

BEYOND 3000: An Extended StarForce History and Additional Scenarios

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The near-disastrous meeting of the PanSentient League and the race known popularly as the Wanderers (*eFann*), in 2836, heralded a new period in PSL history. The endothermic, but quite non-humanoid, Wanderers went to great pains to prove their peaceful intent, but billions of PSL sentients (remembering the depredations of the Xenophobes) protested to the PSL Transactors and demanded that the Wanderers immediately shift out of the Volume. The Wanderers pleaded for permission to stay, explaining that they had been searching the galaxy in their self-sufficient armada of multi-generation ships for over twelve million Standard Years, in hope of finding another sentient race with whom they could live in peace and exchange information. The plea fell on de-tuned sense receptors. The Wanderers then used their extraordinary scientific talents to rebuild the 70 Ophiuchi system (home of the Rame), which had been destroyed in the First Xenophobe Incursion. This gesture, along with the threat of a strike by the sympathetic Telesthetic Guild, persuaded the Transactors to allow the Wanderers to stay.

The century following was a period of great cultural and economic development. The Wanderers cannibalized their fleet, built a sealed "home" system around a pseudostar between Sol and Sigma Draconis, and rebuilt every PSL system destroyed in the Xenophobe Incursions. By 2900, the Wanderers had been admitted to the PSL as a full member, even though their total population was barely ten billion.

In 2946, the PSL was shocked by the reappearance of *Xenophobes* in the Volume. Supposedly rendered impotent 150 years previously, the Xenos in secret "Lifeboat Colonies" had waited for PSL vigilance to slacken — then used new weapons to destroy The Lid and remove all PSL garrison/guards from Xeno space. The Third Incursion was the most successful, and was repulsed only with luck. It is doubtful that the PSL could have won with only three races supplying StarForces. This time the PSL determined to finish the job. In Operation Carthage, the last Xeno world was destroyed and every living Xenophobe located and destroyed. Again, the Wanderers rebuilt the destroyed systems (including Sol and 70 Ophiuchi). But

they could not rebuild the sentients killed in the Third Incursion. Total PSL casualties: 63.811 billion deaths.

With no real enemies, the Humans, L'Chal-Dah and Rame eventually went back to the political infighting which had characterized interracial relations in the 25th Century. The Wars of Antagonism (jokingly referred to by editorial screeners as "The Tantrums") proved nothing, but allowed military commanders a chance to earn their wages. The PSL politicians, in a fit of common sense, finally ceased their absurd hostilities.

By 3000, the Primary Known Volume was becoming crowded, with a population of over one trillion sentients, which was increasing by 1.85% per Standard Year. So the Second Outleap began, with ten billion colonists leaving the Volume over a period of forty years. Ironically, most of the colonists moved into what were formally Xenophobe systems, for Xeno space had become intimately familiar to PSL Telesthetics during the Punishment Campaigns. Those colonists who headed into new territory, however, were met

by the RxPexy, a race of photosynthetic seed-bearing sentients (WingToucher Harmony Schwartz, first Human to see a RxPex, described it as "a walking orange tree!"). Careful diplomacy enabled the PSL colonists to remain in RxPex territory, while the RxPex were taught how to use TeleShips — though some RxPex were telesthetic, they had never developed the discontinuity window. Racial discrimination kept the RxPexy out of the PSL, and the RxPexy responded by ordering all PSL colonists to vacate RxPexy territory. The very tense situation could have been peacefully resolved, but the new RxPexy Space Force wanted a chance to show that RxPexy warriors could defeat any fauna who opposed them. The vastly more experienced PSL StarFleet inflicted an embarrassing defeat, and the humbled RxPexy were forced to permanently cede several systems. An uneasy peace settled over the Secondary Known Volume.

In 3175, the colonists in the Xeno Region broke away from the PSL and declared an independent Union of Sentients. At first the PSL was reluctant to allow the secession, and launched a piecemeal campaign to bring the rebels to 'justice.' The US proved a difficult foe, and more trouble with the RxPexy forced the PSL to make peace with the US in the Treaty of Procyon.

