

ONCE MORE UNTO THE BREACH...

A VBAM: SX CAMPAIGN BY MURTALIANCONFEDERACY

This is the beginning of a VBAM: SX campaign, my first one for a couple of years. I had initially stopped playing VBAM because with the announcement of the second edition of VBAM in 2009 I didn't want to invest too much time in a campaign that might soon become obsolete. However, I've gotten the bug again, and I want to have a second avenue of creativity rather than focus all my energies on Starmada: Nova Edition.

Of course, with the length of time between campaigns, and the introduction of not one but two different Starmada systems since that time, it's taken a while for me to get back into the saddle. I've attempted to start this one up twice but I designed too many vessels for my second attempt (such that even getting one maintenance group of each vessel couldn't be achieved) and for the first attempt I made life even more difficult by attempting a Commodore-level system generation campaign.

This won't be a long campaign, but one to just ease me into running a campaign. I decided to play the New Anglian League, one of my latest S:NE powers, and which might appear in my next full-blown VBAM campaign. This is also intended to help me create the campaign diaries that others used to create. So if there's anyone you want to blame, its Tyrel and Emiricol...☺

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CAMPAIGN TIMELINE

3000.01

The New Anglian League was ready. After several years of hard work the League was ready to take its first steps amongst a new universe. Many knew the journey would be difficult, and while some had lost the battle against exploration, they had ensured that exploration would only be carried out by cloaked units. Two exploration squadrons, each consisting of three Eadberht-class hyperspace probes, received a message on January 1st 3000:

“Commence Operation Resurgence”

On January 22nd, Exploration Squadron 4.2, exploring the New Wessex system, discovered a jump lane to a new system. Empty, the system has promise and is earmarked for colonisation by the League Council.

(rolled a 9, modified to 12. The system is a colony, and the system number is 52)

3000.02

The New Anglian League decides to increase the size of the 4th Fleet by 50%, and constructs 3 Eadberhts at New London for the purpose.

Despite success last month, the League explorers do not discover any new systems.

A raid by one Ricsige-A in the New Mercian system against the trade fleet is defeated.

3000.03

The Eadberhts constructed last month form Exploration Squadron 4.3 and are assigned to explore New Wessex.

A raid by two Longships in New Wessex is defeated.

Exploration Squadron 4.1 discovers a jump lane to a colony system (#47)

Exploration Squadron 4.2, however, activates the Torhani Interim Council. Both sides have a favourable relationship and Normal Relations are established. The squadron returns to the system they had explored in 3000.01

3000.04

The Torhani Interim Council transmits a request to the New Anglian League for a Non-Aggression Pact, which is accepted.

Exploration Squadron 4.1 reports they had to ride out a minor hyperspace storm (rolled SCIP, but they survived).

No raids occurred this turn.

3000.05

The New Anglian League decides to colonise the system explored in 3000.01. To that purpose, 2 Burh-As are constructed at New London and the Transport Fleet, escorted by 2nd Fleet, moves to New Mercia to embark one Census.

Exploration Squadron 4.2 explores a jump lane. However, the system is not very impressive, although it does boast large reserves of minerals (Minor Outpost, RAW 3, system #37)

Exploration Squadron 4.3 activates the Flantarin League. Both sides have a favourable relationship and Normal Relations are established. The squadron returns to New Wessex.

No raids occurred this turn.

3000.06

The New Anglian League Colony Fleet, escorted by the new-construction Burh-As (designated TF 3.6), moves to and colonises New Birmingham (the name given to the colony system at #52). The Transport Fleet, escorted to New Birmingham and disembarks the census. As well as the census, the League purchases 2 points of Productivity.

The Flantarin League, when discussing the discovery of their not being alone in the universe, decides that they need an ally, and requests a Non-Aggression Pact from the New Anglian League, which is accepted.

Exploration Squadron 4.1 activates the New Io Republic. However, because of their using raider ships as defence, the exploration commander signals a short message declaring the New Io Republic a “rogue

state” and that the League is at a state of hostilities with the Republic

[Ouch. The First Contact roll for the League to the Republic was a miserable 8. Even adjusting for the +10 for powers of the same race, they had a ~20% chance for hostilities and rolled '7'. As they had two Ricsige-As, I decided that would be the reason for their conflict]

No raids occurred this turn.

3000.07

The New Anglian League orders the Transport Fleet to New Wessex to embark one Census.

The system of New Birmingham constructs one Shieldwall, and receives fighters from New Wessex which constructs an additional 12 Huscarl fighter flights. New London constructs twelve Athelney DEFSATs, six for New Birmingham, and six for New London initially, and for the next system to be colonised.

