



Stars Divided: Terran Civil War

A Victory by Any Means / Starmada X Campaign

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2364.12: Outer Daniel System

Connor Kyle's fists were tight at his sides as he watched the view on the screen in front of him. He could see the soft blue jets of exhaust as the pods flitted through the wreckage, searching for useful equipment, survivors, and the dead. He still couldn't believe it had come to this. *War*, he thought. *Man killing Man. Over aliens.*

He shook his head, fists still clenched. *The toll had been so high—and not just out there.* A faint scent of burnt electrical conduits still hung in the air on the bridge, despite the scrubber's best attempts. Moreover, something *felt* wrong in the humming vibration his feet sensed through the deck plate. His ship, the *Barnard*, was hurting.

He heard the soft cough of his chief executive, Jacob Xiao, behind him – probably with the latest damage assessment...and a recommendation to get some rest.

"Go ahead, Commander." Kyle said softly.

"Admiral, the latest casualty figures are here from Doctor Commander Domnick."

"And?"

"29 dead. 72 total casualties, including 9 from the engineering section hits. Commander Loew was taken to sick bay, and is in critical condition." Xiao replied. The loss of the chief engineer was a serious concern.

"Thank you. Assure Dom that he will get anything he needs. And make sure acting-Chief Bitelli in engineering has priority on all repair requests."

"Yes, sir." Xiao didn't move away, though. Kyle could feel him waiting behind him. Here it comes.

"Something else, Commander?"

"A message, sir. Fleet Admiral Perini has sent his regards and respectfully requests that the task force advance to Luyten in pursuit of the enemy. He will be taking up station here in

Daniel and conducting operations to secure the system."

"I see." Leave now? After paying such a high price to *be* here?

"And he says 'Well done,' sir."

"Ah. *Well done...*" Kyle whispered bitterly, as he watched the pods moving about out there again. A couple of heads turned briefly from their workstations to glance at him. At that, his clenched hands finally loosened.

"Right." He paused briefly. "Commander, send an acknowledgement to Fleet Admiral Perini. Tell him we will be departing and the system is his." Kyle did not wait for an answer. "Ensign Murphy, signal the Task Force. Tell them one last sweep for survivors, halt the salvage operations, and drop markers at likely locations for Task Force 1 to investigate when they get here. Then, transmit jump orders to Luyten – normal procedure – in 8 standard hours, except for the prize. That and the *Barnard* shall be returning to Magruder for repairs. Tell Senior Commander Falshom that I will be transferring to the *Nai Li* before we leave. Then notify planetary command at Mitchell of our departure schedule, and inform them that Task Force 1 of the 2nd Fleet will be on station shortly."

Kyle turned to face Commander Xiao.

"I am going to my wardroom. I would like a readiness report from every station delivered there in 6 standard hours. I want the same from every other ship." Kyle glanced towards tactical, "Commander Larson, you have the bridge." At that Xiao saluted, and moved to head off the bridge. Kyle imagined him quite pleased – the Captain headed for rest and orders all around for everyone.

"Oh, and Xiao..."

The commander stopped and looked back, "Yes, sir?"

"Also tell Perini, 'Good Hunting'."

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1.0 INTRODUCTION

Humanity, filled with enthusiasm and hubris, has spread widely across the stars. Only one other intelligent race has been encountered, and it was easily subjugated. Man is clearly preeminent in the galaxy. Sadly, for man, he is his own worst enemy....

1.1. FOREWORD

Welcome to Stars Divided. This source has been written and developed by Noel Weer with the support of Victory by Any Means (VBAM) Games and Majestic Twelve Games in our latest series of cooperative ventures. It uses the VBAM Campaign System for the overall strategic engine, and the Starmada-X tactical system to resolve starship battles. Stars Divided tells the tragic story of the Terran Star League being ripped apart for economic and idealistic reasons. You may notice some distinct similarities to other well-known civil wars in world history. This is not by accident. Many of these civil wars are a retelling of the same story. Groups bound by a common governing body perceive injustice, or any number of offenses or oppression, take it upon themselves to rebel or secede, resulting in a full war against their former countrymen. The faces may change, but the tragic story is the same.

Stars Divided introduces many new rules that customize VBAM to model a complete civil conflict, including the concepts of public support and morale. Civil wars are different than other wars. Both sides, driven by staunch idealists and patriots, inevitably suffer terribly. These are wars of the worst kind, as soldiers are not simply fighting a faceless enemy. They know the opposition, sometimes personally, and must face them on the field of battle.

Civil wars stand out in our public consciousness. There is often a sense of betrayal in the dissolution of common union, and in taking arms against former countrymen. The real tragedy is that no matter the outcome, the wounds take years to heal, and the toll is often high. It has been said that no nation matures until it has weathered such a storm – the conflict determines the course of the nation. There is no doubt England and the United States emerged from their respective civil wars very different from when they entered them. No matter the outcome of the Terran Civil War, the Terran Star League in the years that follow is not the Terran Star League that decided to fight the secessionists. I have no doubt Noel will explore these in future supplements.

- Jay Waschak

1.2. OVERVIEW

This material represents the story and campaign defining a civil war that divides the interstellar domain of humanity. Here you will find all the campaign-specific material needed to play out humanity's civil strife. The fate of mankind is in your hands.... Who will win? Will mankind be united and whole before new and greater dangers are discovered?

This information is designed for use with Starmada: X and the Victory by Any Means (VBAM) Campaign System. The minimum requirement to use this material is the Victory by Any Means: Campaign Guide. To make complete use of this information you will need a copy of

- Starmada X (recommended to get the most out of your battles as you fight the war)
- Victory by Any Means: Starmada Edition (only if you are using Starmada X for your tactical system)
- Victory by Any Means: Campaign Moderators Companion (for best use and understanding of some rule materials here)

1.2.1. What is Starmada: X?

Starmada is a simple (but not simplistic) board game of starship combat in which players square off in a general attempt to blow each other's fleets into millions of tiny pieces.

Starmada is much more than just another game tied down to its own background. Instead, Starmada can be played in just about any science fiction setting you can imagine. There are dozens of optional rules, exotic special equipment items, and menacing weapons that can be used or discarded at your discretion—all to help create the type of game you want to play. To learn more, visit the Starmada section of the Majestic Twelve website at <http://www.mj12games.com/>.

1.2.2. What is VBAM?

Victory by Any Means (VBAM) is a generic sci-fi campaign system used to manage a stand-alone campaign environment, or is capable of interfacing with an existing game system. Unlike some campaign systems, VBAM is easy to run, both for players and game masters alike, but has great breadth. Research, intelligence networks, space and ground combat, colony insurrections — rules

for all of these (and more) are included in the VBAM campaign rules.

The Victory by Any Means family of games is constantly growing, both in printed form and through online support. Please visit the VBAM site at <http://www.vbamgames.com/> for VBAM discussion, updates, battle reports, game ideas, and new source material.

1.3. REFERENCING RULES FROM DIFFERENT SOURCES

Stars Divided extensively references other VBAM game supplements by abbreviation. Refer to the list below for the list of products and their abbreviations.

