fairly powerful status through its exploits in battle, most of which took place against the rather placid Y'lii. Dunkelheim is its first experience with humans who were nearly as disappointing as the Y'lii. When the Kafers arrived here the humans were in such a state of chaos that they offered little resistance, and what fight they did put up was very short lived.

Below Life Seeker in the chain of command are five other Kafer officers, each is permanently "smart", responsible for some aspect of the citadel's operation and each answerable directly to Life Seeker. These officers are the leaders of the garrison troops, citadel defensive weapons, citadel missile operations, ground based flight operations, and citadel guards.

The Kafer orbital station also operates under Life Seeker's command, with one Kafer acting as leader of ship repairs and maintenance and another as leader of station defenses. The command structure of the station is such that the leaders share responsibilities, but at different times. The Kafer leader of repairs and maintenance runs the station during most normal duty hours. When the station is in a combat alert status, the leader of station defenses takes control and the other takes a secondary role.

Once the majority of the Kafer troops left with the departing fleet, human resistance began to increase. While the Kafers were mostly safe behind the walls of their citadel, their planetary outposts were not, and neither were the supply routes to and from those outposts. These supply lines were primary targets of the human resistance fighters. They did not stop there, however. The resistance made a costly assault on the Kafer citadel, which was a total failure for the humans, but it proved their danger to the Kafers. In response to the increased attacks, the Kafer citadel commander, "Life Seeker", ordered a search for the resistance fighters' base of operations, but they found nothing.

Kafer Weapon Stats

Thud Gun

A standard Kafer assault rifle with integral grenade launcher. Type: *12.1mm assault rifle with integral 27.2mm grenade launcher* Weight (empty): 6.5kg Length: 76.2cm (Bulk=2) Action: *Single shot or bursts* Ammunition: *12.1 x 31mm APHE* Muzzle Velocity: *610mps* Magazine: *66-round magazine* Magazine Weight: 2kg ROF: 2 Aimed Fire Range: 500 meters Area Fire Burst: 10 (AFV=1.5) Area Fire Range: 300 meters DP Value: 1.1

Scattergun

A shoulder fired, unguided missile which detonates over its target spraying shotgun-like fragments. Type: *Troop-carried anti-personnel missile Launcher* Weight: 2.6kg Missile Weight: 1.3kg Range: 800 meters Guidance: *None* Damage: 1.2 (x5).

Hand Grenade

A general-purpose, high-explosive hand grenade, armed by striking against a hard object. Weight: 0.4kg DP Value: As explosion (EP=3).

Citadel Encounters

When the players' infiltration team is inside the Kafer citadel compound, there will be a good chance that they will run into Kafer guards, patrols, or workers, and may find their own lives considerably more complicated as a result. The outcomes of these encounters will determine whether or not they will live to continue their missions or an alarm will be sounded, warning the entire base of the groups' presence.

To determine if an encounter occurs, roll 1D10 and consult the table below under the appropriate column. This process should be repeated once every 20 minutes of game time that the players are traveling around the citadel. If the players are especially careful or are simply remaining stationary, only roll once every hour. After it is determined that a random encounter does occur, the director should decide on its circumstances based upon the players' action. An encounter does not necessarily mean at close range. The players may spot a Kafer patrol passing in the distance, or a group of working Kafers up ahead, and so on. Whatever the case may be, the players should have the opportunity to resolve it without alarming the whole base.

For one hour after the Kafers are first alerted to the presence of the players, subtract one from the die roll. After this time has passed, subtract a total of two. If the players create some sort of diversion to draw attention away from themselves, the director may allow a +1 modifier or +2 modifier to the roll at his discretion. Finally, if the Marine Assault is underway, subtract four from the die roll. In any case, a natural roll of 10 is never modified.

Main Encounter Table

Die Roll	Near Wall	General Interior	Near Major Facility
-2	2x Patrol #3	—	Patrol #1
-1	2x Patrol #2	Patrol #3	2x Patrol #2
0	Patrol #3	Patrol #2	Patrol #3
1	Patrol #3	Patrol #1	Patrol #2
2	Patrol #2	Work Party	Patrol #1
3	Patrol #1	—	Guard
4	—	—	Work Party
5-9	—	—	—
10+	Special*	Special*	Special*

Encounter Descriptions

Patrol #1: A group of three Kafers, including one officer, is patrolling on foot. As long as the base is not alerted, they are fairly inattentive. The alien soldiers are armed with thudguns.

Patrol #2: A group of 2D6 Kafers ramble along on patrol led by an officer. The group is equipped with thudguns with one Kafer carrying a scattergun.

Patrol #3: A Kafer bugbus approaches carrying a total of 1D6+1 Kafer soldiers aboard plus the crew. The vehicle slowly patrols and is equipped with a powerful searchlight, though the vehicle is unarmed. The Kafers themselves are armed with thudguns, a quickfire missile launcher, and an assortment of grenades.

Work Party: A work force of 2D6 + 3 Kafers are encountered. Two are armed with thudguns and one is an officer with a horse pistol and scepter. The group may be travelling to or from a work site, or may be involved in some type of project at the time of encounter. This decision is left to the director.

Kafer Guards: A pair of guards with thudguns are encountered near one of the citadel's major facilities. They are simply walking the perimeter in a fairly inattentive manner.

Special Encounters

Any time a 10 is rolled on the Main Encounter Table, a special encounter occurs. There are six possible special encounters given here. Roll 1D6 to determine which one occurs. Once a specific encounter is rolled, it should be crossed off the table. If it is rolled again, re-roll or select an alternate means of determining the encounter. These encounters are very specific in nature and the director will have to take a great deal of care in incorporating these into the adventure. General descriptions are given for each of these encounters, but the director may have to manipulate the details to keep the situation from getting out of hand.

Special Encounters Table

Die Roll	Encounter
1	Abandoned 'Bug Bus'
2	Stray Kafer
3	Marine Prisoners
4	Fighting Kafers
5	Escaped Human Prisoner
6	Lone Marine

Special Encounter Descriptions

Abandoned Bugbus: The players find a Kafer 'Bug Bus'. The vehicle broke down recently, and the driver could not fix it so it left it to sit. If the director desires, he may have the Kafer driver nearby. It may even have just managed to fix it. The vehicle mounts a searchlight and a beamer.

Stray Kafer: A lone Kafer is wandering about. The director may use this encounter as he sees fit. The Kafer may be travelling between facilities, it might be looking for another Kafer, or it may have simply strayed from its duty station. In any case, it should stumble right into the players, giving them a new problem to contend with.

Marine Prisoners: Not far away the players will see a group of three American Marines, one of whom is wounded, being marched toward the Kafer command center, where they are to be interrogated. They are, of course, unarmed and are guarded by four Kafer soldiers and one officer. The Marines are wearing tanker gear and were part of the initial diversionary force that helped the players get into the citadel compound.

Fighting Kafers: The players come across a Kafer patrol group (patrol #2) making a lot of noise. The Kafers move in the players' direction. When they get fairly close, the players will see that the Kafers seem to be prodding and making angry gestures at each other. A fight will finally break out between two of the Kafers, one of which is a Kafer officer. If the players don't interfere, one will kill the other and leave its body behind as the patrol moves on. If the fight continues long enough, it will attract the attention of other Kafers.

Escaped Human Prisoner: In this encounter, the players come across a female colonist who has been a prisoner of the Kafers. She has escaped the prison compound area and is on the run, trying to find a way out of the citadel. She is very tired and hungry. The director should determine whether or not the Kafers are actively searching for this person yet. If the Kafers are searching, then subtract one from all rolls on the Main Encounter Table until the prisoner is recaptured or killed.

Lone Marine: This encounter is very much open to the director's interpretation and judgment. It is intended primarily as a way for the group to receive a little help. In this encounter, one of the Marines left in the abandoned mine has set out to provide the players with some message or information. Information could include a change in plans, or a request to take out specific targets and such. This director may wish to hold off using this encounter until it is needed.

Kafer Weapon Stats (continued)

Horse Pistol:

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

Quick Fire:

An anti-vehicle missile fired from a two-shot backpack launcher. The wearer cannot fire the missile. It must be aimed and fired by another Kafer. Type: *Troop-carried anti-vehicle missile* Launcher Weight: 12kg Missile Weight: 8kg each Range: 5000 meters Guidance: *Automatic homing* Homing Value: 20 Attack Angle: *Direct* Damage: EP=5.

Kafer Command Center Statistics

Height:
70 meters

Diameter:
160 meters

Armament:
6 lasers mounted in pairs in three turrets
6 plasma guns mounted singly in six turrets

Electronics:
Tight beam communications lasers
Broadband communications systems
Passive detection system
Active detection system
Active counter-battery sensor system

Personnel:
39 workers
84 guards

Kafer Command Center



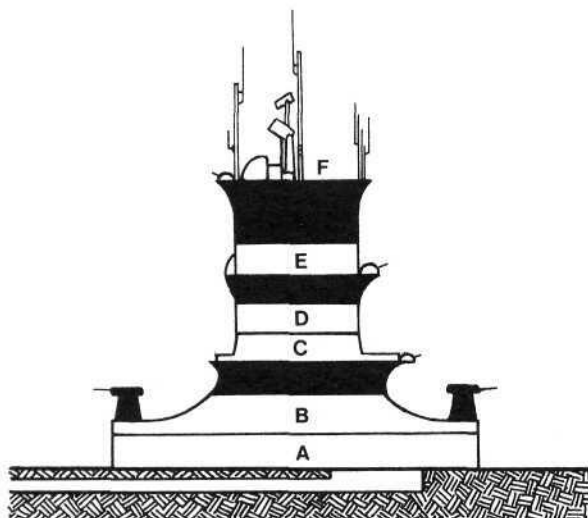
Overview

The large tower-like structure near the center of the Kafer base is the command facility. This is the heart of the citadel, and the center of all Kafer operations in the DM+36 2393 system. It is from here that the Kafer leader "Life Seeker" centers its command. Control is maintained not only of day-to-day operations of the citadel and its complement of the garrison troops, but also of the Kafer outposts which are located at various points across the planet. All orbital operations are also run from here, including maintenance, repair, and resupply of the Kafer warships which operate at the front lines.