The New Anglian League assembles a task force of one Alfred the Great, one Athelney-A and four Burh-Bs from 1st Fleet. On passing through system #47, they pick up one Eadberht to provide some form of ELINT. On entering the New Io system, they encounter the New Io Defence Force, which had been augmented by two Longships (purchased by the New Io authorities to try and augment their defences). In a very one-sided battle (Good Surprise roll for the League, Disastrous roll for the Republic), the League ships destroy one Ricsige-A and the fighters destroy the other and the two Longships.

The Torhani Interim Council requests a Peace and Trade Treaty (rolled sufficiently low on their offering chance that I decided they felt willing to ask for both), which the New Anglian League accepts.

With one Eadberht on assignment to the New Io Expeditionary Squadron, Exploration Squadron 4.1 stays on-station in #47. The other two exploration squadrons fail to explore any new jump lanes this turn.

No raids occurred this turn.

3000.08

The New Anglian League Transport Fleet arrives in New Birmingham and disembarks the Census, and a third point of productivity is purchased.

The New Io Expeditionary Squadron, upon examining the wreckage of the New Io units, discovers that their enemy was not in fact raiders and were a legitimate Earth-formed government! Armed with this information, the League Council votes on and passes a Bill that will end hostilities between the New Anglian League and the New Io Republic. They transmit this to the government in New Io, which accepts. Furthermore, the Council, appalled at their actions, and realising their mistake, offers the New Io Republic an ‘autonomous member’ status in the League. Under this status, the Republic would receive funds for the doubling of industry in the system and the funding and plans for the construction of a Shieldwall base and Huscarl fighters. The Republic, unable to build any ships and fearful of actual raiders making incursions into the system, accepts this offer. The Republic is officially disbanded and the New Anglian League Autonomous System of New Io is formed.

[CM: A Peace In Our Time for the League to the Republic! I decided that this would be triggered by the ‘discovery’ that the Republic wasn’t a raider-controlled power. With the loss of their defence force, and their only other avenue being the mass-construction of Longship fighters, I decided to step in and give a slight (okay, large) helping hand to the Republic. The doubling of their industry, which triples their peacetime economy (to 3 EP/turn) and the construction of a Shieldwall and fighters (which costs 3 EP/turn in maintenance) would turn New Io into an inactive power. I scrapped the New Io Republic and turned them into the NALASNI, and gave them an automatic alliance with the New Anglian League and a Relationship value as high as possible at First Contact. This was primarily so that they wouldn’t then fall into conflict with the League. As the New Io Republic was likely to be inactive anyway, I felt this would solve a large problem, namely the likelihood that New Io might be prone to a raider assault that would have conquered them, and then would have increased the likelihood of raids on New London.

Yes, a bit heavy-handed on the CM’s part, but at least this hopefully saves me headaches down the line]

Exploration Squadron 4.3 activates the New Martian Republic, an INT-1 splinter colony with a secondary system.

The single Eadberht assigned to the NIES re-joins Exploration Squadron 4.1.

No raids occurred this turn.

3000.09

The New Anglian League Transport Fleet arrives in New London and picks up six Athelney DEFSATs.

In anticipation of potential new trade possibilities, the League purchases a Trade Fleet.

The NALASNI, with funds from the League, purchases one point of productivity. This also increases Morale (full employment).

The League diplomats are busy, as the Flantarin League and New Martian Republic signs treaties up to Peace/Trade Treaty level.

[CM: all four made their treaty offering chances]

League Exploration Squadron 4.1 explores a jump lane leading to a system (#38). It is interesting enough to be earmarked for potential colonisation, especially with four jump lanes, a consideration becoming more important with each passing month.

The New Martian Survey Fleet explores a jump lane leading to a system (#41) which is a dead-end (no jump lanes). However, they discover a pirate cache which is sufficiently large enough to allow the Republic to construct a new Olympus-A and a new Tharsis to fill out the trade escort.

No raids occurred this turn.

3000.10

The League's Transport Fleet disembarks the six Athelneys in New Birmingham.

The New Anglian League constructs two Burh-As for the escort of the second Trade Fleet.

The NALASNI constructs twelve Huscarl fighter flights for the Shieldwall that will begin construction next turn.

The New Martian Republic expands its Trade route to New Mercia, doubling their trade income. They also use the funds recovered last turn to construct a fourth Olympus-A for trade escort duties and a third Tharsis for the survey force. This doesn't affect the maintenance of the fleet as both maintenance groups weren't filled completely.