CG	Victory by Any Means Campaign Guide	Core VBAM Book
CC	Campaign Moderator's Companion	Book of optional rules for more complex play
EMP	Escalation Wars: Empire Rising	Campaign supplement with a unique setting and history
WBK	The Wars of the Boltians and Kuissians	Campaign supplement with a unique setting and history
SE	Starmada Edition	Rules linking the Starmada: X tactical system with VBAM strategic rules
MG	The Menagerie	Rules for the creation of unique VBAM races

Example: When referring to the 3.2 Turn Orders Phase section of the VBAM Campaign Guide, a rules designer would reference the rule entry as "VBAM CG 3.2 Turn Orders Phase".

1.4. USING THIS SOURCE MATERIAL

This book provides history, maps, unit and vessel data, system information, and specific rule suggestions and changes to play a campaign in this setting. The VBAM Yahoo group will have some reference files and Excel sheets posted to assist your play.

<http://games.groups.yahoo.com/group/VBAM/>

1.4.1. Terms in Use

Some common terms used within this material are listed here for reference.

Core Worlds: As the history in Chapter 4 will explain, certain star systems were the founders of

the current ruling government of humanity. These worlds have built- up economic advantage over the years and are critical to League infrastructure.

Covenant of Man: The rebel systems in this civil war. These worlds have felt restricted and unfairly treated by the oligarchs of the Core Worlds. They are fighting for freedom to manage their own worlds as they see fit, even at the cost of enslaving a sentient race.

Fighter: Fighter is the standard Starmada term for combat craft commonly associated with the image of a single pilot dog fighting against other fighters. VBAM normally calls these *flights*. Fighters will be the default term in this material, but you may see both terms used interchangeably.

Haur: The Haur (pronounced "ôr") are the only intelligent alien race that humanity has encountered in space. They are warm-blooded, bipedal, shorter than the average man, and covered in short, coarse fur in various shades of blue.

Humanity conquered and enslaved the Haur decades ago. It is the moral dilemma of this enslavement that has produced the conditions of this campaign material.

Hyperdrive: Travel between star systems is managed using hyper-dimensional transit engines individually installed aboard starships. Material within these rules will deal with the physical limitations of this technology.

Hyperspace: Scientists and fictional writers had theorized for generations about the existence of hyperspace: space in which laws of physics might be circumvented to permit faster-than-light travel. This was proven a reality and now, for lack of a better description, hyperspace is essentially a shortcut through the physical universe.

K/E/B (Kinetic/Energy/Ballistic) or K/E/G (Kinetic/Energy/Guided): The KEB designator is a descriptor for specialization in Starmada defense modes to deal with distinct types of weaponry. Introduced to support VBAM WBK, it also used in the Stars Divided Universe, with some minor modification:

- **Kinetic** refers to weaponry that is targeted from the firing ship and the weapon launches in a straight line to the delivery point. The weapon package is normally a physical object, designed to inflict direct damage and harm to the target – such as a bullet or other accelerated physical object. Kinetic defenses are point defense turrets, sand casters, and

2.0 NEW & ADJUSTED RULES

The following rules modifications for VBAM are suggested for use in this campaign. One of the nice features of VBAM and Starmada is the flexibility of those rule systems. In Jay's own words:

...[W]e designed the Victory by Any Means series to deliver a versatile and ever changing product. We give you the framework in which the possibilities are only limited by your imagination. Modifications and new rules can easily be implemented to create the campaign environment you have been looking for.

Listed here are the modifications and new rules that the Stars Divided Universe has adopted.

Similarly, you are encouraged to feel free to experiment and tweak these for your own purposes.

2.1 INTERNAL POLITICS

Some players may want to model the opportunities presented by internal politics within their government. The CM will need to be involved in any management of political aspects, to make sure that the impacts of the resulting interactions do not penalize a player too significantly, and are consistent with the setting and game. Internal Politics are meant to add more flavor and fun to a game, not to dominate it. These rules work best in conjunction with the government or racial traits found within VBAM MG; however, they can be adapted in any way to fit your own campaign.

2.1.1. Political Factions

Political Factions within a Power are meant to model behaviors by a Power that can be defined to adhere to religious dogma, xenophobia, pioneering spirit, economic uncertainty, varying command personalities, or any of a variety of possible ways in which a collective spirit and attitude of the citizens can shape governmental decisions.

CM's Note:

At the start of play, the CM should work with each player to define the Political Factions active within a Power. As a rough guide, start a normal power out with 3 Factions, but work from that to achieve what makes sense.

2.1.2. Political Platform

Each Political Faction should have an agenda – or goal. A platform could manifest in a specific

government type – a desire to initiate a Political Reform – to change the government, or the sub-type of the existing government. A platform could manifest itself in a desired social trait – a desire to initiate a Social Revolution. Other platforms could revolve around specific opponents, such as declarations of war or establishment of peace treaties. The possibilities are incredibly varied, and should be tailored to fit the atmosphere of the game, and the Power being played.

Some samples might be:

The Royalists within the Y'rn Conclave are asking for a return to the glory days of the monarchy (Aristocratic Government Type).

The Conservatives within the Oltarian League are in control of the Technocratic Government and are determined to keep it focused on scientific research and advancement (Scientific Government Sub-Type).

The Isolationists within the Federation wish to terminate all external diplomatic contacts (break all treaties, and institute an Autarky Government Type).

2.1.3. Political Rating

A system has a total Political Rating equal to its Census. This rating will be divided between the active political factions within the Power. At the start of play, the CM should work with a player to define the starting Rating for each Faction.

Slavery Modifier

If a system has the Slavery trait, the possible political influence rating is equal to the un-enslaved Census. This approximates the lack of political power held by the disenfranchised of the populace.

2.1.4. Recalculating Political Ratings

Once every 12th turn, a Power should roll on the Political Process Table for each System.

- This roll should be made just after making any Random events rolls (which may also impact the political depending upon campaign-specific material).
 - The table is meant to represent possible shifts in the attitudes and expectations of the populace within the Power.

- If a system's population has increased, the Faction in control automatically gains according to the increased population.
- If a system's population has decreased, the Faction in control automatically loses according to the decreased population.
- After the resulting changes are made to the Systems' Political Influence, recalculate to determine which Faction now has control.
 - If Political Control has changed, then a Political or Social Revolution may be indicated by the political platform of the new controlling faction.

CM's Note:

Social Revolution or Political Reform is not mandatory with Control change. It is likely that a Faction would push change, but monitor the situation of a Power before forcing an issue. Wartime may not be ideal, for instance. One option that makes sense is not to make such a change unless the Faction in Control has a dominant position.

Table 1: Political Process Table

Roll Result (2d6)	Effect
2	Political Faction with Control gains 2 points in strength
3 – 4	Political Faction with Control gains 1 point in strength
5-9	No change in current political climate in this system
10	Political Faction with Control loses 1 point in rating
11	Political Faction with Control loses 2 points in rating
12	Political Faction with Control loses 3 points in rating

If the Political faction in Control gains a point and more than one other Faction is active in the power, randomly determine which one loses the point. If the political faction in Control gains more than one point, make a random determination for each point to decide which Faction loses it.