The facility itself is a large, heavily armored, megalithic tower standing 70 meters above the ground. The Kafers literally built this facility on top of the old spaceport passenger terminal. The entire structure of the terminal is intact, but is coated with an extremely hard casing which the Kafers use as a form of armor as well as a load bearing material. The human made structure at the base of the tower measures roughly 160 meters in diameter and is almost completely covered by this dark material. Atop the tower is a large array of communications equipment including tight-beam links to the orbital facility and others for secure communications with visiting Kafer warships. General broad band antennae are also mounted atop this structure, though these are only used if the main antenna arrays located at various points around the citadel are damaged or destroyed. This is done to prevent enemy missile launching platforms (aircraft, ground vehicles, spacecraft, etc.) from locking onto the command center's communications signals. Besides all of the communications gear, the tower is also topped by various passive detection systems. Active sensors are positioned around and outside the citadel compound in a fashion similar to the broad band communications antennas. However, the tower does mount a set of secondary active sensor arrays for use in emergency situations.

The command center is defended by a large array of plasma guns and laser weapons which are set so as to provide defense against incoming missiles and aircraft as well as ground troops and vehicles. The thick armor which makes up much of the tower's structure can shield the Kafer control center against even the most powerful conventional weapons. Other defenses include shields which operate similar to those used aboard some starships, though far less effective against laser fire.

The facility is generally well protected from intruders with Kafer patrols continually circling its perimeter. All entrances are also watched by standing guards, as a small guard group roams pre-planned routes inside certain designated patrol corridors. This insures that the Kafer guards will not stumble into sensitive areas and disrupt operations or damage equipment.



Internal Layout Overview

The Kafer command complex contains six main levels plus one level underground as illustrated above. The original spaceport terminal consisted only of levels A and B, and the underground level. The Kafer addition consists of levels C through F with extensive modifications to the lower levels. The following is a general rundown of what each level is currently used for.

- Level A: Ground vehicle storage, guard quarters, power plant.
- Level B: Additional guard quarters, ammunition and spare weapons storage, power plant machinery, main defense laser turrets.
- Level C: Command room personnel quarters, elite guards quarters, security control.
- Level D: Emergency power batteries, supply rooms, officer quarters, emergency communications control.
- Level E: Command Room with communications and missile direction control room, combat planning room, additional supplies and equipment.
- Level F: Top Deck- Secondary communications antennas, secondary sensor antennas, air defense missiles, shield generator, escape vehicle.
- Underground Level: Extra supplies, entrance via access tunnel (unknown to Kafers).

External Layout Overview

Getting inside the command facility can be an extremely difficult task for the players depending on how they approach it. The Kafer command center is heavily guarded and heavily armed. Three twin laser turrets mounted atop 21 meter towers are located on three sides of the complex. Farther up the large structure are six smaller turrets, each mounting a single plasma gun. Two dozen Kafer guards are posted on and around the tower. Some of the guards man beamers mounted atop armored walls on and outside the complex, while about a third of the guards walk the area surrounding the command complex.

Running the Adventure

As stated above, getting inside the complex can be an extremely difficult task. Unless the players can find a way to get real close without being detected, they will face a wall of fire from guards and weapons mounts. There is one "Back Entrance" which will allow them to get past this outer defense, and that is by means of an underground access tunnel which the Kafers have not discovered. The players may find this by accident or they will find information on it in the spaceport engineering and maintenance offices as described in the Administrative Building section later in this chapter.

Inside the complex, the players will have to do a great deal of sneaking around or they'll be in for a lot of close quarters firefights - the deadliest kind. Their main goal will have to be the main command level. Most of the Kafer leaders will be located here along with the main communications center and missile launch control room. Another important target is the citadel power plant which sits at the base of the structure.

Command Center Laser Turret

Armor: Front: 300
Overhead: 200 Other
Faces: 200 Armament:
*two high energy pulse
lasers* Aimed Fire
Range: 6000m Range
Finder: +3 ROF: 1
Rounds Carried: *Unlim-
ited (runs of command
centers' power plant
output)* DP: 120
Limitations, *may not fire
on targets less than 50
meters away.*

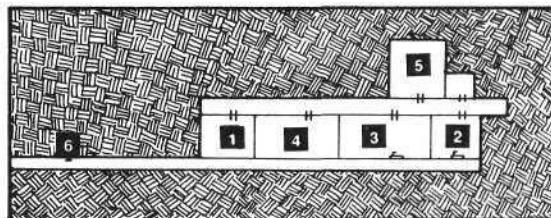
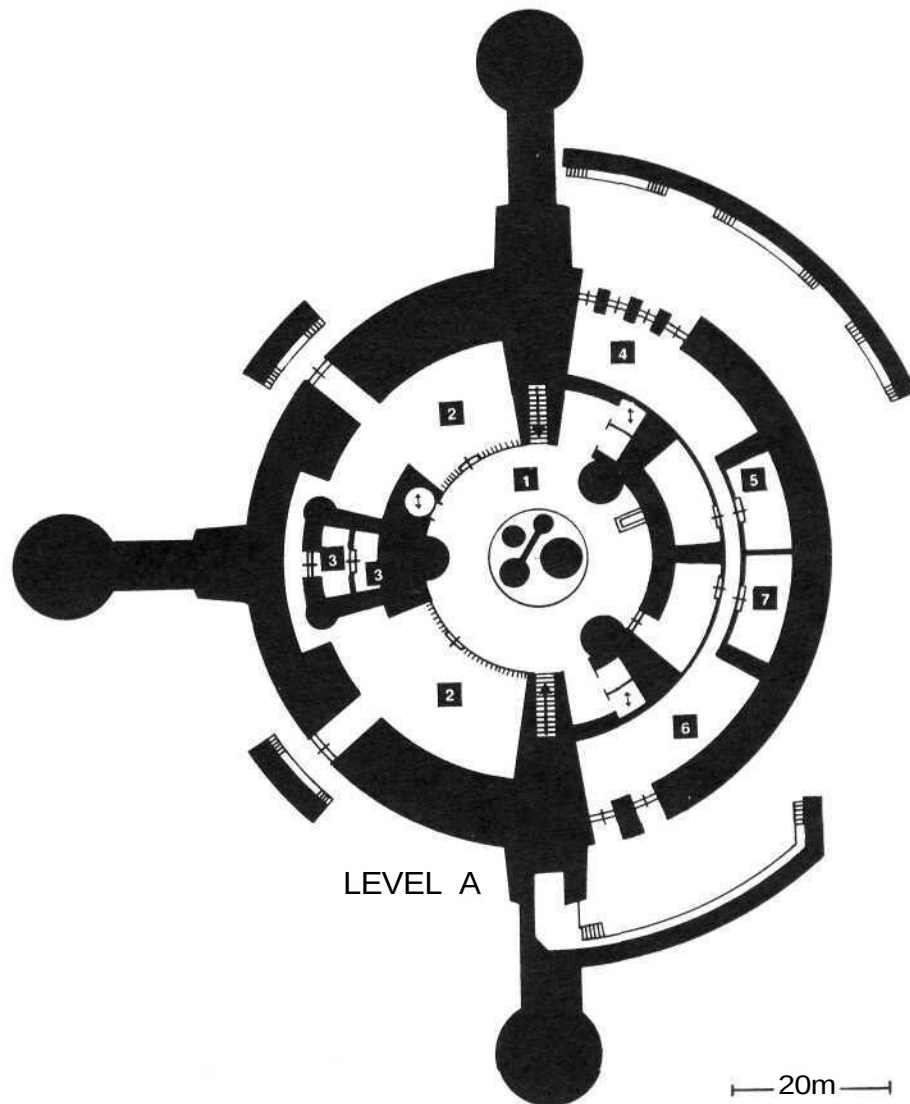
Command Center Plasma Gun Turret (Tri-Beamer)

Armor: Front: 200
Overhead: 100 Other
Faces: 700 Armament:
*one Tri-Beamer Plasma
Gun* Action: *Three single
shots, together or in
rapid sequence* Arma-
ment: *Charged cells 9.8
x21.2mm, similar to Ter-
ran photonic core
plasma cells, but more
compact.* Magazine:
*500 cells in refillable
hopper;* Aimed Fire
Range: 7500m DP
Value: *As tamped explo-
sion (EP=4)* Limitations:
*may not fire on targets
less than 100-200 me-
ters away, depending
upon weapon elevation.*

Underground Entrance

Beneath the Kafer command complex is a tunnel which was once used as an access way to reach the variety of cables and pipes which led into the spaceport's passenger terminal during construction. The tunnel leads directly into the underground level of the command complex. It can be entered through an opening roughly 150 meters west of the command structure at the edge of the paved spacecraft parking area.

The opening itself is inside a roadway tunnel which at one time allowed ground car traffic to pass underneath the spacecraft taxi strip. The opening is difficult to see and is covered by a locked grated gate. The inside of the access tunnel is dark. Electrical cables, phone lines, water pipes, sewage and drainage pipes, and gas lines run its length. The tunnel ends at an access panel under the Kafer command complex, and remains hidden to the new occupants.



Map Layout Descriptions

Level 'A':

- 1 - Power Plant Room: This is a tall room which extends up from level 'A' through level 'B'. In the center of the room is a tall, heavily shielded fusion power plant which provides power for the entire citadel. Controls for the unit are inside a protective cage nearby.
- 2 - Guard Rooms: These large open bays house the Kafer 'outer guards' who defend the command complex from the outside. Each room houses 18 guards and 6 'permanently smart' NCOs and officers, plus the unit's equipment and supplies. The walls closest to the center of the complex are heavy fences with locked gates to prevent the Kafer guards from wandering into sensitive locations.
- 3 - Storage Rooms: Special Kafer equipment is kept here where it won't be damaged by clumsy guards. Contents include portable searchlights, lanterns, night vision gear, ammunition, scatterguns, quick fire missiles, grenades, flares, and various tools. Storage rooms are locked, with Kafer NCOs and officers possessing keys.
- 4 - Garage: The Kafers keep four bug busses here, each equipped with searchlights and beamers. One of the vehicles is generally disabled at all times while repairs or maintenance is done to it. This is done purposely to prevent a slow-witted driver from taking out a vehicle which is or will soon be, worked on.
- 5 - Fuel Storage: This room contains large canisters of hydrogen fuel for use by the various ground vehicles. Along with these are a couple of attachments which allow the fuel to be transferred into the vehicles with relative ease. Also here are a couple of carts for moving the heavy canisters.
- 6 - Repair Bay: This room contains a great deal of human made machine and hand tools, many of which the Kafers have learned to use for their own purposes. There are usually a large number of spare parts for the bug busses here as well.
- 7 - Driver Quarters: This plain looking room serves as quarters for the drivers and vehicle commanders of the small force of bug busses located here.
- 8 - Supply Storage: This room, which is normally kept locked, contains a large amount of food and medical supplies as well as miscellaneous equipment and spare parts. The Kafers also keep some extra weapons and ammunition here as well.