The New Martian Republic offers the New Anglian League a Mutual Defence Treaty, which is accepted.

The Martian exploration force that discovered a new system last turn move back to New Phobos. League Exploration Squadron 4.1 moves to New London to continue exploration efforts.

A raid by one Ricsige-A and two Longships in New Northumbria, against the trade fleet, is defeated. A raid by one Dagger in New Mars, against the trade fleet, is defeated.

3000.11

The League Transport Fleet returns to New London.

The NALASNI begins construction of a Shieldwall in-system.

The New Anglian League re-organises their trade routes so each system is on a standard trade route. This increases their trade income from 9 EP to 14 EP. Trade Fleet 2 is escorted by TF 3.7 (consisting of the new-construction Burh-As).

The third Tharsis moves to New Phobos and is assigned to the Survey Fleet, while the new-build Olympus-A joins the trade escort.

After a hectic couple of months, no diplomatic action occurs.

Exploration Squadron 4.2 explores a jump lane leading to a system (#70). This system is again earmarked for future colonisation.

No raids occurred this turn.

3000.12

The NALASNI finishes construction of the Shieldwall this turn. The New Anglian League fleet in-system then returns to New London to re-join 1st Fleet.

No diplomatic action occurs this turn.

The New Martian Survey Fleet explores a jump lane leading to a system (#80). It is earmarked for future colonisation especially because it has three jump lanes, while the entirety of the New Martian Republic only has one jump lane remaining.

No raids occurred this turn.

End of Year:

New London, New Mars and Flant'Ari experience population growth.

New London's Morale increases by 1, while Tarhuni's Morale drops by 2.

A decrease in solar activity in New Wessex brings radiation levels in the inner asteroid belt to drop to acceptable levels. This provides a useful new source of materials (+2 RAW)

Prospectors in the Gyan'Hai mountain range discover rich new deposits of materials. This promises to be a major boost for the economy (+2 RAW)

Government auditors in New Mars discover several citizens who have been pocketing funds from government contracts. Upon trial, the judge orders their assets seized. (+10% to turn income next turn)

3001.01

The Flantarin League, fresh from their 33% increase in the economy, activates their reserve and mothballed units.

No diplomatic actions occur this turn.

No exploration successes this turn.

No raids occurred this turn.

[CM: a very quiet turn all round...]

SPECIAL RULES

SPECIAL EXPLORATION RULE

For each system explored, roll a d100. If the roll is 100, roll again. If the second roll is 100, the explorers have re-discovered New Cambria. The stats for New Cambria are as follows:

System Name	System Type	Census	Morale	RAW	Productivity	Capacity	Income	Notes	Jump Lanes
New Cambria	Major Colony	0	0	2	3	7			6

Operation Trapdoor was not kind to the system. The forced closure of five of its six lanes, and the actions of the Incursion afterwards, meant the system of New Cambria suffered a loss in capacity of 36% and in RAW of 66%.

Systems within three jumps of New Cambria have a +10% increase to their chance of NPE activation and a +20% increase to the chance of the NPE being the Incursion.

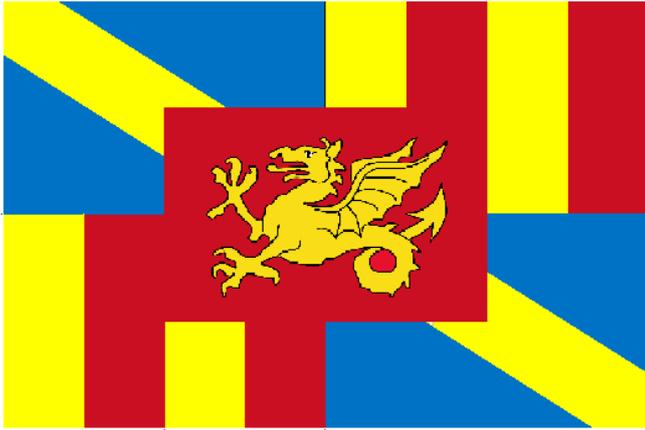
SPECIAL NPE GENERATION RULE

For each NPE generated, roll a d100. If the roll is 5 or less (25 or less if the system is within three jumps of New Cambria), roll a d6. On a roll of 1-3, generate the NPE as normal. On a roll of 4-6, the new power is a splinter of the Incursion.

EMPIRES OF 'ONCE MORE...'