When only one other Faction is present in a system that has a change in Political representation, that Faction automatically loses any points of change.

If the Political Faction in Control loses a point and more than one other Faction is active in the power, randomly determine which one gains the point. If the political faction in Control loses more than one point and more than one Faction is in place, randomly determine which one gains each point.

As an example, there are three factions in the Haven Union – the Unionists, the Colonialists, and the Conservatives. A Haven colony of Gladness has just had a political change. The Unionists and Colonialists, and Conservatives are represented on Gladness 4/1/1 respectively. The die roll was a 10, meaning that the Unionist lose one point on Gladness. Rolling equally d6 between the Colonialists (1-3) and the Conservatives (4-6), results in a 4. The Conservatives gain a presence on Gladness.

However, when only one other Faction is present in a system that has a change in Political representation, that Faction should receive weighted chance to gain any point.

Using the example from above, if the Unionists and the Colonials were the only Factions in the system – 4/2 respectively – and the Unionists lose one point on Gladness. Rolling d6, with a weighting for the between the Colonialists (1-4) and the Conservatives (5-6), results in a 4. The Colonialists extend their presence on Gladness.

2.1.5. Political Control

When all the Political Ratings for the systems within the Power are totaled, the Political Faction with the highest rating is considered to have Political Control of the Power. The Faction with Political Control is considered to be the Faction that decides the main governmental and social traits active within the Power. If a new controlling platform is different than the previous, then either a Social or Political Reform is initiated.

Morale Effects

If there is a colony with no representation by the Faction in Control, the maximum Morale in that system is reduced by 1. A system's maximum Morale statistic cannot be reduced below 1.

Influencing Control

Foreign governments, or even the current government, can desire to influence or sway the political shifts within an Empire. Propaganda campaigns, political front parties, ballot stuffing, and any number of options are available.

If our Ion Torpedo project reached 33 points spent in Turn 8 of that year, the Ion Torpedo could be added to a new prototype in Turn 9.

2.3. SPACE UNIT SPECIAL ABILITIES

The following represents a list of VBAM special abilities and their translated Starmada equivalents. This list of VBAM abilities includes some abilities that were present in past VBAM material but overlooked in the SE for use in a Starmada campaign. The following descriptions are an enhancement to the VBAM SE section covering New Campaign Micro Technology (2.2.4).

Not all of these are available to ships found within the Stars Divided Universe, and this is noted, where appropriate.

Space Unit Special Abilities / Micro Technology (VBAM)

Assault
Attack Boat
Ballistic²
Biological
Blockade Runner
Carrier
Command
Command Post (Bases Only)
Diplomatic
Direct Assault
Explorer
Fast
Field Repair
Gunship
Heavy Basing
Hospital
Interdictor
Jammer
Military Cargo Bays
Mine Controller
Minesweeper
Passengers
Q-Ship
Stealth
Supply
Supply Depot (Bases Only)
Tender
Trade

² Note: While the Stars Divided Universe has adjusted the "K/E/B" designator "Ballistic" to "Guided" for weapons, the special ability has been left as Ballistic to limit confusion in ship design.

Assault

Assault is treated in Stars Divided exactly the same as it is in VBAM SE. However, in order to land troops on a planet – either directly or by low-orbit launch of specialized shuttles – the assumption would be that an assault lander is considered to have the ability to enter a planetary atmosphere. This means that any ship with the Assault ability must also have (and pay for in its design) the ability of Atmosphere Capable.

CM's Note:

This is the only exception to the requirement that a technology be researched before it is implemented. That is, if a power does not have Atmosphere capable it can put that ability on assault ships, but not on any other ship in its fleet.

Attack Boat

Introduced in the VBAM CC, Attack Boats are small yet sturdy craft with limited endurance. These craft are generally treated like small starships that are incapable of performing strategic movement without the aid of a larger carrier vessel (see the Tender special ability). (Note: If the 7.3. Heavy Basing Capacity rule is being used in the campaign, Attack Boats are allowed to occupy heavy basing capacity at a rate of 1 Attack Boat per point of basing.)

In addition to their strategic movement limitations, Attack Boats are structurally weaker than traditional starships. Like satellites, Attack Boats do not cripple (VBAM CC 7.1).

Attack Boats have a fractional command cost, typically 1/6. This fractional command cost indicates that six Attack Boats can be included in a squadron at a command cost of 1.

To model this ability in Starmada ship construction, Attack Boats are Hull 1 ships without Hyperdrive (or equivalent) capability.