Underground Level:

- 1 - Supply Storage: This is where the Kafers keep a large portion of their food supplies. There is little else here except for some food preparation equipment, which includes a couple of food racks which humans have generally referred to as torture racks.
- 2 - Circuitry Room: This room contains all the wiring junctions for the passenger terminal's internal phone system. While no longer used, it may be possible to tap into a few lines to use for secure communications.
- 3 - Generator Room: This room contains a large, conventional hydrogen burning generator which was once used as a back-up power unit by the former occupants. The generator is usable and there are about a half dozen bottles of hydrogen fuel hooked up in-line with the unit.
- 4 - Air Conditioning/Heating: This room contains the large machinery which once kept the air inside the passenger terminal at comfortable temperature and humidity levels.
- 5 - Janitorial Storage: This room contains a lot of cleaning equipment and trash collection and storage gear. This room has a strong odor from partially full trash containers which have been sitting here for years.
- 6 - Access Tunnel: This is an old engineering access tunnel which can be used to enter and exit the command complex without being seen. Access panels in the circuitry and generator rooms lead into the tunnel, though tools are needed to open them.

Outer Guards

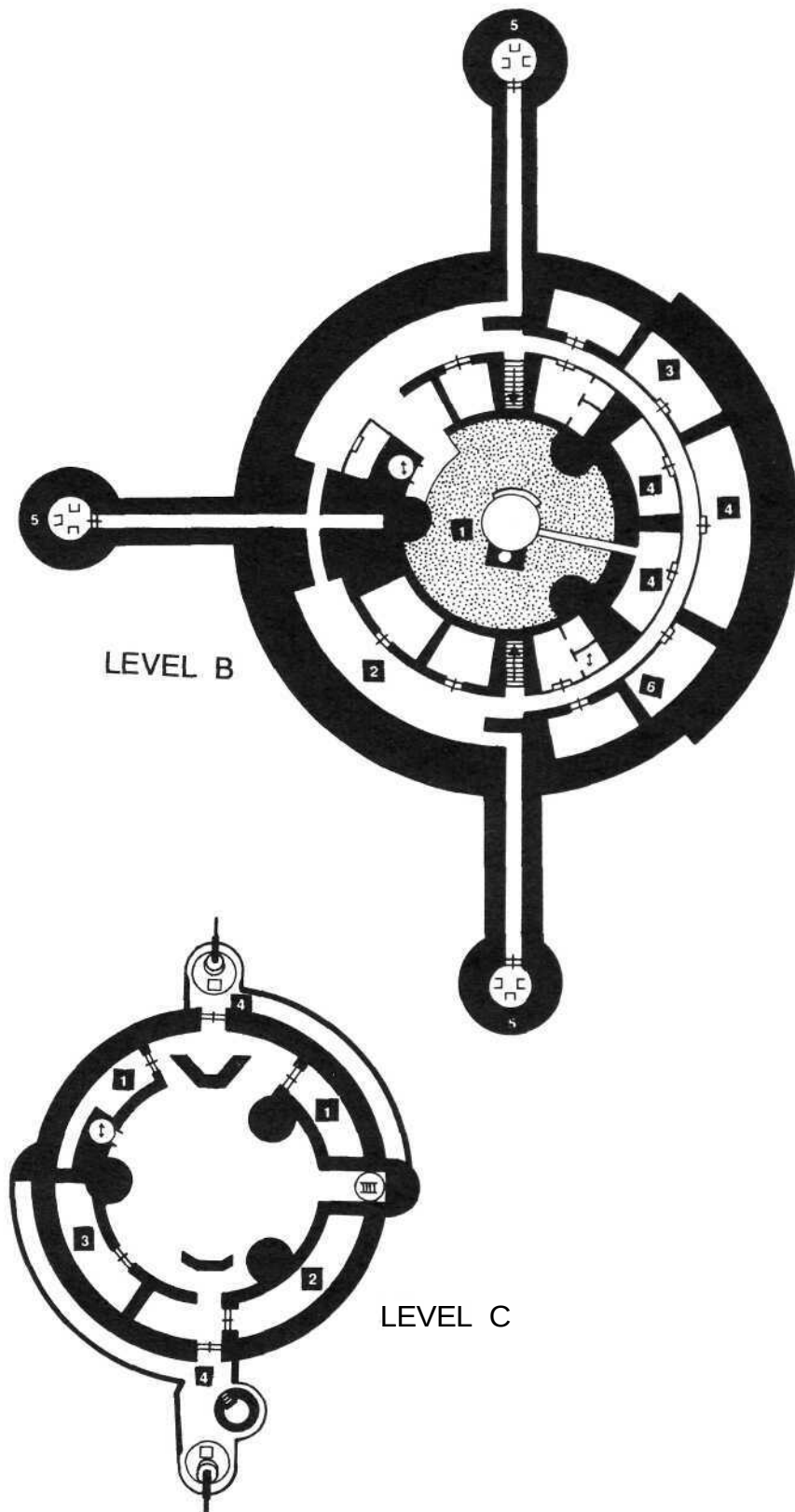
The Kafers employ 48 guards to help defend the command complex from attack by enemy ground troops. These guards are housed on the first level of the command complex. They are employed in two shifts of 24 guards each. Of the 24 guards, six are officers and NCOs, while the remainder are low level troops. Roughly 18 are deployed at fixed posts around the base of the complex. Meanwhile, six guards patrol the outer perimeter in pairs. During a major assault by enemy troops, all 48 guards are deployed outside. Kafer guards are armed with thudguns, and have six scatterguns, three snapfire missile launchers, and an assortment of grenades and flares available for use.

Kafer Inner Guards

The Kafer inner guards are trained to combat any enemy troops which may get past the command center's outer defenses. There are 24 of these guards including 6 NCOs and officers. These guards are armed with a mix of thudguns and donderbuses, and carry a wide variety of grenades for close assault combat.

Donderbus

A rugged, massive, close-assault shotgun which may also fire propelled grenades. Type: 19mm Automatic Shotgun Weight (empty): 4.5kg Length: 70.5cm (Bulk = 2) Action: Single shot or bursts Ammunition: 19 x 58mm fixed cartridge buckshot (6x 8mm slugs) or 19mm grenade Muzzle Velocity: 402mps Magazine: 8-round box magazine Magazine Weight: 0.8kg ROF: 2 Aimed Fire Range: 85 meters Area Fire Burst: 4 rounds (AFV = 0.8) Area Fire Range: 65 meters DP Value: 0.5 (x6).



Map Layout Descriptions

Level 'B':

- 1 - Power Plant Room: The power plant located on level 'A' reaches up into level 'B'. At this end a gantry arm reaches across from the power plant to a room on level 'B'. This arm contains cooling pipes, power lines, fuel lines, and control cables.
- 2 - Guard Rooms: This large bay houses the command complex's inner guards. There are 24 of these well-trained Kafers who serve to defend the complex from the inside. Half of the guards are on duty at any one time, manning fixed posts, with officers and NCOs leading patrols through the complex's interior.
- 3 - Gunnery Crew Rooms: This large bay houses the nine Kafers who operate the complex's three large laser turrets, plus the six who operate the plasma gun turrets, and six additional Kafers who serve as ammunition handlers and replacements for injured gunnery crews.
- 4 - Heat Exchanger Rooms: Heat build-up from the central power plant is handled by the machinery in these rooms. Large heat exchangers serve to keep the power plant and its surroundings cool by venting off heat to the outside of the complex.
- 5 - Gunnery Stations: Three rooms are used to operate the complex's large laser weapon turrets. Each room has a station for a gunner, a fire direction officer, and a target spotter who also acts as a communications operator. Entrance to the rooms are through heavy metal doors that can only be opened from the inside of the rooms.
- 6 - Engineer Room: This room houses the crew which operates and maintains the central power plant. They also serve as general repair and maintenance crews when the power plant is not operating.

Level 'C':

- 1 - Command Room Personnel Housing: This room houses the Kafers who operate the communication, sensor, and missile launching equipment in the main command room. Most of these Kafers have reached some degree of 'permanent smartness', making them more alert than the average soldier.
- 2 - Security Control: This room is simply a dispatch center for the Kafer inner guards. The room is always manned and the commanding officer of the inner guards is usually located here. This room is also used to store spare weapons for use by guards and command room personnel
- 3 - Upper Guard Room: This room houses six of the twelve elite Kafer guards who are tasked specifically with the protection of the command room and its personnel. All of these guards are wartime veterans of NCO rank or higher who have become 'permanently smart'. Also stored in this room is a wide selection of weapons ranging from thudguns to snapfire missiles and scatterguns. Available equipment includes night vision goggles, ropes, trip wires, grenades, flares, and more.
- 4 - Defense Walkway: This walkway extends partway around the outside of the complex at this level. An armored wall protects guards from small arms fire and mounts searchlights and beamers for their use. Each of the two walkways is always manned by at least one Kafer inner guard at all times.

Elite Guards

The Kafer elite guards are an unusual group of Kafer soldiers. Unlike average guards or troops, all members of the elite guards are 'permanently smart' combat veterans of NCO or officer rank. They are well-trained and do not suffer from the slow initial thinking and reaction times that other Kafers experience. This makes them into a very formidable group. There are a total of 12 of these guards, whose duty is to protect the Kafer command room and its personnel. Compared to the average Kafer, elite guards are bigger, stronger, smarter, and usually have a great deal of combat experience. They are armed with weapons of their personal choice and their storerooms contain just about any weapons or equipment that they could possibly use or want.