- **New Anglian League (player empire, started at INT-1 level)**
- **Torhani Interim Council (NPE, IND-3 level [75/250 towards INT-1])**
- **Flantarin League (NPE, IND-3 level [150/250 towards INT-1])**
- **New Anglian League Autonomous System of New Io**
- **New Martian Republic (splinter colony, INT-1, two colonies)**

New Anglian League



This is the flag of the New Anglian League featuring the flags of Wessex, Mercia and Northumbria. I have made minor changes to the red of the Wessex flag and the yellow of the Northumbrian flag to ensure uniformity of colour.

The New Anglian League is descended from an evacuation fleet that fled known space to escape an (almost) unstoppable threat known only as the Incursion. The Incursion, as far as is known by the New Anglian League, was not able to pursue them. However, there is no news of what happened to the Terran Colonial Union, the New Anglian League's parent power, so as far as the League knows, they are the last humans alive.

Things were not helped when, five months after the fleet left the New Cambrian system, the fleet's scouts reported that hyperspace was becoming increasingly agitated, possibly as a result of Operation Trapdoor, which was intended to destroy the jump lane links between the Terran Colonial Union and the Incursion. This was of some concern to the evacuation fleet because, while there had been some simulations that suggested that could happen, it would only affect systems connected within twenty systems of New Cambria at the worst-case scenario. However, the fleet's hyperspace physicists hypothesised that the controlled destruction of several jump drives could create an impromptu Trapdoor Device. Stopping in the system that would become New London, they detonated fifteen of the largest jump drives, which broke the link between New London and the chain that led to New Cambria. However, the loss of fifteen of the largest ships' hyperdrives meant that they had to settle down sooner than they desired.

They decided to colonise four systems, including New London, and wait out the hyperspace storm, which despite the sacrifice of the ships' hyperdrives, lasted for some three hundred years. Initially the four colonies were separate until the problem of raiders caused them to band together, rebuilding the central system in the process and turning it into a capital for the newly-formed League.

Five years before the start of the campaign League scientists reported that hyperspace was starting to calm down. They also reported that because of the severity of the storm that the existing hyperspace lanes were almost certainly destroyed and replaced with other hyperspace lanes.

NPE and Government Statistics

AG: 52, IN: 72, XE: 36

Military Meritocracy (Negative Social)

Starting Technology Levels

Engines: -2

Shields: -1

Equipment: -1

Weaponry: -1

Ground Forces: -1

Micro Tech Advances

Cloaking Device

Re-Rolls Penetration Dice

No Range Modifiers

Extra Hull Damage

Fighter: Heavy

Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

NEW ANGLIAN LEAGE SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Eadberht	Hyperspace Probe	4	1/3	1	0	0	3	1	--	Y (2)	0	Cloak (1), Scout (1), Atmospheric
Seax	Corvette	3	1/4	2	4	2	3	1	--	N (2)	3	Gunship, Atmospheric
Burh-A	Destroyer	6	1/2	4	7	5	5	2	--	Y (2)	5	Gunship
Burh-B	Light Carrier	6	1/2	4	4	2	5	2	6	Y (2)	2	Carrier
Longbow	Missile Cruiser	7	1	6	7	5	7	3	--	Y (2)	5	Ballistic, Gunship
Bede	Scout Cruiser	7	2/3	8	0	6	7	3	--	Y (2)	2	Scout (1)
Aethelstan-A	Medium Cruiser	8	1	7	9	6	8	3	--	Y (2)	6	Gunship
Aethelstan-B	Assault Cruiser	10	1	7	7	5	8	3	--	Y (2)	5	Assault, Direct Assault (2), Gunship
Aethelflaed	Command Carrier	12	4	11	9	9	16	4	12	Y (2)	7	Command, Carrier, Ballistic, Gunship
Alfred the Great	Battleship	11	2	11	13	11	12	4	--	Y (2)	9	Gunship
Shieldwall	Base	9	2	8	6	6	7	3	12	N/A	N/A	Carrier, Ballistic
Edington	DEFSAT Command Centre	6	1/4	4	6	6	6	2	--	N/A	N/A	Command
Athelney	DEFSAT	2	1/12	1	3	1	2	1	--	N/A	N/A	DEFSAT

NEW ANGLIAN LEAGE FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Huscarl	Superiority Fighter	1/2	1/12	2	2	2	N/A	N/A	N/A	N/A	2	

NEW ANGLIAN LEAGE GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Huscarls	4	2/1	3	3	d3	5	Marines
Heavy Fyrd	4	1/2	4	3	d2	3	
Fyrd	1	1/4	2	2	0	2	Peacekeepers