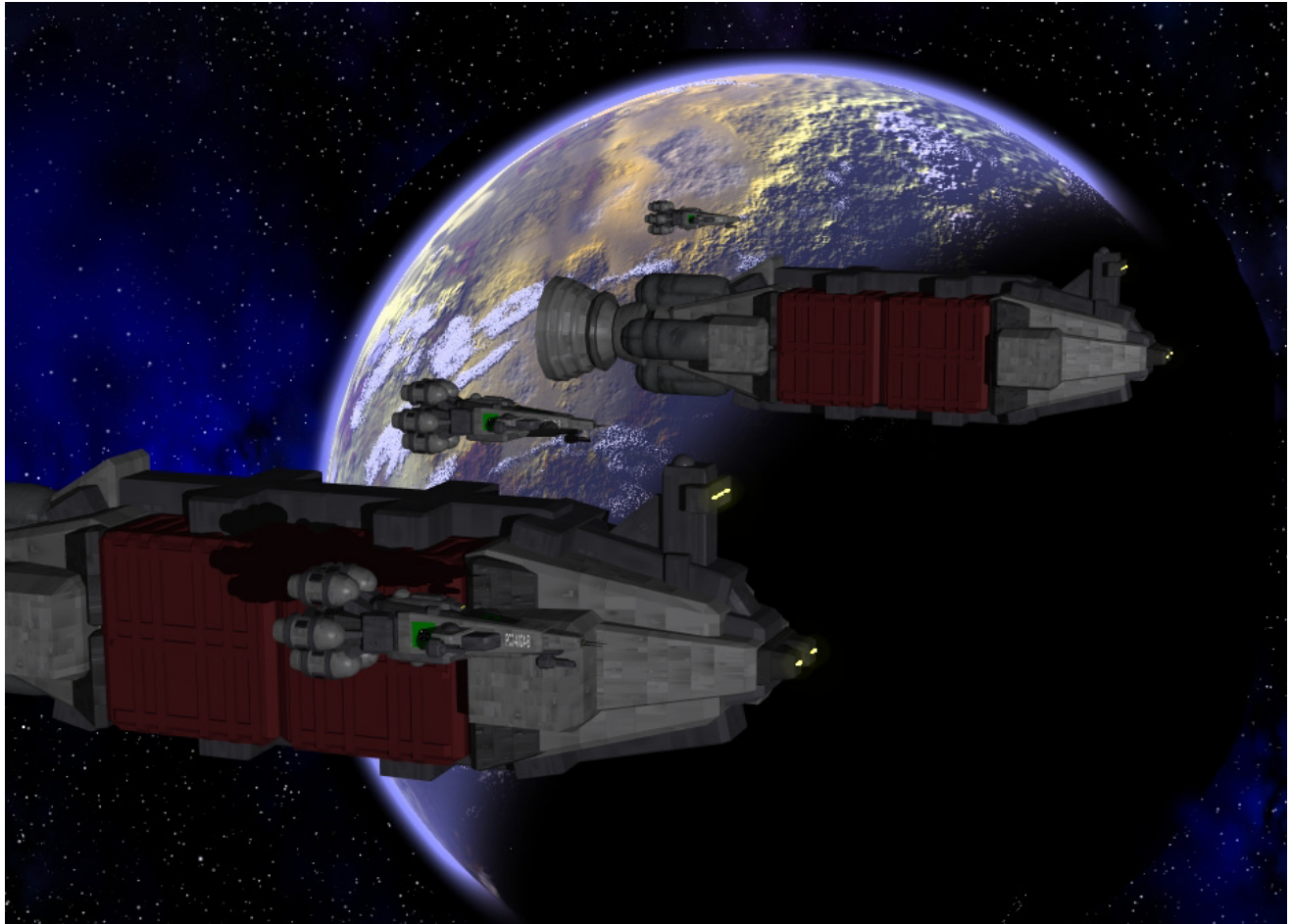
Biological

Any ship with an Organic Hull is considered to be Biological. (Note: Stars Divided campaigns do not allow Organic Hull or Biological ships.)

Blockade Runner

Blockade Runners are units specially designed for breaking through or into planetary blockades. Traditionally relying on speed and maneuverability to ensure their safety, Blockade Runners have a better chance of running a blockade.

Figure 2: Two Alice B Under Escort



For Starmada ship construction, any ship that has an Engine value greater than 80% of the Hull value is considered to be a Blockade Runner. But a Blockade Runner needs to be more than fast. The ship also has to be able to carry something of value to the blockaded location. To be a Blockade Runner, a ship needs at least 1 passenger, cargo bay, or medical bay in its design.

Command Post

Some bases are so large and grandiose that their presence in a star system is enough to keep the population's Morale from dropping to zero. These Command Posts usually serve as military logistics linchpins of great importance, usually erected at sector capitals throughout an empire. As long as a Command Post exists in a star system all Morale checks with positive effects made in that system receive a +1 bonus to the roll.

To model Command Post in Starmada ship construction, the unit must be a Station³ and have

³ Either using the Station construction rules from the Starmada Compendium, or by assigning Engines 0.

5 installations of Command Equipment. It also then receives +1 EP for Construction, and +1 Maintenance.

DEFSAT

Defensive Satellites (DEFSATS) are fixed defense orbital constructs, which lack the ability to move from place to place. Unlike bases, DEFSATs can be transported by ship with available cargo capacity, such as Transport Fleets or Military Supply Ships. Like Attack Boats, satellites do not cripple; once they have taken damage equal to their DV they are destroyed.

To model this ability in Starmada ship construction, DEFSATS are stations and are Hull 1 and CR 0.

Direct Assault

Unlike Assault units, Direct Assault units (breaching pods, boarding craft, etc.) deposit their marines directly to the enemy ship in an attempt to capture the ship. Treat Direct Assault ships as breaching pods (see VBAM CG 3.6.3.19 Capturing Ships and

100 (rounded up), less the number of times that ship had to roll on the prototype table before entering service (minimum of 1 XP generated).

When using this rule in a non-Starmada campaign, the formula for determining XP earned is equal to Construction Cost divided by 4 (rounded up), less the number of times that ship had to roll on the prototype table before entering service (minimum 1 XP generated).

- A fighter or ground unit prototype earns 1 XP.

As with combat XP, a specific elite officer (Scientist) need not be assigned to the attempt in order for SP to be earned. The XP generated by these scientific actions must be spent immediately to create or improve Scientist officers, if possible, and any remaining points are added to the power's XP pool.

Elite officers assigned to the attempts do not gain personal XP nor do they affect the amount of XP earned. They can however advance in rank by spending points as they are earned, or else from the Military Experience Pool as normal.

2.20. SPENDING EXPERIENCE POINTS

XP expenditures and purchasing take place during the Update Asset Phase of the turn.

Unless otherwise noted, XP *must* be spent at the time that they are earned unless there are not enough XP available to purchase/improve an officer or increase the grade levels of any units. Any XP remaining after all possible experience-related purchases are made are placed in the Military Experience Pool for later use, at the player's discretion. A power cannot choose to place XP into the Military Experience Pool if it could still purchase one or more officer or crew upgrades.

By default, it costs 10 XP to create a new officer or to improve an existing officer's level in an existing class. Granting an officer Level 1 in a class he or she does not currently have a level in costs twice this amount, or 20 XP. Elite officers may only receive one new level/ability per campaign turn. Officers created on the current campaign turn cannot be improved on the same turn. The XP cost for crew and army grade levels are listed under the Personnel Grade Levels section of these rules (2.22).

2.21. OFFICER ABILITIES

The following section (categorized by class and area of emphasis) provides the abilities available to each officer class. Each ability has both a name and a level prerequisite, given in "Level X". Officers must have at least this level in the associated class before they can purchase the ability.

Unless otherwise noted, all officer abilities can be purchased multiple times for cumulative effect. For example, a Fleet Officer that has received three levels of the Defense: Ship would increase his unit's DV by a total of +3, or +1 per level of the ability.

Elite Fleet, Flight, and Ground Officers may only improve their units' abilities to a maximum of twice their original values, with a minimum bonus of 1. Example: a DV 2 frigate assigned an elite Fleet Officer that gives a +4 DV bonus to his command ship would only receive a +2 DV bonus.

Some abilities, notably Squadron, Task Force, and Planet level combat abilities, are noted as being *Restricted* in their descriptions. This denotes that the ability carries special restrictions that apply to how they interact with other Restricted abilities. If a unit, squadron, or task force is subject to the effects of more than one officer providing the same Restricted benefit, only the best bonus between the officers is used. The effects of non-Restricted abilities are not subject to this limitation; they are cumulative with those generated by Restricted abilities.

2.21.1. Fleet Abilities

Fleet Officers have received military training in starship combat. They typically captain fleet command ships or lead task forces into battle. The abilities conferred by a Fleet Officer affect the performance or capabilities of ships, bases, satellites, or other defenses in his or her fleet.

The abilities listed are associated with a level, indicating the general quality and scope of effect.

Abilities that are "restricted" may only be applied once to any one officer.

Fleet Abilities - Level 1

Level 1 Fleet Abilities are qualities that allow officers to excel and stand out from the crowd of their peers. These officers represent the future of a power's military leadership.