USING KAFER WEAPONS

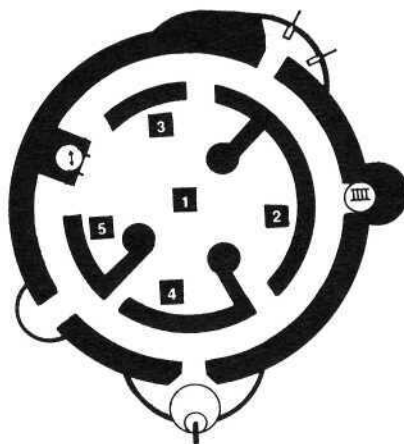
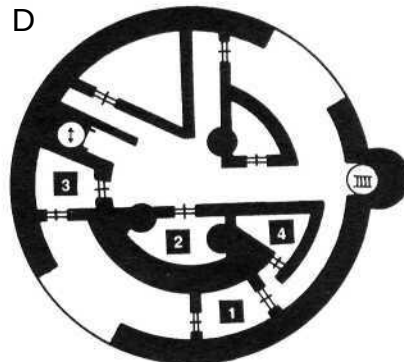
Player characters in a tight spot may attempt to use abandoned or captured Kafer weapons in combat. Success is determined as two separate tasks:

TASK: To fire Kafer weapon (Hazardous): Difficult. Weapon skill. Absolute (1 action).

TASK: To hit target with Kafer weapon (Routine): Difficult. Weapon Skill. Absolute (1 action). Referee: Increase difficulty level by 1 for each increase in range.

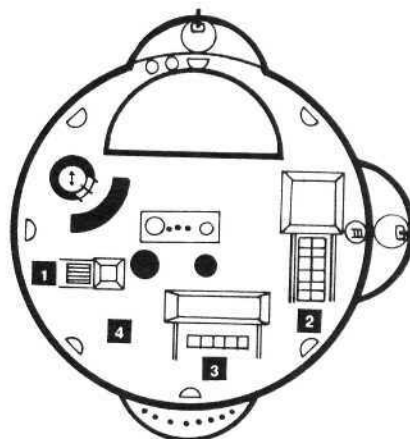
Firing a Kafer weapon is considered "Hazardous", requiring a 3D6 roll on the Failure table. Depending on the situation, mishaps may result in injury to the character (trauma from the recoil in firearms, burns from unshielded or hot surfaces in plasma or laser weapons). The referee should allow advantages for characters who take due caution in the attempt (bracing the weapon against a wall or other support, for example, to protect their shoulders).

LEVEL D



LEVEL E

LEVEL F



Map Layout Descriptions

Level 'D':

- 1 - Guard Room: This room houses the remaining six Kafer elite guards as they are described on page 33. The room's contents are much like those of the elite guard room on level 'C'.
- 2 - Emergency Batteries: Several banks of these batteries provide enough power to keep the command room functional at full capability for up to 48 hours should all other power fail.
- 3 - Heavy Weapon/Ammo Storage: Large metal boxes containing ammo for the command tower's plasma guns are stored here. There are roughly 50 boxes containing 100 rounds each. There are also a couple of unmounted 'beamer' plasma guns here, as well as 10 crates containing 30 grenades each.
- 4 - Officer Quarters: This room is the quarters for 'Life Seeker', the leader of all Kafer operations at Dunkelheim. The room is decorated with Kafer melee weapons, heads of various defeated aliens (including one human with a spaceport security cap), various officer gear, and so on. The room should be unoccupied by the time the players get here. The Kafer leader will either be in the command room on level 'E' or will be attempting to flee.
- 5 - Emergency Command and Communications: This room is used to take over command operations should anything happen to the main command room on the level above. It is usually left unattended except during nearby ground combat in which case it is watched by a single Kafer elite guard.

Level 'E':

- 1 - Command Table: This large table is used for plotting citadel defenses and garrison troop operations. Above it is a large globe which serves as a holographic viewer. When the players arrive, it will probably have images of on-going ground battle scenes.
- 2 - Communications Control: This room is the communications center for all citadel and ground force operations. It is also the primary link to the Kafer orbital station. There are four work stations here, each monitoring different frequencies.
- 3 - Missile Tracking and Control: Four stations here track airborne and spaceborne targets for surface-to-air and surface-to-space missiles. Each station is capable of remotely piloting one missile.
- 4 - Space Operations Command: This room is used to coordinate space operations. This includes coordination of citadel based fighters, missiles, and lasers, as well as nearby warships and the Kafer orbital station.
- 5 - Supplies and Equipment: Food and medical supplies are stored in this room along with numerous electronic repair parts. Things stored here are generally used only in emergencies.

Level 'F':

- 1 - Vent: This is a simple ventilator which feeds the command tower's air circulation system. It is equipped with chemical and biological filters, though they must be manually activated from the command room.
- 2 - ADA Missiles: Twelve air defense missiles are stored in launch tubes here for emergency defense of the command tower.
- 3 - SSMS: Five surface-to-surface missiles are stored in launch tubes here for emergency defense of the command tower.
- 4 - Escape Vehicle: The Kafer leader 'Life Seeker' maintains a single aircraft for emergency escape use. If the citadel is overrun and enemy troops are attacking the tower, a small number of Kafers can escape to other defensive positions.

Escape Plans

The emergency escape craft maintained as part of "Life Seeker's" emergency plans is a small modified civilian jump-jet which the Kafers confiscated upon their arrival at Dunkelheim.

Type: Vectored thrust VTOL utility craft,
Crew: Pilot, Weight: 4000kg, Armor: All
Faces: 2 Armament: Two "Beamer" plasma "door guns," one on each side of the craft,
Evasion: 75 Sensor Range: 100 km, Signature: +1 Cargo: 4 passengers plus 200 kg, Max Speed: 700 kph, Cruising Speed: 600 kph, Combat Movement: 1500 m, Endurance: 3 hr.

Kafer 'Slug Beast'

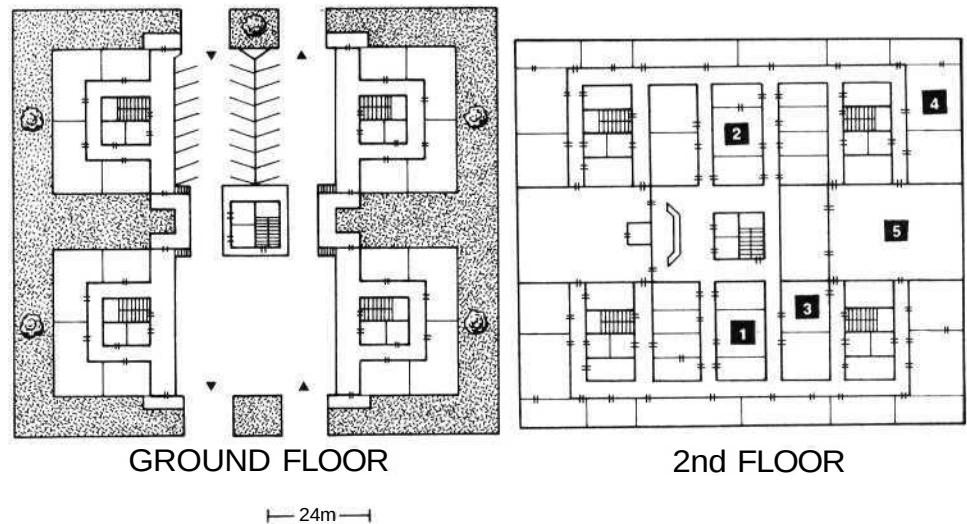
The 'Slug Beast' is a creature that the Kafers decided to import from one of their worlds. It is a very large quadruped which possesses a bony armor that covers its entire body and is especially tough around the creature's skull. It is capable of hibernating for long periods of time, awakened by any unusual heat, light, or sound which might mean food. It attacks by striking its victims with its wiry fore-arms and by crushing them in its powerful jaws.

It is not known how many of these creatures the Kafers have brought to Dunkelheim or to other worlds. This will be the first human encounter with the creature (aside from its victims who are no longer around to talk about it). Future encounters are possible on worlds the Kafers have been to.

Animal Type:
Hunter, Number
Appearing: 1, Initiative: 4,
Size: 500, Speed: 55, Ar-
mor: .3, body and limbs /
.5 head, DPV: 1, Wound:
Normal, Signature: 7, Hit:
Routine.

Note: An illustration of the beast would normally be included, but considering the almost mythical nature of the Slug Beast, it is up to the referee to describe this creature to suit his own campaign. Also, these stats are just suggestions. Please feel free to modify them as you see fit.

THE ADMINISTRATION BUILDING

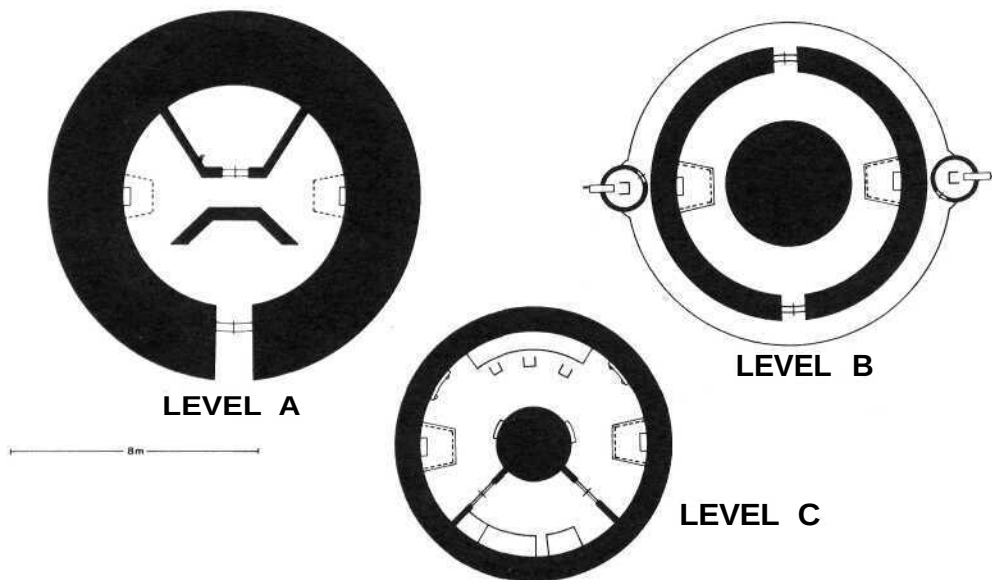


The spaceport administration building is a means for the players to get some additional information about how to get into the Kafer command complex. The building is essentially untouched by the Kafers. While they have searched through it and blasted out some of the offices, they have found no use for the structure, and left it otherwise intact. Just to make sure that humans wouldn't use it as a hideout, the Kafers placed a creature inside, which they imported from one of their own worlds. This creature is described in detail in the sidebar on this page.