NEW ANGLIAN LEAGUE RAIDER SHIPS

New Anglian League Raiders has a TL of -2 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Ricsige-A	Raider Destroyer	6	1/2	4	5	4	5	2	--	Y (2)	4	Direct Assault (1), Gunship
Ricsige-B	Raider Assault Destroyer	6	1/2	4	5	4	5	2	--	Y (2)	4	Assault, Gunship
Ecgeberht	Raider Carrier	5	2/3	4	3	3	5	2	4	Y (2)	2	Ballistic, Carrier
Berserker	Raider Cloaked Frigate	4	1/2	2	4	2	3	1	--	N (2)	3	Cloak (1), Gunship, Atmospheric

NEW ANGLIAN LEAGUE RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Longship	Light Raider Unit	1/2	1/12	1	1	1	0	1/4	N/A	N/A	1	Extended Operation
Viking	Light Attack Fighter	1/4	1/24	1	1	0	N/A	N/A	N/A	N/A	1/2	Non-Atmospheric*

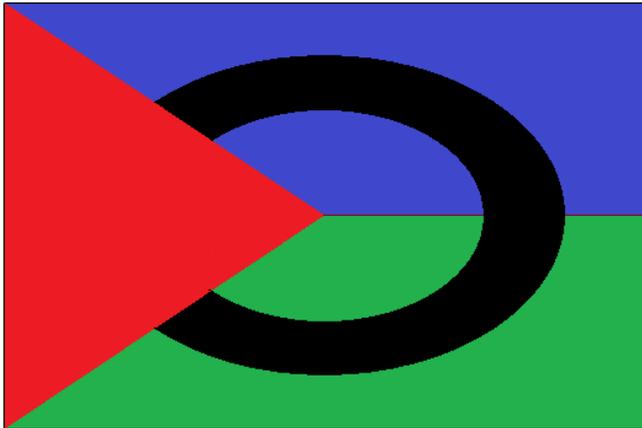
*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

NEW ANGLIAN LEAGUE RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Vikings	2	1/1	3	1	d2	2	Marines, Compact, Remote-Controlled

(because of both the Marines and Compact trait, the Raider Vikings unit has a Size of 2.5, meaning four could be transported by a Transport Fleet)

Torhani (Interim) Council



Flag of the Torhani Interim Council. The red triangle represents the progressive outlook of the people of Tarhuni, the blue the seas of the homeworld and the green the richness of the land, while the black oval represents both the unity and defence provided by the Torhani.

The Torhani Interim Council was formed roughly fifty years ago after the Iliesar Free Republic was ousted in a popular uprising. The Torhani, one of the few groups in the Republic that wasn't disliked by any of the others, was invited to form the Interim Council of Torhanu and work towards a new, representative government that would protect all different minorities. However, due to the acknowledged improvement of the governance of the Interim Council over the Free Republic, and the knowledge amongst several minorities that things could be worse, has ensured that the Torhani's Interim Council has become the lasting government of the people of the system of Tarhuni.

NPE and Government Statistics

AG: 65, IN: 89, XE: 28

Military Totalitarian

Starting Technology Levels

Engines: -2

Shields: -2

Equipment: -2

Weaponry: -2

Ground Forces: -1

Micro Tech Advances

Cloaking Device

Re-Rolls Penetration Dice

No Range Modifiers

Extra Hull Damage

Fighter: Heavy

Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

TORHANI (INTERIM) COUNCIL SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Iskal-Luk	Gun Corvette	2	1/4	2	3	1	3	1	--	N (2)	2	Gunship, Atmospheric
Iskal-Hel	Missile Corvette	2	1/3	2	2	1	3	1	--	N (2)	2	Ballistic, Gunship, Atmospheric
Iskal-Tor	Corvette	3	1/4	1	2	1	3	1	1	N (2)	2	Carrier, Gunship, Atmospheric
Ixtul-Tor	Stealth Frigate	6	1/4	3	4	1	4	2	--	Y (2)	2	Stealth (1)
Inlak-Tor	Frigate	5	1/3	3	3	1	4	2	2	Y (2)	2	Carrier, Gunship
Inlak-Tor-Ta	Light Command Ship	6	1/3	4	0	6	7	2	3	Y (2)	2	Command, Carrier
Axtol-Sov	Stealth Cruiser	9	1	6	4	2	8	3	--	Y (2)	2	Stealth (1), Scout (1)
Alkol-Luk	Cruiser	7	1	6	8	7	8	3	--	Y (2)	6	Gunship
Alkol-Hek	Command Cruiser	9	2	6	4	5	10	3	--	Y (2)	4	Command, Scout (1), Assault, Ballistic, Gunship
Intolak	Light Defence Base	5	1/3	4	4	5	4	2	--	N/A	N/A	Direct Assault (1), Ballistic
Torhanu-Zekla	Fortress	16	4	16	8	7	14	4	12	N/A	N/A	Scout (1), Command, Assault, Carrier, Ballistic, Passengers (4)