Ability Name	VBAM	Starmada
Adventurer	+1 Scout bonus for Exploration only (CC 2.2)	
Anti-Fighter Specialist (Ship)	+1 AF bonus to the officer's ship	The officer's ship may re-roll a single "to-hit" die against a fighter flight once per combat turn.
Anti-Ship Specialist (Ship)	+1 AS bonus to the officer's ship	The officer's ship may re-roll a single "to-hit" die against a ship once per combat turn.
Assault Specialist (Ship)	+1 Direct Assault bonus to the officer's ship	Marines launched from the Officer's ship gain +1 on their "to-hit" and PEN rolls.
Energy Defense Specialist (Ship)	+1 DV bonus to the officer's ship	The Energy Defense rating for the officer's ship is considered to be +1.
Guided Defense Specialist (Ship)	+1 DV bonus to the officer's ship	The Guided Defense rating for the officer's ship is considered to be +1.
Helm Specialist (Ship)	+1 AS bonus to the officer's ship	The officer's ship may change 1 hex facing after all movement is completed.
Hyperdrive Specialist (Ship)		The officer's ship begins Hyperdrive Check at 2 rather than 0.
Kinetic Defense Specialist (Ship)	+1 DV bonus to the officer's ship	The Kinetic Defense rating for the officer's ship is considered to be +1.
Political Favorite	Officer's "rank" is considered to be +1 for assignment or rolls using level.	
Security Specialist	+1 Formation level bonus to the officer's ship effective against Direct Assault	The officer's ship is considered to have 5 free security teams.

Fleet Abilities - Level 2

Level 2 Fleet Abilities represent capabilities of an officer that demonstrate continued, and expanding, direct contributions to the performance of their ships in combat.

Ability Name	VBAM	Starmada
Basing Specialist (Ship)	+1 Basing bonus to the officer's ship. The ship must be capable of basing at least a single flight in order to benefit from this ability.	
Bombardment Specialist (Ship)	+1 Bombardment point bonus to the officer's ship.	

Ability Name	VBAM	Starmada
Cloak Specialist (Ship)	The officer's ship gains a +1 Cloak rating bonus.	The officer's ship gains +1 on its cloak rolls. ⁷
Communications Specialist	The officer's fleet is considered to have 1 additional point added to its communication range.	
Damage Control Specialist (Ship)	The officer's ship is considered to have 1 point of Repair available – if in supply and only for use on his ship.	
Escape Pods	Officer receives a +50% bonus to survive space combat. (CC 10.1.7.1)	
Formation Specialist (Ship)	+1 Formation level bonus to the officer's ship	The officer's ship is considered to have the PDS ability, however, it only works on a die roll of 5
Intelligence Operative	The fleet receives 1 free Intel point each turn that can be used to perform Espionage Intel missions.	
Logistics Specialist (Ship)	The officer's ship may spend one turn out of supply with no effect	The officer's ship may fire expendable weapons twice before marking them used.
Raiding Specialist	+1 readiness modifier to the officer's fleet in raider encounters.	
Reliable (Ship)	-1 CC bonus to the officer's ship.	
Sensor Specialist (Ship)	+1 scout function bonus to the officer's ship	The officer's ship is considered to have the special equipment Long Range Sensors, if the ship already has LRS (it gains a second set to absorb combat damage).

Fleet Abilities - Level 3

Officers that have risen to point where they are consistently influencing events beyond their own ship and have an impact on a broader command hold level 3 Fleet abilities. These officers are destined for great things.

Ability Name	VBAM	Starmada
Anti-Ship (Squadron) (Restricted)	+1 AS bonus to all non-flight units in the officer's squadron.	Ships in the officer's squadron may each re-roll a single "to-hit" die against a ship once per combat turn.
Command Specialist (Ship)	+1 CR bonus to the officer's ship.	

⁷ Note Cloak is not an available Stars Divided technology so this special (and others related to cloak) does not apply in this campaign.

4.0 INTERSTELLAR HISTORY OF MAN

It should be apparent from this history that there are many opportunities to explore other scenarios throughout the timeline. Those players not interested in the “why” or “how we got here” of the Terran Civil War may skip directly to Section 5.

Now, is this history just a “little bit rosy”?

Admittedly, yes.

Many issues and differences that would threaten to derail us in the next 100 years or so are glossed over in order to make a smooth transition of a *united* mankind in space. There are plenty of games that are focused on this “near future” period or with humanity in the stars continuing to play the politics of today. Simply put, I did not want to explore these topics any further.

4.1. INTRODUCTION

It is easy today to forget that humanity experienced a considerable period of isolated history – before Pandora – before contact with the Narum Authority, the Treytin Republic, or the Chorak Dynasty. The following record provides a summary of the Time of Man, when we were “alone” in the galaxy. It was an age of idealism. It was an age of elitism. It was an age when man turned against man, confident in his own superiority. It was an age of ignorance...when man strode too proudly amongst the stars.

4.2. MAN REACHES OUT

While the Hilton-Marriott Orbital Platform (HMOP) was the first permanent human dwelling in space, the first colony on the Moon, New Chicago, continues to be *the* historically recognized significant step for man’s first efforts to fill the entire Sol system with humanity. New Chicago was a gem of human achievement. However, the event became marred as the United States attempted to monopolize the Moon, both politically and economically.

Severe resentment built among the other great powers of the day, and a rush of other colonial bases was established. Quite a few of these were located close to New Chicago. Tensions regarding locally available resources and proper shipping lanes quickly arose. To further complicate matters, corporate interests tended to be as dominant as national interests. The competing resource rights and legal claims sparked a series of escalating skirmishes, and these began to threaten much

more widespread violence. Fear gripped the Earth. It had avoided another great war for generations, but it seemed that the Moon had brought them to the brink, at last.

The United States found its terrestrial allies arraying against it due to its position of Lunar dominance. Bilateral compromises to assuage the concerns of the allies proved untenable as the concerned parties resisted any variance in conditions. As a result, negotiations only succeeded in uniting a coalition against US interests.

The United States finally brought the matter to the United Nations, hoping to use the restrictive nature of the Security Council’s structure to dominate the result. Intensive negotiations still resulted, and finally the decision was reached to create a new, joint entity within the UN to provide an administrative solution to the crisis.

4.2.1. United Nations Space Organization

The United Nations Space Organization (UNSO) was granted administrative jurisdiction of all locations on the moon, and its budget granted it the capacity to recruit, train, and equip its own independent military capability. The UNSO also became the *de facto* space guard, acting similarly to naval coast guards – managing cargo inspections, acting as hijacking/piracy protection, issuing quarantines as necessary, and shouldering related activities to maintain the safety of space travel.¹¹ UNSO was also granted limited licensing control of colonial grants for the entire Sol system.

The US accepted this compromise because it expected to focus its ability to contribute staffing, technology, and budgetary support to try and dominate the new organization. The other powers accepted the compromise because it reduced unilateral control of lunar conditions. With the crisis averted, and quiet brought to life on the Moon, mankind began to look further to the horizon.

4.2.2. Mars

The ancient love affair with Mars was finally consummated, and the first colonists arrived to bring man to the Red Planet. But, apparently, the lessons of the Moon had not been learned. As each power established a foothold on Mars, there were immediate territorial disputes. Rival land claims

¹¹ This was later formalized in an amendment to the UNSO charter.

between governments, corporations, and individual landholders began to be filed on a daily basis.