Building Interior Layout

- 1 - Security: This room was once the office for spaceport security. It contains a supply cabinet with empty ammo boxes and weapons rack. There is a shotgun, an SG-77, and some ammo strewn about on the floor here, along with some other non-combat equipment.
- 2 - First Aid Center: This room contains a cot and medicine cabinet among other furniture. Here players will find a few usable first aid supplies including a stretcher, crutches, splints, and so on. Several bottles of pain killers can be found, but these are dated and may not be very effective.
- 3 - Skeletons: A few humans stayed here when the Kafers arrived. All were killed directly by the Kafers or by the 'slug beast' (see sidebar). The skeletons are completely clean, and weapons can generally be found nearby in working condition with some ammo.
- 4 - Engineering and Maintenance Office: This room contains some maps of the spaceport ground, repair records, and such. However, nothing is of use except for a diagram showing the existence of an access tunnel which leads into what is now the Kafer command center. Details are given in the sidebar on Page 30.
- 5 - Slug Beast Nest: There are large numbers of bones and pieces of personal gear here. This is the lair of the Kafer 'slug beast' as described in the sidebar on this page.

THE WEAPONS TOWERS



Weapons Stats

The turrets and weapons mounted on the Weapons Towers are the same type as those located on the Kafer command center. Stats are listed in the sidebar on page 29.

Twelve weapons towers are located at various points around the citadel compound. Each stands roughly 21 meters tall and is surrounded by thick layers of stone-like armor. Atop each tower is a heavy turret mounting a pair of high energy pulse lasers. These form the citadel's primary defense against aircraft and missiles, and are also capable of engaging ground targets at long range. Located near the base of each tower is a pair of plasma gun turrets mounted on opposite sides of an external walkway. Each turret mounts a single 'Beamer' plasma gun.

Inter Layout Details

Level A: This level is made up of one main room with a single main entrance normally watched by a pair of Kafer guards, ladders are located at opposite sides of the level which lead up to 'B' and 'C' levels. At the opposite side from the entrance is a room which houses a five Kafer gunnery crew. Guards are not housed in the tower, instead being drawn from a centralized pool of Kafer citadel guards.

Level B: This level is mostly occupied by the large power storage core which posers the laser and plasma gun turrets should external power be cut-off for some reason. Doors are located at opposite sides of the level and lead out to a walkway which rings the outside of the tower. Beamers in heavy turret mounts are located on opposite sides of this walkway.

Level C: A long climb up the ladders from level 'B' is the main gunnery control room. Three Kafers man stations here with one serving as the gunner, another as the gunnery commander, and the third as a target spotter who doubles a communications operator. At the back of this level is a room which contains the fire control electronics and targeting computers

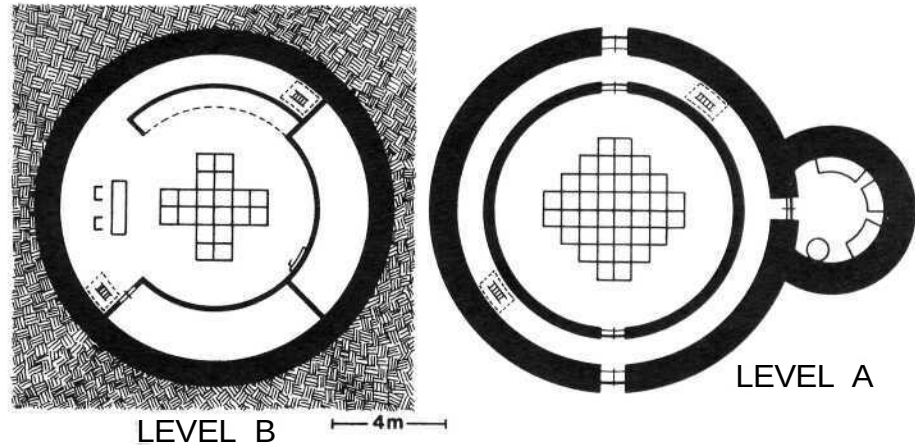
The Missile Launch Facilities

Kafer Surface-to-Surface Missiles

Type: *Surface-to-surface missile*, Launcher Weight: 110kg vehicle mount or fixed underground launch tube, Missile Weight: 200 kg, Range: 30 km, Guidance: *Laser Homing or Free Flight*, Warhead: APHE, Homing Value: 16, DP: *As tamped explosion (EP = 40)*, Warhead: WASP, Burst Radius: 600 m, DP: 6.

Kafer Air Defense Missiles

Type: *Ground launched air defense missile*, Launcher Weight: 30 kg vehicle mount or fixed underground launch tube Missile Weight: 100 kg, Range: 200 km (*flight time to maximum range is 2min.*), Guidance: *Automatic following gunner lock-on*, Homing Value: 24, Attack Angle: *Direct*, DP: *As tamped explosion (EP = 8)*.



The Kafer citadel has four separate facilities for the launching of air defense, surface-to-surface, and surface-to-space missiles. These four facilities are underground bunker-like structures, each containing a total of 52 missiles in armored underground launch tubes. These serve as the citadel's primary long range punch. Missile targeting and guidance is handled by a control room inside the facility itself except for launches against space targets, which are controlled by the Kafer command center.

Interior Layout

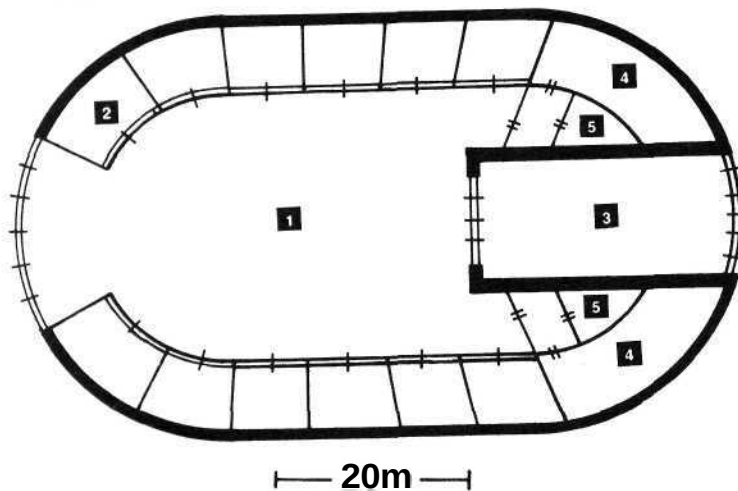
Level 'A': The upper level of the missile launch facility is a low, ring shaped building surrounding an open ceiling, missile tube access area. This central area is essentially empty, containing only the openings of the missile launch tubes in the center of the thick, stone-like armored floor. It is considered fairly secure and is usually left unguarded. Outside the facility, four Kafer guards drawn from the central citadel guard pool patrol the immediate perimeter.

Inside the building, there is little more than doors leading outside the facility and into the central missile access area. Also here are a pair of access ways located on opposite sides of the building, these vertical shafts lead down about five meters to level 'B' below.

Level 'B': This is the lower level of the missile launch facility. At one end of the level is a bank of guidance control computers protected by a steel fence. At the opposite side are quarters for the two-Kafer missile launch crew. Between these two rooms are the armored launch tubes for the Kafer 'Zulu' surface-to-space missiles. Heavy panels in each tube open up to a control junction near the base of each missile.

Near the center of the level, located directly in front of the 'Zulu' launch tubes is a launch control panel which is manned by a pair of Kafers during launch operations. At other times, the two Kafers who are assigned to this facility serve in routine maintenance and guard duty. At the back of this level is a back-up power unit which can keep the facility fully operational for a least 48 hours after outside power is lost.

The Fighter Facilities



The Kafer fighter complex is the last of the major objectives outlined in any detail. It is a large oval shaped structure built from the same heavy, black, stone-like building material used for all the other Kafer structures. Inside, the Kafers maintain a squadron of twelve Golf-class fighters. These are all kept in top shape by Kafer engineers, with one fighter usually pulled apart for maintenance and overhaul at any one time. The facility is normally guarded by four Kafers who constantly patrol the perimeter and two more guards who stand watch at the large hangar door.

Interior Layout

- 1-Hangar Bay: This cavernous room houses the twelve Golf-class fighters that form a large portion of the Kafer citadel's anti-ship defenses. The fighters are lined up around the edges of the bay, each in front of its own storage berth. These are guarded by a total of four Kafers who stand posts near the center of the bay, well away from the fighters themselves.
- 2-Storage Berth: There is one small storage hangar for every fighter in the squadron. These berths were constructed to provide protective shelters from air attacks which might bring parts of the ceiling crashing down. However, the Kafers only use them for refuelling and re-supplying their craft. For this purpose, each berth contains fueling and power hookups as well as supplies to replenish the fighters' life support systems.
- 3-Ordnance Storage: This large well armored room is used to store any ordnance which is to be used by the Kafer fighters. The room is somewhat empty as the Kafers have had little need for bombs and such. As a result, the room has become more of a spare parts storage room.
- 4-Crew Quarters: The 24 Kafers who operate the fighters are housed among these two large areas. These quarters are shared with the 24 Kafers who serve as engineers and ground crews. The Kafers here are not normally armed with anything more than a knife, but they do keep thudguns available nearby should the need for them arise.
- 5-Guard Rooms: This room houses a total of 14 Kafers who are permanently assigned to guard the fighter complex. These Kafers have been specifically trained to work around this busy facility. Guard rooms are stocked with quickfire and snapfire missile launchers as well as standard Kafer firearms and equipment.