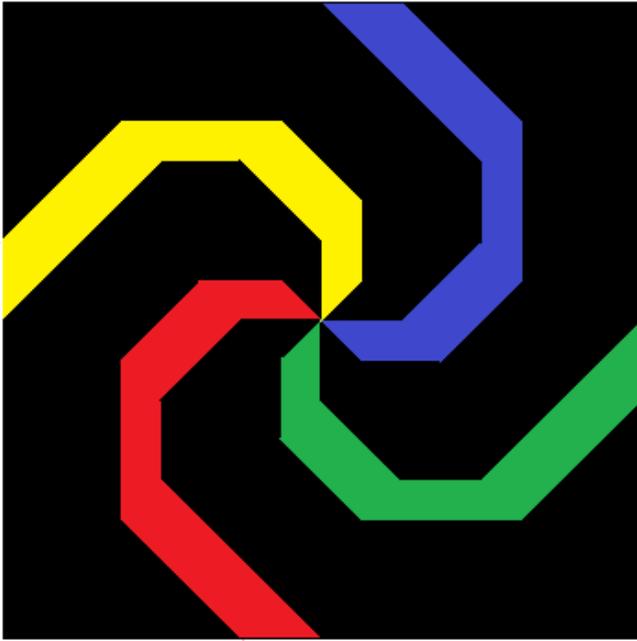
TORHANI (INTERIM) COUNCIL FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Torlaka	Heavy Strike Fighter	1	1/12	2	3	0	N/A	N/A	N/A	N/A	2	
Torlina	Light Defence Fighter	1/6	1/18	1	0	1	N/A	N/A	N/A	N/A	1/2	2 fighters can fit into one point of basing

TORHANI (INTERIM) COUNCIL GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Heavy Assault Brigade	4	2/2	3	3	d3	4	Marines
Council Enforcers	1	1/2	2	2	d2	2	Peacekeepers

Flantarin League



Flag of the Flantarin League. The four colours represent the four pre-League powers that united, while the stylised spiral represents the galaxy.

The Flantarin League was formed some three hundred years ago when the four major powers of Flant'Ari were on the verge of the third intra-solar conflict. A brave attempt by the Chakalan Assembly of Colonies managed to avert this conflict and, in the process, begin the unification of the Flantarin people.

NPE and Government Statistics

AG: 62, IN: 60, XE: 52

Military Representative

Starting Technology Levels

Engines: -2

Shields: -2

Equipment: -2

Weaponry: -2

Ground Forces: -1

Micro Tech Advances

Cloaking Device

Re-Rolls Penetration Dice

No Range Modifiers

Extra Hull Damage

Fighter: Heavy

Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

FLANTARIN LEAGUE SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Tonil-A	Attack Boat	2	1/6	1	2	2	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Tonil-B	Marine/Escort Boat	2	1/6	1	0	1	2	1/6	--	N/A	1	Direct Assault (1), Attack Boat, Gunship, Atmospheric
Tonil-C	Escort Boat	2	1/6	1	0	3	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Tonil-D	Strike Boat	2	1/6	1	3	1	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Ilakan	Light Tender	4	1/3	2	0	3	4	2	--	Y (2)	2	Tender (1), Gunship
Zikaran	Line Escort	6	1/2	4	4	5	5	2	2	Y (2)	4	Carrier, Gunship
Tilakan	Scout Mothership	9	3	9	6	3	12	4	--	Y (2)	4	Scout (1), Tender (3), Gunship
Holakan	Mothership	10	3	9	7	5	12	4	4	Y (2)	5	Carrier, Tender (3), Assault, Gunship
Chakalan	Command Mothership	9	3	9	8	4	12	4	--	Y (2)	5	Tender (3), Assault, Ballistic, Gunship

FLANTARIN LEAGUE FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Kanil	Heavy Interceptor	1/2	1/12	2	0	3	N/A	N/A	N/A	N/A	1	

FLANTARIN LEAGUE GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
League Division	2	1/2	2	2	d2	2	Marines, Peacekeepers