No one could establish a logical reason for the conflicts. The UNSO initially offered compensation claims to asteroid mining, on the surface of the Martian moons, or even claims at Jupiter or Saturn. Almost no one accepted the offers, however. The idea of having, and holding, land on Mars seemed to spark a fire that could not be contained. Rumors of range war fighting between the rugged colonists, reminiscent of the Old West in the USA, started to be commonplace.

The Martian Wars

Perhaps the great powers wanted to act before the UNSO could intervene, fearing it would side with the US. Perhaps local tempers simply carried events too far, too fast. Unlike on the Moon, the Mars Crisis boiled over.

The military companies and brigades deployed on Mars began fighting with an efficient enthusiasm. Alliances were confused, sometimes changing daily¹². Fears grew on Earth that the war would spread there, but thankfully calmer heads contained the fighting to Mars even though tensions and build-ups took place elsewhere.

Armed vessels in orbit began firing at nearly any ship that could be found in Martian space. Gradually, the space combat began to move closer and closer to Earth as the armed ships began to intercept relief convoys earlier and earlier.

The United Nations convened a series of special sessions to address the Mars Issue. Despite vetoes by each of the involved powers on subsequent Security Council resolutions, Secretary General Ian McKenzie took the bold action of ordering the UNSO to take action.

The UNSO instituted a blockade on all shipping to Mars. Any contraband military supplies were seized, and offending ships impounded and their crews imprisoned. The UNSO found itself in constant skirmishes with armed ships from the great powers. But, to the surprise of the Great Powers, the Lunar colonies sundered ties with their parent states and backed the UNSO.¹³ The powers on Earth were surprised to find the installations they did have in space were geared to project

power towards the surface or within the orbital shell of the planet and not in a significant fashion outward, having trusted in the UNSO. With firm control of local Earth space, the UNSO was able to strangle the great powers' fleets.

Yet the forces on Mars continued fighting. The European Union lost two colony domes within a few months after the UNSO's blockade. Their retaliations were as equally vicious against each of the other combatants. The UNSO had sent a delegation to try and negotiate a settlement, but recalled it due to this serious escalation. The UNSO decided to impose peace.

UNSO peacekeepers came to Mars in a contested landing. The fighting as the UNSO bridgehead was established and expanded was fierce. Every expert at the time concluded that the orbital support from the UNSO fleet was the key to victory—a thesis still held by experts today. The UNSO continued fighting against each power for several more months. Only the fact that the powers could not unite allowed the peacekeepers to achieve victory. Each of the powers finally conceded, and signed the Martian Unity Peace Treaty, which ceded Martian authority to the UNSO.

With peace finally established on Mars, man again looked to reach out even further into the solar system.

4.2.3. Jupiter

Jupiter proved to be a fascinating study in human colonization and politics. The UNSO handed out dozens of separate permits for colony establishment – on the various moons, in orbit around the moons, and even for three sizable platforms orbiting Jupiter directly. Each of these was managed independently, under their own private charters and leadership.¹⁴

Initially efforts at Jupiter went quite well. The Europa Colony proved to be the most successful and politically became a powerful voice for Jupiter on Earth. As the Jupiter-1 Orbital Platform was completed (or Mahle Station) and came online, however, this status shifted. The two prime colonies at Jupiter began to exert leadership over the other colonies and started to rally their own factions together. Jupiter's voice became fragmented on Earth. This tended to lessen the success of lobbying for aid from the home world,

¹² Or sometimes even mid-battle – see supplemental studies of the *Battle of Valles Marineris* for examples of the chaos in this era.

¹³ Perhaps more than anyone, the citizens of the Moon knew what was at stake.

¹⁴ The UNSO felt that denying direct national authority over the new colonial claims would reduce the risk of conflict.