Almost three hundred years passed before the next conflict in PSL space. (In that time, the RxPexy had joined the PSL and the US had joined on Associate basis.) In 3447, the Gnostech branch of the Telesthetic Guild lodged a complaint before the PSL Congress that Gnostechs were not accorded equal treatment in the distribution of psychic rewards, and that government commerce tariffs on bionic parts made it unwise for Gnostechs to emigrate to pioneer (non-self-sufficient) colonies. Instead of launching an investigation, the Transactors rejected the complaint. The Gnostechs launched the Great Mutiny, paralyzing all interstellar trade and communications. The Telesthetics were helpless without their Gnostech partners. The RxPexy, who had always been reluctant junior partners in the PSL, took advantage of the situation to expand their territory. Using the tachyon-drive StarShips, they had developed instead of the TeleShip, the RxPexy launched campaigns against Sol, Sigma Draconis and Wandering's End. The old, remarkably inefficient tachyon ships were capable of only very slow interstellar speeds, but the unexpected action knocked the PSL off-balance. The Gnostechs put aside their discrimination suit and returned to duty. Those Gnostechs assigned to RxPexy StarForces maintained the boycott (though the RxPexy inflicted shockingly barbaric tortures upon them). The TeleShips overwhelmed the tachyon cruisers. The RxPexy realized that each successive attempt at aggrandizement only left them with a smaller sphere of influence, and they gave up the unprofitable expeditions.

In 3517, in celebration of the 1200th anniversary of the first induction of a discontinuity window, the Third Outleap began. 400 billion sentients, almost 20% of the population of the PSL, made the move into the Tertiary Known Volume. Even with TeleTransports that could hold one million colonists (in stasis) with all their equipment, the Armada was so huge that its construction had taken decades. The Third Outleap was part of a master plan, conceived by L'Chal-Dah sociologist, Ers LChir-Den, and developed jointly by the five PSL races. The Plan conceived of a gradual advance in every direction, with further Leaps every few centuries as the colony systems grew crowded. The Humans, who had great experience in terraforming, and the Wanderers, who could modify entire star systems, were in the forefront of the program.

It was a Human StarForce, then, which shifted into the trinary system now known as Mettingplace, on Day 71 of 3518. It was there, 296 Lites from Sol, that the PanSentient League came into contact with the 893 races of the Understanding. Their opening message was brief, and friendly: "Welcome back!"

[41.0] SCENARIO 15, 2946 A.D., THE THIRD XENOPHOBE INCURSION

[41.1] INTRODUCTION

Sixteen decades of peace lulled the PSL into a false sense of security. When the Xenos, supposedly planet-bound, broke the PSL blockade and made a final thrust for victory, the PSL was caught dangerously weak, the Wanderers, never having fought the Xenos nor known firsthand of their barbarity, were hesitant until the Xenos novaed a PSL star.

[41.3] ORDERS OF BATTLE AND DEPLOYMENT

| | |
|---|-------------------|
| Star Systems and StarGates | StarForces |
| Xenophobe Player: two StarGates, positioned according to (31.0) | 6 |

PSL Player:

All systems on the Stellar Display 2

Beginning with Game-Turn Two, the PSL receive one additional StarForce every even numbered Turn until a total of six additional StarForces have been received. On the Game-Turn following the destruction of the first PSL system, four additional PSL StarForces appear. StarForces appear at any Friendly StarGate.

[41.3] VICTORY CONDITIONS

Xenophobe Victory Points

50 Points for each PSL home system destroyed
30 Points for each secondary system destroyed
5 Points for each tertiary system destroyed
1 Point for each destroyed PSL StarForce

PSL Victory Points

80 Points for each Xeno StarGate permanently neutralized
10 Points for each Xeno StarForce destroyed

Xenophobe Player wins automatically if all PSL home systems are destroyed.

[41.4] SPECIAL RULES

See Section (31.0), Xenophobe Special Rules.

Wanderers Home System is located in hex 2223/+8.

[42.0] SCENARIO 16, 2981 A.D., THE FAKERWAR

[42.1] INTRODUCTION

Human, L'Chal-Dah and Rame politicians attempted to dominate the PSL Congress. StarForce commanders divided their Forces into FakerForces, maneuvering to intimidate neutrals (especially the Wanderers) into aligning with their respective leaders. The war proved inconclusive, and the election of 2982 brought new unity to the PSL.