Kafer Golf-class Fighter

The Kafer Golf-class fighter is a large, well armed and armored fighter primarily designed for use against space vessels. It is not well suited for atmospheric use, so the Kafers are reluctant to deploy them against enemy ground and air forces.

Warp Efficiency: 3.28, Power Plant: *unknown mega-wattage MHD plant*, Fuel: 25 tons, Range: *unknown*, Mass: 230 tons Cargo Capacity: *none*, Comfort: *unlivable by human standards*, Total Life Support: 3.

The goal of the players is to take out Kafer installations to make the Marine Assault forces job easier.

GAMING IN THE KAFER CITADEL - DIRECTOR'S NOTES

Getting Around

While the players are inside the citadel, their primary means of getting around is on foot. As the citadel encompasses an area of nearly five square kilometers, they will be travelling around a lot. While they will be outside during this time, they won't be easily spotted as the Kafers spend most of their energy watching outside the citadel for enemy troops trying to sneak in. Also, the region around the spaceport provides adequate concealment in the form of man-made ponds and stream beds, and numerous trees and shrubs. Another factor that keeps the players from being easily spotted is that Kafers don't see well in the dark or in the reddish light of Dunkelheim's sun. While Kafers do possess night vision gear, these are mostly reserved for the garrison troops for use during their battles with the humans.

After a time, the players may be able to steal a Kafer bugbus. If they can get it to operate, they can hide inside and the Kafers should be too slow witted to notice it. This should allow players to get around faster without being discovered. The group will also be able to get quite close to the various facilities in the vehicle. The encounter tables on pages 26 and 27 provide a means for the players to acquire a vehicle. The director may wish to 'rig' one encounter roll to provide the players with a chance to get one for their own use.

Accomplishing the Mission

The goal of the players is to take out Kafer installations in order to make the Marine Assault force's job easier. The best way for the players to do this is to eliminate weapons towers and missile launch facilities. However, the players can't just go around blowing things up one by one without the Kafers taking action against them. What the players will have to do is to get in close to an installation, break inside, and use their relatively quiet gauss weapons against the unsuspecting Kafers. Guards will be slow to react, making them easy targets. The trick will be to keep from alerting other Kafers while taking out the first ones. Once a facility is cleared out, there will be little chance of an alarm being sounded. Guards will not do anything unless they find very obvious signs of battle.

The director should note that weapons towers and missile launch facilities possess housing for their crews while other facilities may not. At these others, crews will be rotated duty, meaning that Kafers will be going to and from these facilities every nine hours (half of a local day). Eliminating facility crews may be enough to stop a facility from functioning, but this is only a temporary solution. The use of time-delayed explosives should ensure that a facility is out of commission for good. The players must make sure that they give themselves enough time to set as many charges as they need, as once a charge goes off, the entire base will be alerted. Alerted Kafers become 'smart' and the players will have a very difficult time operating under these conditions. The players' best bet is to set the charges to all go off at the same time. If they time things right, they may be able to use the distraction of the detonating charges to their own benefit.

If the players have the time, after clearing out some weapons towers and missile launchers, they should look to destroying the Kafer command center. This is the biggest challenge and should be considered the final target of the infiltration mission. However, if the players are unable to take on this central facility, they should be encouraged to do so once the marine assault takes place. In this case, the director should consult the Marine Assault chapter on pages 42 and 43. When taking on the Kafer command center, the players should use the underground entrance, which they can learn about at the administration building. They should use stealth to get them in and around, but by the time they reach the level containing the Kafer command room, they will be fighting well trained Kafer guards while the Kafer citadel commanders attempt to escape up to the top of the tower, where a small aircraft sits, just in case.

It should be obvious to the players who the Kafer commander is. It will be giving orders, directing guards, and will be the first one to escape the level. It will be extremely difficult to get the leader as its guards are well trained and well armed. Should it manage to escape, the players may encounter it again somewhere else on Dunkelheim leading whatever Kafer troops manage to escape destruction at the citadel. If the players kill it (It won't be captured alive), they will have scored a personal victory, and escaping Kafers will be commanded by a less capable leader. The players will, of course, gain extra renown for the deed.

In any case, the players will have to either fight their way back out of the command center, or sit tight and take on any guards that show up. Eventually, the marine assault force will arrive and the players will receive assistance. If the players manage to break out before help arrives, there are other facilities to take out, including the Kafer fighter hangar, and other weapons towers and missile launch facilities. There are also lots of Kafer guards, workers, and troops running around, and they will all be 'smart'.

Kafer Plans

With the arrival of the human combat troops on Dunkelheim, the Kafer leader 'Life Seeker' has been trying to devise a plan of operation. While it has committed half of the garrison forces, they are not strong enough to take on the enemy troops. It has been reluctant to commit more troops as that would leave the citadel too open to attack. Meanwhile, the battle in space has not been going well for the Kafers either, and there is much concern that the humans will land additional troops soon.

Life Seeker's current plan is to withdraw the bulk of Kafer garrison troops back to the citadel where they have the advantage of cover, short supply lines, and the protection of citadel defenses. All outer defenses have been beefed up with additional troops, as the Kafers wait for the humans to come to them. They will deploy soldiers along the tops of the walls, and use their vehicles as armored cavalry to provide a mobile screening force and to fill in gaps in the defenses outside the citadel walls. Ground launched missiles will be used to fire on concentrations of enemy troops, while air defense missiles and laser turrets will take out airborne targets.

If things go badly for the Kafers, all troops have orders to give up ground to the enemy and to escape towards Goldberg and other pre-established positions outside the citadel. The Kafers will not destroy the citadel facilities, even though they would have the capability, as they will need the base intact to aid in future Kafer operations in human space. While troops withdraw, Life Seeker and other Kafer officers will attempt to escape in a small aircraft parked atop the command center. The officers will then rendezvous with the escaped troops and will break up into several combat units which will attempt to fight within the close confines of the human cities, with the major strategic goal being to set-up and take control of the colony's capital city.

It should be obvious who the Kafer Commander is. It will be giving orders, directing guards, and will be the first one to escape the level.

If no word is received from the players within 48 hours after they have been dropped off at the abandoned mine entrance, they will be assumed dead. The mission will be considered a failure, and the assault will take place anyway.

THE MARINE ASSAULT



Plans

The main marine force is scheduled to make its assault on the Kafer citadel when any one of the following conditions are met. Under the first condition, the marines will move in as soon as there are signs that the players have begun triggering explosives inside the citadel. Under the second condition, the marines will begin the assault once they receive word that the players have been discovered by the Kafers and need help badly. The third and final condition is that if no word is received from the players 48 hours after they have been dropped off at the abandoned mine entrance, they will be assumed dead or otherwise incapacitated, the mission will be considered a failure, and the assault will take place anyway.

Events of the Marine Assault

Once the signal is received by the marine brigade commander, final organization for the assault will begin. The marines of the assault force have been well briefed and they have orders to drop non-essential activity and maneuver into assault positions. The weakest side of the citadel will be the target. If there is no such side, then the marines will directly attack the wall on the west side of the citadel.

Marine CIT-IIIAs will lead the attack by making low level air strikes on the citadel walls in an effort to breach it in several places. A full battalion of infantry mounted aboard APCs will then lead ground forces at a 200kph dash for the wall. Infantry will secure a foothold there while one squad follows the players path through the abandoned mine. Meanwhile, M-9 tanks will provide heavy mobile fire support. A trio of CIT-IIIAs carrying one infantry platoon each will attempt to land inside the citadel compound, somewhere near the catapult rail which they will use for cover.

When all units have gotten into position, phase II of the assault will begin. Any marines that are successfully landed inside the citadel will attempt to link-up with the players while the main assault force filters into the citadel compound using the outer wall as cover.

If no word is received from the players within 48 hours after they have been dropped off at the abandoned mine entrance, they will be assumed dead. The mission will be considered a failure, and the assault will take place anyway.

The Players

During the Marine assault, the players should be in deep trouble. By this time their existence and approximate location should be discovered and at least some Kafers, if not a substantial force, will react to their presence. Shortly after the base is fully alerted to both the players and the marine assault, the entire force of Kafers at the citadel will begin to get smart. This shouldn't take too long as there will be a great deal of activity going on which will keep the Kafers attentive. If the players are handling themselves well against the numerous Kafer guards, troops, and workers, the director should let them continue on until they are worn down a bit. Should the players get into major difficulties, he may decide to bring in some help in the form of the company of marines that are being air-lifted into the citadel. While this unit will have taken a great deal of losses, the presence of even a small portion of its troops should help the players tremendously.

The players' final and most important objective should be the Kafer command tower, if they have not yet infiltrated and neutralized it, now will be their chance. One way to direct them toward this goal is to have the air-lifted marine force link-up with the players. The players will be told to join the unit in an attack on the tower. The players can then recommend that they look into the rumor of the underground entrance, or the director can have some NPC bring this up.

The Ongoing Battle

During the battle for control of the citadel, the Kafers will be deploying their garrison forces against the assaulting troops and will launch fighters to engage the CIT-III's which are providing the marines with air support. Meanwhile, the marines will take out or attempt to control what weapons towers they can. Infantry assault teams will move in on any functioning missile launch facilities and attempt to knock them out. At the same time, armed combat interface transports will make what air strikes they can, facing heavy enemy laser and missile fire and taking heavy losses.

Once the marines' foothold in the citadel is secure, ground troops will begin taking ground facilities one by one with the most important of these being the large spacecraft landing strip. This is a key asset which the marines need to take in order to safely land reinforcing troops, equipment, and supplies.