Figure 10: MAP: The Start of the Terran Civil War

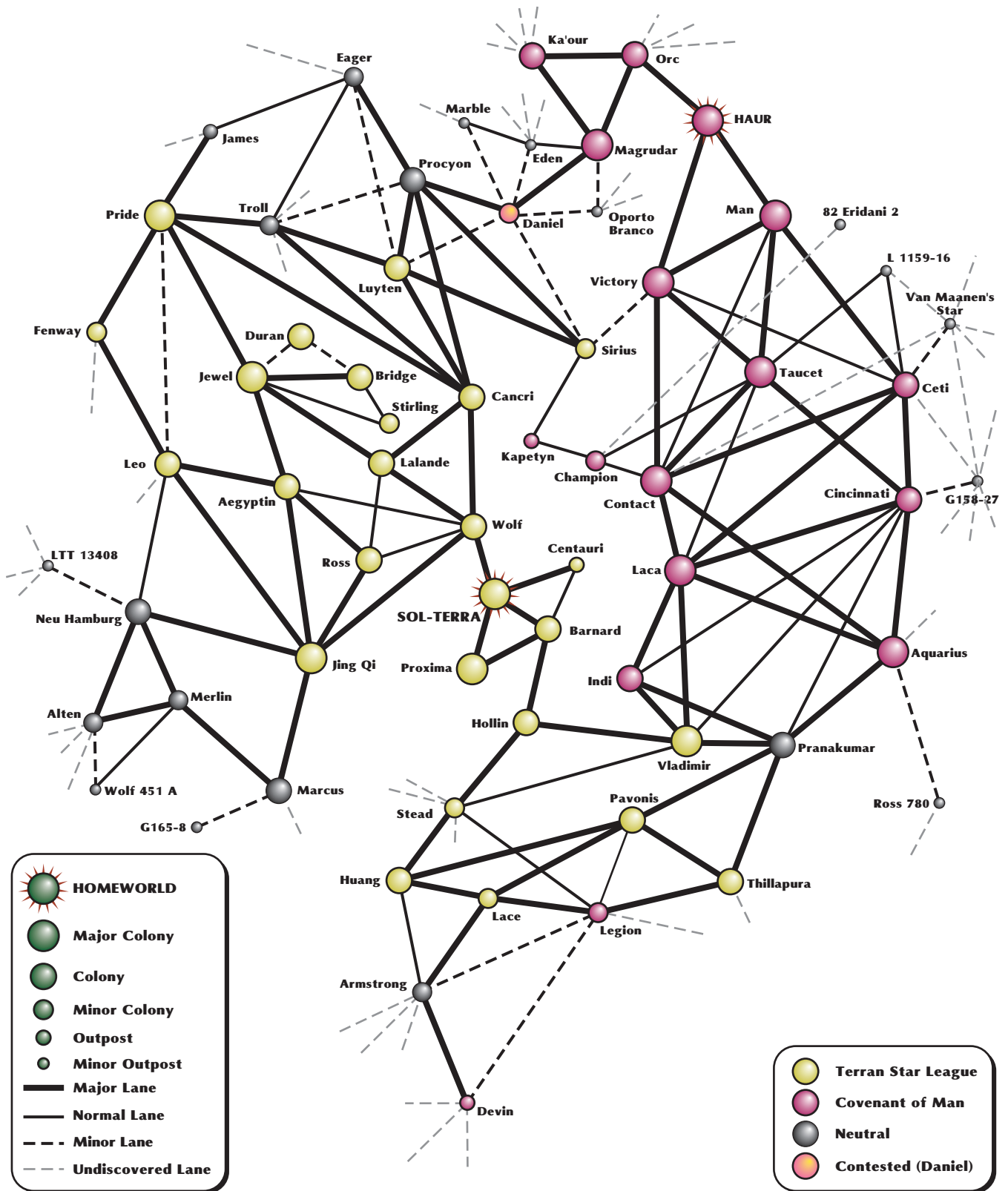


Figure 13: Stirling B Class Cruiser

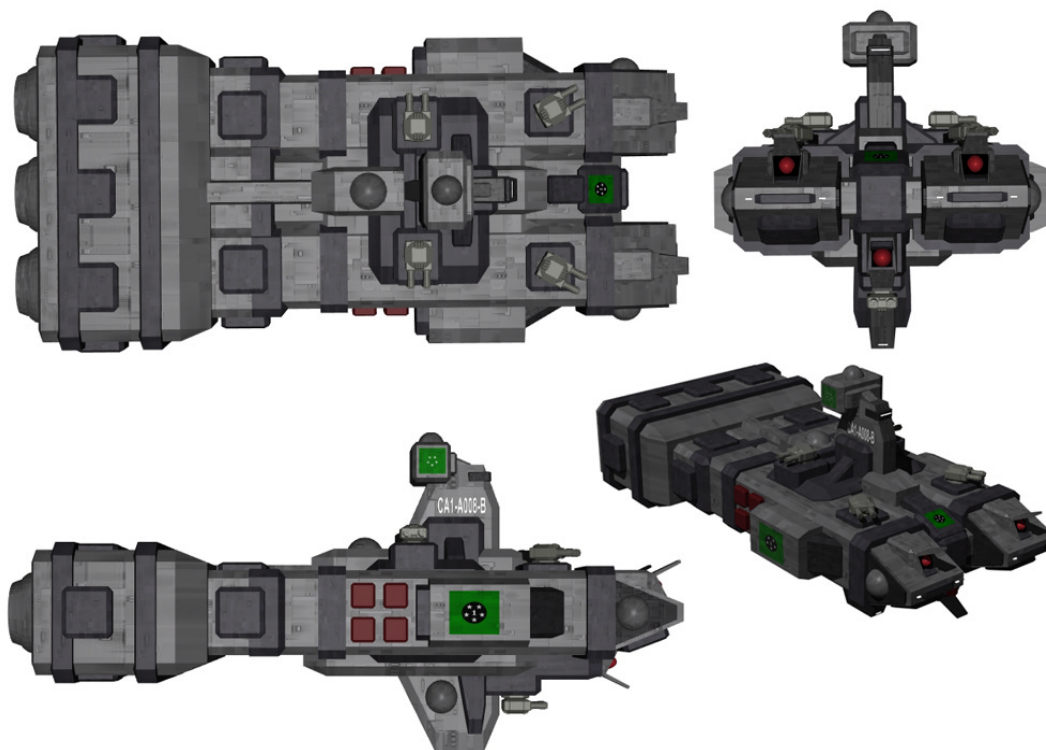


Table 17: Terran Heavy Warships

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Reliant A	2270	CL	7	3 / 4	7	6	1	6	2	0	Y	N	Direct Assault (1)
Vigilant A	2288	DD	6	1 / 2	5	5	0	5	2	0	Y	N	
Reliant B	2289	CL	7	3 / 4	7	6	1	6	2	0	Y	N	Direct Assault (1)
Asafo A	2290	DD	5	3 / 4	5	5	1	5	2	0	Y	N	Minesweeper
Stirling A	2291	CA	8	2 / 2	8	7	1	6	2	0	Y	N	Direct Assault (1)
Vigilant B	2305	DD	8	1 / 2	6	6	0	5	2	0	Y	N	Mines
Asafo B	2309	DD	5	3 / 4	5	6	1	5	2	0	Y	N	Minesweeper
Reliant C	2315	CL	8	2 / 2	7	8	1	6	2	0	Y	N	Direct Assault (1)
Stirling B	2322	CA	9	2 / 2	9	8	2	6	2	0	Y	N	Direct Assault (1)
Spirit	2358	DD	5	3 / 4	5	6	0	5	2	0	Y	N	Fast
Mars	N/A	BB	11	4 / 2	10	12	3	7	3	0	Y	N	

Destroyers

DC: Destroyer Leader (Command)

DD: Destroyer

DE: Escort Destroyer

DG: Guided Missile Destroyer

DM: Destroyer Minelayer

DP: Picket Destroyer (fast jump ship – such as Uhlands Hyperdrives)

DS: Scout Destroyer

DX: Destroyer Explorer

- Guided Missile Destroyers commonly designated if they carry the VBAM trait of “Ballistic”.

Cruisers

CA: Cruiser
CC: Command Cruiser
CE: Escort Cruiser
CG: Guided Missile Cruiser
CH: Heavy Cruiser (sometimes called *Strike Cruiser*)
CL: Light Cruiser
CS: Scout Cruiser

Battleships

BA: Arsenal Ship
BB: Battleship
BC: Battleship Leader (Command)
BD: Dreadnaught
BH: Heavy Battleship

Asafo

The Asafo class heavy destroyers received the nickname of "old broadsides" from the tendency of their captains to slide alongside an opponent (or sometimes between opponents) to unload a broadside like an old sailing vessel. Their defense capability in line combat is essentially equal to their cousin Vigilant class, but they are cheaper to build, which makes them popular with the politicians. They are considered unglamorous postings, however, due to their frequent assignments to clean up mine fields after training exercises.

Vessels of this class are named for great warrior peoples of Earth's history: Asafo, Sioux, Mongol, etc.

Vigilant

Ships of the Vigilant heavy destroyer class frequently lead the fleet, positioned ahead of the main force to lay an obstacle of mines to push the enemy in a desired direction. Casualties among the Vigilants were frequently high during the Haur War, as a result. Vigilants have, rarely, also been used in scout roles when other options were not available.

Vessels of this class are named for martial virtues—such as Vigilant, Wu De, Duk Kwan, and Chivalrous.

Spirit

The Spirit class destroyers are essentially Asafo hulls that have been equipped with Uhlans Hyperdrives and had the minesweeper array pulled to accommodate the new requirements. The rapid ability of the Uhlans has made the Spirits function as excellent scouts. The League was only able to

maintain control of two of this class, and has only one UC Shipyard at the start of the war.

No standard naming pattern has been established for this class. Most within the Covenant's control have been renamed to things like Freedom, Liberty, and Independence.

Reliant

The Reliant class light cruiser was *the* heavy capital ship for most of the Haur War. This is a reliable design, quite popular among the crewmen of the fleet. It was the first design to be refit with plasma torpedoes and returned to service.

Vessels of this class are named for the virtues of reliability and endurance, such as Constant, Abiding, and Nai Li.