FLANTARIN LEAGUE RAIDER SHIPS

Flantarin League Raiders has a TL of -3 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hilariv	Raider Frigate	3	1/3	2	3	1	3	1	--	N (2)	2	Gunship, Atmospheric

FLANTARIN LEAGUE RAIDER FIGHTERS

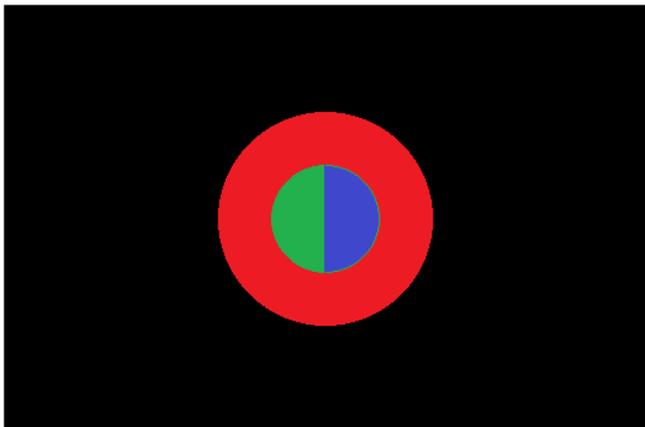
Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Finur	LR Raider Fighter	1	1/12	1	2	0	0	1/4	N/A	N/A	1	Extended Operation

FLANTARIN LEAGUE RAIDER GROUND FORCES

Flantarin Raiders do not currently have ground forces. Once the Flantarin League achieves INT-1 status the raiders will obtain ground forces.

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes

New Martian Republic



Flag of the New Martian Republic. The red disc represents the world of Mars while the green and blue half-discs represent Earth and the freedom of, and the continued survival of, humanity

The New Martian Republic was formed when a colony fleet, consisting mainly of colonists of the Red Planet, was sent out near the time of the Incursion, in an attempt to ensure the human race survived even if Earth did not. In a similar way to the New Anglian League, the Martian colony fleet activated a Trapdoor device. Luckily for the Republic, the Trapdoor device, activated in a system with only two lanes, didn't affect hyperspace too much. However, because of the manner of the birth of the Republic, they, too, have no knowledge of what happened to the Terran Colonial Union.

NPE and Government Statistics

AG: 63, IN: 41, XE: 45

Military Totalitarian

Starting Technology Levels

Engines: -2

Shields: -1

Equipment: -1

Weaponry: -1

Ground Forces: -1

Micro Tech Advances

Cloaking Device

Re-Rolls Penetration Dice

No Range Modifiers

Extra Hull Damage

Fighter: Heavy

Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

NEW MARTIAN REPUBLIC SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Olympus-A	Corvette	3	1/4	2	4	2	3	1	--	N (2)	3	Gunship, Atmospheric
Olympus-B	Escort Corvette	3	1/4	2	0	6	3	1	--	N (2)	3	Direct Assault (1), Gunship, Atmospheric
Tharsis	Light Survey Frigate	3	1/3	3	2	1	3	1	--	Y (2)	1	Explorer (1)
Deimos	Light Cruiser	7	2/3	5	7	5	7	3	3	Y (2)	5	Gunship, Carrier
Phobos	Command Cruiser	9	2	6	7	5	8	3	--	Y (2)	5	Scout (1), Assault, Ballistic, Gunship

NEW MARTIAN REPUBLIC FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Avenger	LR Attack Fighter	1/2	1/12	1	1	0	0	1/4	N/A	N/A	1/2	Extended Operation
Wasp	Light Interceptor	1/6	1/18	1	0	1	N/A	N/A	N/A	N/A	1/3	2 fighters can fit in one point of basing

NEW MARTIAN REPUBLIC GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Light Marines	1	1/2	2	1	d2	2	Marines, Compact
Light Division	1/2	1/4	2	1	0	2	Compact

(because of both the Marines and Compact trait, the Light Marines unit has a Size of 2.5, meaning four could be transported by a Transport Fleet)

NEW MARTIAN REPUBLIC RAIDER SHIPS

New Martian Republic Raiders has a TL of -2 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Ravager-A	Light Raider Frigate	4	1/3	2	4	2	3	1	--	N (2)	3	Direct Assault (1), Gunship, Atmospheric
Ravager-B	Light Raider Command Ship	5	1/3	2	0	3	5	1	--	Y (2)	2	Command, Direct Assault (1), Gunship, Atmospheric
Imp	Raider Corvette	2	1/4	1	4	2	3	1	--	N (2)	3	Gunship, Atmospheric

NEW MARTIAN REPUBLIC RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
	Assault Shuttle	1/3	1/12	1	0	0	0	1/4	N/A	N/A	0	Assault, Extended Operation
Dagger	Light Raider Unit	1	1/6	2	2	1	0	1/4	N/A	N/A	1	Extended Operation

*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

The Assault Shuttle is designed to provide an assault capability for the Martian raiders. Four EP's worth enables them to transport a Raider Marine Unit. They should only be used when there are enough points for the raiders, and low forces available, to make a planetary assault a viable option for the raiders.