The Battle in Space

While the fighting on the ground rages on, the American and German warships return to assault the Kafer orbital station and its supporting ships. After making repairs and receiving a couple of ships as reinforcements from the German fleet at Aurore, Task Force 29 closes in on Dunkelheim once again. After a battle that lasts for just under one hour, the Kafer orbital station and its supporting fighters are destroyed. Defending Kafer warships are either destroyed or flee out of the system with a force of German vessels chasing them. Once the area is clear, the transports carrying the remainder of the 7th Marine Interface Brigade move into position in orbit around Dunkelheim and immediately begin landing fresh troops and equipment at the recently recaptured spaceport. Meanwhile, the American troop carriers Iwo Jima and Blue Ridge also return with their on-board medical facilities ready to receive marine and civilian casualties from the ground fighting.

Final Encounters

Before the action begins to wind down, the players still have a great deal of room to participate in the fight for control of the citadel. At this point, a great deal of the adventure needs to be handled at the judgement of the director. If the players can handle some more ground fighting action, they can get plenty of it. By now, the marines have taken numerous casualties, but the Kafer defenders have been broken up and are disorganized. Though the aliens have reached their highest levels of awareness, they will be too few and scattered to do anything but attempt to hold onto their various citadel facilities. Small pockets of Kafer guards and garrison troops will be everywhere, and the director can continue to make encounter table rolls as usual while the players are still fighting.

1st Lieutenant Curtis Satto

This young lieutenant is the commander of 'Bravo' company, the marine company that was air-lifted into the Kafer citadel. Satto took over command when his commanding officer, along with a large number of marine infantrymen, were killed when one of the transport craft was hit by laser fire just as it was landing. The lieutenant is a short, dark haired officer who has proved to be a quite competent, though not brilliant officer. He is a decent leader who takes whatever 'good' advice he can get. His main concern is in securing the Kafer command center, fighter facilities, and the landing strip, and he will enlist the players' help if at all possible. Lieutenant Satto is an experienced Marine NPC.

NPC Motivations: Spade 6: Satto is a dedicated Marine lieutenant with a strong desire for importance. While he regrets the loss of his CO, he enjoys the challenge of his new responsibilities. Heart 2: The lieutenant is friendly and cooperative. If someone has an idea, he's more than willing to listen.

THE AFTERMATH

Things finally begin to wind down within several hours after the assault began. The last pockets of Kafer defenders have mostly either fled or been eliminated.



Winding Down

As the fighting continues, the Kafers begin retreating out of the citadel. Collecting themselves into what vehicles they can get, a large number of troops withdraw from the citadel and flee toward Goldberg. Meanwhile, other Kafers hold out against the advancing marines. Things finally begin to wind down within several hours after the assault began. The last pockets of Kafer defenders have mostly either fled or been eliminated, and the marines are finishing up securing the landing strip area. A battalion aid station handling scores of wounded marines and recently liberated civilians will be set up near the landing strip. The players will be sent to this area for the remainder of the day to rest up and obtain supplies.

At this time, the players should inventory their ammo, equipment, and rations, and they will be given first choice at whatever they need. Medics will be available to take care of any light wounds, while any seriously injured characters will be looked over at the aid station and then loaded up on interface transports. They will then be taken up to the medical facilities aboard *Iwo Jima* or *Blue Ridge* which are standing by in orbit.

New Arrivals

During the remainder of the day and well into the next day, a steady stream of landers will arrive on the scene depositing the remaining troops and equipment of the brigade. Along with these reinforcements come tons of food and medical supplies to aid the colonists who, after over a year of living under Kafer occupation, have been fighting off hunger, disease, and shortages of medicine and medical equipment. A combination of CIR-III's and LC-20 landing craft arrive at a rate of about one every few minutes. The first few dozen lander unload the new troops and equipment.

Once the last of the marine brigade and equipment is on the ground, the supplies will begin rolling in. The fresh troops will be scurrying all over the place trying to get themselves and their equipment deployed in a reasonable orderly fashion. Meanwhile, others assist in unloading supplies and placing them into piles at various makeshift supply dumps, where they will remain until they can be properly distributed.

Continuing the Adventure

While the spaceport has now been reclaimed by the marines, the Kafers haven't all been eliminated. A number of small units have been based at other locations on the planet. Most will essentially turn into guerilla bands which will attempt to deliver as much death and destruction as possible while taking whatever supplies they need from the undefended locals. Others will go into hiding until the day when the Kafer fleets return once again, if they ever do return. Meanwhile, the remnants of the citadel garrison will flee into the colony's capital city of Goldberg where they will make yet another stand. This time they will use small unit tactics, relying heavily on ambushes and booby-traps to inflict damage on their enemy. Maximizing the use of kill zones, crossfire, snipers, and such, the Kafers will attempt to even the odds against the well supplied and well equipped marines. Current estimates seem to indicate that about 100 seasoned Kafer troops managed to escape the fighting at the *Ch*!!*, and have moved into the city of Goldberg. These troops have four Crawler II APCs, a pair of deathsleds, and a least one bugbus APC.

For the players, there are numerous opportunities for further adventures as American marines. To begin with, there may still be a few Kafers hiding around the citadel. These need to be dealt with somehow and the players may just find themselves in the middle of another firefight with them. There could also be a number of adventures based on rooting out the numerous Kafer guerilla bands which have taken to the Dunkelheim countryside. For more very heavy combat action, there are always the Kafertroops which have withdrawn to Goldberg. This should prove to be very intense conflict involving a lot of close range firefights with well organized defenders. The marines will have to use costly house-to-house assault tactics in order to clear out these aliens. For a change of pace, the players might end up getting involved in the distribution of supplies to the German colonists who have turned to banditry and piracy in order to survive. Such groups will want to take all the supplies they can, and they will not let a group of American marines stand in their way.

The next section of this module describes the state of the Kafer War within a few months after the completion of Operation overlord. The director can use this information to help guide future adventures. As American Marines operating in the post-Invasion French Arm, the players should have no shortage of action.

Decorations and Awards

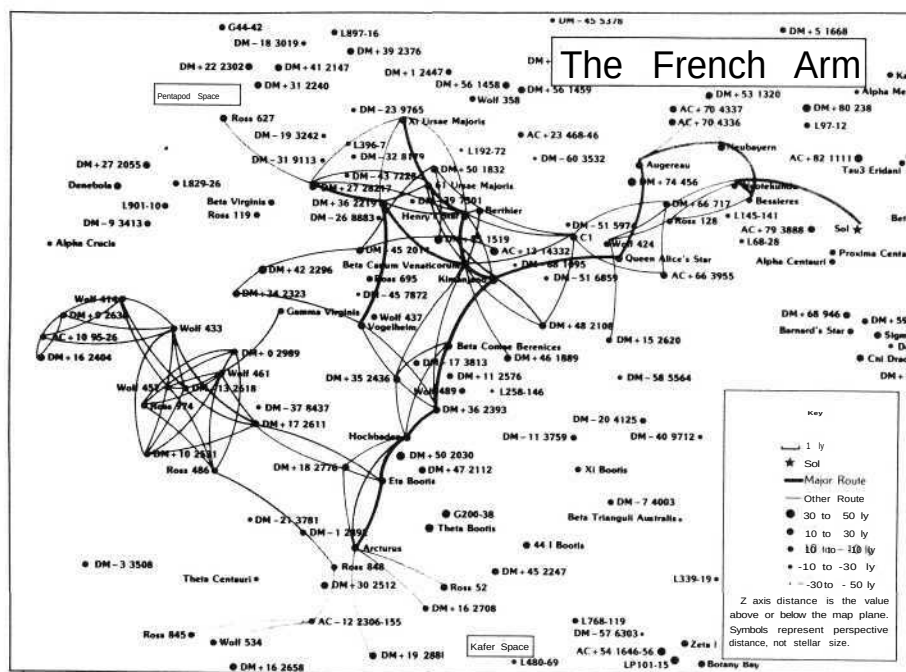
Purple Heart: Any person serving with one of the American Armed Services who is wounded, killed, or who dies or may hereafter die after being wounded, is awarded the Purple Heart.

Bronze Star/Silver Star: Military personnel may be awarded the Bronze Star for achievement or meritorious service accomplished with distinction. The Silver Star may be awarded for acts of extraordinary heroism of a notably greater degree than that required for the awarding of the Bronze Star.

Service Ribbons: All American military personnel on active duty at any time during the Kafer War receive the Kafer Conflict Service Ribbon. Each of these persons who was involved in Operation Overlord also receives the Overlord Device which is worn on the service ribbon itself.

Even with the main body of Kafer forces pushed back to the edge of human colonized space, the French Arm is far from returning to normal. Literally dozens of pockets of Kafer forces have been left behind by the retreating Kafer fleets. These forces appear to be well equipped, well motivated, and pose an extreme threat to colonists on practically every world along the French Arm. While local militia are deployed to defend against these guerilla bands, their effectiveness is limited by the general shortage of military supplies following the Kafer invasion. Some regular troops have been deployed by various governments, but most are being held back in preparation for a possible second Kafer invasion. However, mostly green troops have been put into action against the Kafer guerilla in an attempt to increase the number of combat seasoned soldiers available to face future Kafer actions.

APPENDIX A: THE STATE OF THE WAR



With the Kafer assault fleet halted at the Battle of Beowulf in July of 2302 and the eventual loss of the Kafer base at DM +36 2393, the Kafers' effort to eradicate humanity had come to an end. The Kafers had been defeated by the determination of the defenders. However, this does not signal the end of the Human-Kafer conflict.

While a few independently operating vessels continue to harass the human colonies and destroy shipping wherever possible, the Kafer fleets have set up a defensive zone at the edge of the French Arm. Squadrons of French scout ships have reported moderate numbers of Kafer warships at Ross 52, DM +16 2708, and DM +19 2881. Military analysts are now trying to determine if the Kafers are attempting to build up their forces for a renewed assault effort, or are preparing for a possible human launched counter-offensive. As the Kafers continue to ignore communication attempts, there is no proof that the Kafers may be ceasing hostilities. In any case, no one dares to take chances with the hostile aliens.