Stirling

Introduced just at the close of the Haur War, the Stirling strike cruiser has seen the least action of any active design in the League arsenal, but is popular with officers in the fleet. It has a wonderful efficiency of firepower for its cost. It is the only class that has been refit to wield the Master Autocannon rather than Q Beams.

Vessels of this class are named for systems of the League.

Mars

The designs for the Mars class battle cruiser have been passing around fleet headquarters for a long time. It was an ambitious idea – the largest human warship ever built. There just was never a sufficient justification for the expense to construct such a sizable ship. With the advent of the civil war four different hulls of this class were immediately planned for construction: the *Mars*, *Jupiter*, *Mercury* and *Venus*. Vessels of this class are to be named for the worlds found in the Sol system.

NOTE: This is not a completed design, the first Mars that the League player elects to construct is considered a prototype, and is affected by the rules covering prototypes in VBAM SE 2.3.1.

16.0 APPENDIX D: HISTORICAL SCENARIOS

The following descriptions provide the opportunity to play key battles that happened “off-stage” to help setup the campaign material here, or were key battles that came up during official play testing. They are provided here to give players a chance to play some potentially fun and interesting battles.

16.1. THE “DANIEL INCIDENT”

In the run-up to outbreak of the Civil War, there were disturbances throughout human space as people took sides and tried to make a run for the “border” to reach friendly space. Uncounted skirmishes were fought between lightly armed civilian vessels (setting the precedent for the greater violence to come).

Unfortunately the Daniel system found itself directly on the border between the League and the Covenant. Daniel was a minor colony system, with light population centers on two planets. One planet, Daniel – the capital of the system, had declared for the League. The other, Mitchell, had many vocal Covenant sympathizers. The tension within the system was thick enough to let one walk between the worlds.

The situation was made worse by the fact that many people leaving League space for the Covenant were using Mitchell as a layover point. When the Covenant refugee convoys started to be raided by armed civilian ships, Mitchell made formal complaint. No one was surprised when the League was “...unable to apprehend the alleged raiders.” Somehow the system defense forces (two Mississippi patrol vessels, and an aging Courage A) were always patrolling far from any convoy that was hit.

Local Covenant officials took action to curb the raiders striking at their loyalists in Daniel. First they armed some of their own civilian ships, but found that their hasty modifications were insufficient to handle the threat in a couple of minor clashes. So, then they requested assistance from the Covenant. Three Asafo B class warships (Kalahari, Zabiya, and the Aztec) were dispatched from Magruder (Task Force 2 of the 2nd Fleet) and quietly deployed in the system.

16.1.1. The League Task Force

This force begins play in three squadrons, and in a Normal readiness state, as defined in the VBAM SE.

See 11.1.5 for the statistics of the Modified Fast Lorry.

Points	Class	Launch	Refit
30	Modified Fast Lorry	N/A	N/A
30	Modified Fast Lorry	N/A	N/A
30	Modified Fast Lorry	N/A	N/A
30	Modified Fast Lorry	N/A	N/A
30	Modified Fast Lorry	N/A	N/A
30	Modified Fast Lorry	N/A	N/A
180			

16.1.2. The Covenant Task Force

This force begins play as three separate squadrons of one ship each. They are in a Good readiness state, as defined in the VBAM SE.

Points	Class	Name	Launch	Refit
93	Asafo B	<i>Gurkha</i>	2290	2342
93	Asafo B	<i>Mameluk</i>	2329	N/A
93	Asafo B	<i>Zabiya</i>	2290	2334
279				

16.1.3. The Battle

A false convoy’s route and timeline was transmitted, and the warships took up an ambush position. The modified Lorries were too slow and their weapon ranges too short to be able to handle the Covenant warships. However, the captains felt they had a reasonable chance at first to handle the enemy, and failed to jump away quickly enough. By the time they realized their error it was too late.

The local TSL forces found out about the ambush and rushed to the defense of the civilians, but they arrived only in time to collect life pods. The resulting Daniel Massacre (as it was known in the TSL, or the Daniel Incident in Covenant space) was the event that triggered the League decision to dispatch a Task Force to secure Daniel, which ultimately began the civil war.

16.1.4. Reinforcements (Optional)

The local TSL forces tried to reach the fighting in time, but were too late. You may play where these forces arrive in time for the battle. In this case roll a d6 at the start of each turn’s Movement Phase. On turn one the chance for the reinforcements to arrive is 6+; lower this target each turn (so turn 2 5+, turn 3 4+, and so on). When the ships arrive place them as a squadron at the long map edge opposite where the Covenant player setup.

18.0 APPENDIX F: TERRAN TIMELINE

This timeline should serve as a quick reference for Terran history.

2091

Hilton-Marriott Orbital Platform (HMOP) opened to the public as the first permanent human dwelling off the surface of Earth.

2093

New Chicago, the first permanent Lunar Colony is, completed and made operational.
Talon corvette launched as the first Terran warship in space.

2094

Tensions on the lunar surface rise due to competing colonial claims. Military mobilizations on Earth result from the crisis.

2095

United Nations Space Organization (UNSO) founded to manage administrative and security controls on the Moon, and serve as formal licensor for future colonial grants within the solar system.

(Starmada: -2 Engines, -3 Weapons, -3 Shields, -3 Equipment)

Europe class frigate introduced.

2096

Serpent Rockets developed.
Everest class attack boat introduced.

2097

Enhanced Lasers developed.

2098

Final UN tribunals held for those accused of violence and lawlessness during the lunar disturbances.

2099

UNSO charter is amended to recognize new security roles to regulate space travel and commercial regulations.

2103

Gettysburg class frigate launched.

2105

First Martian colony established. Many more rapidly follow.

2111

Local Martian security forces clash at "The Battle of Johan's Folly."

Planetary governments increase shipments of arms and deployment of trained military forces to Mars.

2112

The Martian Wars begin.

2113

The Battle of Valles Marineris is fought; this was the most famous clash of the Martian Wars – noted first for being a 4-way fight, and then for 2 forces changing factions in the middle of the battle.

(Starmada: -2 Engines, -2 Weapons, -3 Shields, -3 Equipment)

2114

Martian Crisis Summit Series hosted by the United Nations. No resolution is identified to the problem.

The *Constellation Dream* Incident – a passenger / cargo vessel is destroyed approaching Mars because it carried cargo destined for the European Union military. 876 civilian lives were lost.

2115

Ian McKenzie, Secretary General of the UN, orders unilateral UNSO action to secure Martian peace. Complete UNSO blockade of Mars initiated.

Lunar colonies declare allegiance to UNSO.

2 European Union colony domes ruptured and destroyed. United States and Chinese Associated States domes destroyed shortly thereafter.

2116

UN recalls their peace envoy after negotiations fail to reach a settlement.

UNSO forces land on Mars and are faced with fierce fighting.

Cease-fire declared late in the year.

Refined Lasers developed.

2119

Paladin class destroyer launched by the UNSO.

2119

Martian Wars formally end with the signing of the Martian Unity Peace Treaty. UNSO charter amended granting administrative and security control on Mars.

(Starmada: -2 Engines, -2 Weapons, -3 Shields, -2 Equipment)

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