NEW MARTIAN REPUBLIC RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Raider Marines	1	1/3	2	2	0	1	Marines

NEW ANGLIAN LEAGUE

FIXED INSTALLATIONS

2 Shipyards at New London

GROUND FORCES

16 Fyrd (4 at New London, New Wessex, New Mercia, New Northumbria)

2 Heavy Fyrd at New London

2 Huscarls at New London

BASES

4 Shieldwall (with 48 Huscarl fighter flights) (1 at New London, New Wessex, New Mercia, New Northumbria)

4 Edington (1 at New London, New Wessex, New Mercia, New Northumbria)

24 Athelney (6 at New London, New Wessex, New Mercia, New Northumbria)

MOBILE UNITS

1st Fleet

Flag Squadron

1 Aethelflaed

3 Longbow

1st Squadron

3 Bede

2nd Squadron

2 Alfred the Great

8 Seax

3rd-4th Squadron

1 Aethelstan-A

4 Burh-B

2nd Fleet

2 Aethelstan-B

3rd Fleet (Defence Command)

TF 3.1 (New London)

2 Burh-A

TF 3.2 (New Wessex)

2 Burh-A

TF 3.3 (New Mercia)

2 Burh-A

TF 3.4 (New Northumbria)

2 Burh-A

TF 3.5 (Escort to Trade Fleet)

2 Burh-A

4th Fleet (Exploration Command)

TF 4.1 (New London)

3 Eadberht

TF 4.2 (New Wessex)

3 Eadberht

TORHANI INTERIM COUNCIL

FIXED INSTALLATIONS

1 Shipyard

GROUND FORCES

2 Heavy Assault Brigades
4 Council Enforcers

BASES

1 Torhanu-Zekla (with 12 Torlaka)
3 Intolak

MOBILE UNITS

1st Fleet

Flag Squadron

1 Alkol-Hek
6 Iskal-Hel

1st Squadron

2 Alkol-Luk
3 Iskal-Tor (with 3 Torlaka)

2nd-4th Squadron

1 Inlak-Tor-Ta (with 6 Torlina)
2 Inlak-Tor (with 4 Torlaka)
3 Iskal-Tor (with 3 Torlaka)

2nd Fleet (Stealth Fleet)

1 Axtul-Sov
4 Ixtul-Tor

3rd Fleet (Trade Escort)

4 Iskal-Luk

FLANTARIN LEAGUE

FIXED INSTALLATIONS

1 Shipyard

GROUND FORCES

6 League Divisions (in reserve)

MOBILE UNITS

1st Fleet

Flag Squadron

1 Chakalan (with 3 Tonil-B)
3 Ilakan (with 3 Tonil-B)

1st-2nd Squadron

2 Holakan (with 6 Tonil-A and 8 Kanil)
2 Zikaran (with 4 Kanil)

2nd Fleet (Trade Escort)

2 Holakan (with 6 Tonil-D and 8 Kanil)
2 Zikaran (with 4 Kanil)

3rd Fleet (Mothballed and Reserve units)

2 Tilakan (with 6 Tonil-C) (Mothballed)
6 Tonil-D (reserve)

NEW MARTIAN REPUBLIC

FIXED INSTALLATIONS

1 Shipyard at New Mars

GROUND FORCES

2 Light Marines at New Mars
8 Light Divisions (4 at New Mars, 4 at New Phobos)

MOBILE UNITS

1st Fleet (New Mars Defence Fleet)

Flag Squadron

1 Phobos
12 Avenger fighters (based at New Mars)

1st Squadron

4 Olympus-B

2nd-3rd Squadron

4 Olympus-A

2nd Fleet (New Phobos Defence Fleet)

3 Deimos (with 18 Wasps)

3rd Fleet (Escort to Trade Fleet)

3 Olympus-A

4th Fleet (Survey Fleet)

2 Tharsis