To prepare for possible future Kafer actions into human space, vessels from all earth nations have been organized into front-line patrols within the systems of Arcturus, Eta Bootes, Hochbaden, and DM +18 2776. Also, Dm +36 2393, the site of the Kafer base which was the target of Operation Overlord is being reinforced as a forward base to be used by the human fleets operating at the front lines. This system, as well as others located so close to Kafer space, are also being reinforced by the presence of newly constructed system defense boat squadrons, fighters, and heavily armored monitor-class system ships.

FORCE DISPOSITIONS

As of June of 2303, the following force dispositions are in effect along and near the Kafer border. Only major frontier systems are described along with the amount of naval assets present. The forces listed will only be approximate at any given time as fleets are rotated between border fleet assignment, interior patrol, and station keeping duty at one of the more critical colony worlds.

Arcturus: Under present plans, Arcturus remains a critical position as any Kafer forces which advance from Ross 52, DM+16 2708, or DM+19 2881 must first pass through this system. Unfortunately, this system has no planets and therefore no source of fuel, making it difficult to maintain ships there. To counter this problem, the American fleet maintains a pair of Cargomax freighters there. One of these serves as a fueller, while the other serves as a supply and maintenance vessel.

Forces: French 1 CGL, 2FF; British 2 FF; German 1 DD, 1 FF; American 2 CG.

DM +18 2776: Though the known location of a Kafer hidden base, searches throughout this system have revealed nothing. A French Lavoisier-class survey vessel has recently been brought in to scour the few planetary bodies in the system, but efforts so far indicate nothing. Meanwhile, a small contingent operates in the system to watch for possible Kafer entry.

Forces: British 2 FF, 1 DD; French 1 FF.

Eta Bootes: Being the home of a number of colonies on Aurore, this system maintains a substantial naval presence. The French Battleship *napoleon* is stationed here and presently serves as the coordination center of international fleet operations along the Kafer front.

Forces: French 1 BB, 2 CG, 5 FF, 2 DD, 12 Ftr; German 1 BC, 2 CG, 3 FF, 1 DD; British 1 CG, 2 FF; Ukrainian 1 CG 2 FF.

Hochbaden: Though battered into near total ruin, Hochbaden remains a strategic point in the defense of the French Arm. All traffic up and down the arm must pass through this system, making its control critical. Unfortunately, such catastrophic damage was done to the colonies by the Kafers that it possesses no useful facilities which might aid in maintaining the large fleet presence, so ships which operate here are actually based out of the DM+36 2393 system.

Forces: 1 French 1 BB, 2 FF, 2 DD; German 1 BC, 4 FF; Ukrainian 2 FF; British 1 CG, 3 FF; American 1 DD.

DM+36 2393: This system was the site of the target for Operation Overlord. The colony world of Dunkelheim now serves as a primary supply and repair depot for naval vessels operating towards the frontier of the French Arm. A new orbital terminal is presently under construction which will be equipped with facilities capable of handling major ship repairs. In the meantime, several cargo vessels re serving as repair and re-supply centers.

Forces: American 1 BB, 2 CG, 2 DD, 3 FF; German 2 CG, 2 FF, 2 DD; French 1 FF, 3DD.

American Marine Deployment

As of June of 2303, America has deployed Marine Corps units to several locations along the French Colonial Arm. The overall operation of these units fall under command of First Marine Interface Force (I MIF). This was organized in early 2303, at about the time that Operation Overlord was taking place. Presently, I MIF is headquartered aboard the landing support ship *Iwo Jima* which has been pulled back to Aurore. The following are force dispositions for units under command of I MIF.

Aurore: I MIF command
6th Brigade
8th Brigade, less the 3/
8 Marine Battalion

Adelhorst: 5th Brigade,
less the 1/5 Marine
Battalion

Kimanjano: 3/8 Marine
Battalion

Dunkelheim: 47th Bri-
gade

L-4, Earth: 1/5 Marine
Battalion

Rank Determination

As a general rule, a character's rank is determined by his or her time in service. The following table should be used as a basic guideline. This assumes that the character possesses an average enlisted career with no glaring faults. It is only a simple chart intended for use with basic creation of fireteam members. Actual careers will deviate a great deal from this, particularly for longer periods of service.

Years in Service	Rank
1	E-1 Pvt
2-3	E-2 PFC
4	E-3 LCpl
5-6	E-4 Cpl
7-9	E-5 Sgt
10-12	E-6 SSgt
13-16	E-7 GySgt
17-18	E-8 1st Sgt, MSgt
19	E-9 SgtMaj, MGySgt
20	E-10 SgtMaj

CREATING MARINE PLAYER CHARACTERS

The following section provides players with an alternate method of generating player characters when they are to be played as American Marines. The creation of American Marine player characters should be handled just as with the creation of any other character type, with a few exceptions. To begin with, roll up stats as normal and determine body types and such. Background skills may be purchased, but other skill purchase is handled differently.

A Marine's initial enlistment lasts for six years. When a character enters the U.S. Marine Corps, he spends roughly one year in training. During this time his strength and endurance are each increased by one, or a minimum of 10 and 10 respectively. He also receives all skills from the Initial Skills List, plus one skill from the Technical Skill List. He is trained in basic infantry skills and always serves as a 'Grunt', of marine infantryman for the first two years. If the Marine is qualified and desires another military occupation, such as vehicle driver, mechanic, or computer tech, he is branched at the end of this time to a unit in need of such a person. Otherwise, the Marine remains in service with the infantry.

For average fireteam members, roll 1D6 to determine how much total time they have spent in the Corps prior to the start of the adventure. A character receives one skill point per year as with normal character generation. Skills available are given in the Marine Infantry Skills List. If the character has served at least four years, he automatically receives benefits given in the Basic NCO Skills List.

Finalization

Characters should be finalized as described in the 2300 A.D. rules except that they do not muster out. The only effect this has is on money. Marine Infantry Characters should receive Lv1000, plus Lv100 for each year of service. Characters will be issued their basic gear, so this money may be used to buy extras.

Marine Corps Initial Skills

Combat Rifleman: 2, Heavy Weapons: 1, Melee: 2, P-Suit: 2, Survival: 1, Demolitions: 1, First Aid: 1.

Advanced Skills List

Combat Rifleman: 1 plus Melee: 1, Heavy Weapons: 2 plus Sidearm: 1, Mechanical: 1, Electronic: 1, Computer: 1, Ground Vehicle: 2, Hover Vehicle: 2, Demolitions: 2, Security Systems: 1, Forward Observer: 2, Combat Walker: 2, Reconnaissance: 2, First Aid: 1.

Marine Infantry Skills List

Primary Skills: Combat Rifleman, Sidearm, Heavy Weapons, Melee, Reconnaissance, P-Suit, Survival, Tracking, Electronic, Thrown Weapons.

Related Skills: Ground Vehicle, Hover Vehicle, Streetwise, Combat Walker, Forward Observer, Leader, Tactics, Demolitions, Stealth, First Aid, all other general skills, any other skill already possessed.

Basic NCO Skills List coolness Under fire +1, Determination +1, Forward Observer, Tactics, Leader.

Playing American Marine Characters

American Marines in 2300 are America's elite military force. They are well trained and well disciplined and are very good fighters. They are trained to fight on the move and do not do well on long garrison alignments or other cases of long periods of inactivity. In the field, their skill and fighting spirit are nearly without equal. They are trained as a team and fight as such. In combat, with few exceptions, everyone watches out for everyone else. As a whole, the biggest motivating factors listed by increasing importance are: duty to country, duty to the Corps, duty to fellow marines. No wounded or killed American Marine is ever left behind. Marines often end up riding their necks to pull wounded soldiers out from hot combat zones.

OPERATION OVERLORD



With a final burst from an M-4 rifle, the last Kafer guard fell. The sergeant turned away from the lifeless alien form as a pair of American Marines carefully planted a timed explosive charge at the base of the weapon tower's main turret mechanism. "One down, eleven to go," said the Sergeant. He glanced at his watch. "We got our work cut out for us. Let's move, people."

One by one, the Marines descended through the floor hatch, down the long vertical shaft to the ground level. The squad cautiously exited the tower as nearby a flurry of surface-to-surface missiles screamed into the air, destined to strike the main Marine assault force some fifteen kilometers away. The sergeant eyed the source of the fiery salvo.

"Target number two?" someone asked.

The sergeant just nodded. "Saddle up people," he said calmly. The squad filed aboard the bug bus that the Kafers so graciously 'loaned' them.

In the distance around them, the Kafers went about their business, preparing for the impending Marine assault—lining up along defensive positions, preparing vehicles, and readying weapons. All the while, unaware of the enemy team which had infiltrated their compound. Their oversight would cost them dearly...

While human fleets continue to battle the remaining Kafer warships along the frontier, a tiny unnamed star system serves as the home of a forward base for Kafer warships which continue to conduct raids deep into the French Arm. The system, known simply as DM+36 2393, contains a single garden world—the German colony world of Dunkelheim. This is the location of the Kafers' citadel base and the target of **Operation Overlord**.

The year is 2303. The Kafer invasion has been halted and the alien warships have been pushed back to the frontier. Still, the fighting is far from over. Pockets of Kafer ground troops exist on every single human colony world from Beowulf to Aurore. Kafer guerrillas continue to attack the colonial towns and cities. Numerous Kafer warships continue to operate within the French Arm, raiding colonies, attacking unprotected shipping, and ambushing stray warships.

However, these raiders have a weak link—they need to be supplied. Their forward base at Dunkelheim has to be eliminated and Admiral Borodin has put the Americans to the task.

Operation Overlord is the American Marine assault on the Kafer citadel based at Dunkelheim. The adventure follows a group of American Marines from their interface assault landing through a mission which takes them into the heart of the Kafer "Ch*!!"

This book contains information on the colony world of Dunkelheim and the citadel which serves as the Kafer "Safe Place." This book also contains extensive information about the American Marines, their equipment, and their organization.

A modified skills list is even included for characters who enter the career path of the Corps. Finally, a brief update on the Kafer War is provided, describing the disposition of naval forces and of the American Marines following the completion of the adventure.

Operation Overlord serves as more than just an adventure. Its completion leaves plenty of room for further adventures, allowing directors to easily stage a campaign against the Kafers on post-invasion Dunkelheim.

Design.....C.W.Hess