[42.2] ORDERS OF BATTLE AND DEPLOYMENT

| | |
|---|-------------------|
| Star Systems and StarGates | StarForces |
| Human Player: Sol, Alpha Centauri, Tau Ceti, Epsilon Indi, Epsilon Eridani, 82 Eridani, Delta Pavonis | 4 |
| L'Chal-Dah Player: Sigma Draconis, 61 Cygni, HR 8832, Eta Cassiopeiae | 4 |
| Rame Player: 70 Ophiuchi, HR 7703, 36 Ophiuchi, CD—20 | 4 |

[42.3] VICTORY CONDITIONS

The first Player to have FakerForces in eight uncontested tertiary systems for two consecutive Game-Turns wins. OR the first Player to have eight FakerForces in Wandering's End (2223/+8) wins, if there are no Enemy FakerForces there.

[42.4] SPECIAL RULES

StarForces must break down into FakerForces as soon as possible. Combat between FakerForces is possible, but FakerForces may not assault StarGates. Each time a system is entered by a FakerForce for the first time a chit is picked. If it is an "8" or "9," the FakerForce is randomized (the StarGate thought it was under attack and counter-attacked). If opposing FakerForces fight in a neutral star hex, the neutral StarGate is ignored.

[43.0] SCENARIO 17, 3010 A.D., RXPEXY DISPUTE

[43.1] INTRODUCTION

After being refused entry into the PanSentient League, the RxPexy attempted to remove PSL colonists from RxPexy space, and then launched a campaign against PSL space.

[43.2] ORDERS OF BATTLE AND DEPLOYMENT

| | |
|--|-------------------|
| Star Systems and StarGates | StarForces |
| PSL Player: All systems on Stellar Display (incl. Wandering's End) plus four systems deployed randomly according to (31.1). | 16 |
| RxPexy Player: Six systems deployed randomly within six hexes of the PSL randomly deployed systems.. | 8 |

[43.3] VICTORY CONDITIONS

PSL Victory Points

10 Points for each RxPexy StarGate neutralized

RxPexy Victory Points

10 Points for each randomly deployed PSL StarGate neutralized
5 Points for each PSL tertiary StarGate neutralized
15 Points for each PSL secondary or home StarGate neutralized

[43.4] SPECIAL RULES

All randomly deployed systems must be on the same side of the Volume (i.e., either positive or negative). The Volume extends ten more hexes vertically for purposes of Known Space shift limits.

**[44.0] SCENARIO 18,
3175 A.D., US REVOLUTION****[44.1] INTRODUCTION**

The Union of Sentients declared independence, and the PSL launched an uninspired campaign to return the US to PSL control. The RxPexy took advantage of the PSL's involvement to again try to eject PSL colonists from their territory.

**[44.2] ORDERS OF BATTLE
AND DEPLOYMENT**

| Star Systems and StarGates | StarForces |
|---|------------|
| PSL PLAYER: All systems from (43.2) | 18 |
| US Player: six systems deployed randomly according to (31.1) | 6 |
| RxPexy Player: same as (43.2), on opposite side of Volume from US | 6 |

[44.3] VICTORY CONDITIONS**PSL Victory Points**

- 10 Points for each US StarGate neutralized
- 5 Points for each RxPexy StarGate neutralized

US Victory Points

- 100 Points if no US StarGates are neutralized by Game-Turn Forty
- 20 Points for each PSL StarGate neutralized

RxPexy Victory Points

- 10 Points for each PSL tertiary StarGate neutralized
- 15 Points for each randomly deployed StarGate neutralized
- 20 Points for each secondary or home StarGate neutralized

[44.4] SPECIAL RULES

RxPexy/PSL hostilities do not commence until Game-Turn Four (i.e., no attacks until then; units may shift into enemy space). US/PSL hostilities begin on Game-Turn One. As all stars have Gates, it is suggested that StarGate counters be used to show the location of randomly deployed stars.

**[45.0] SCENARIO 19, 3447 A.D.,
THE WAR OF OBSOLESCENCE
AND TREACHERY****[45.1] INTRODUCTION**

A Gnostech labor strike allowed the RxPexy to launch an attack on the other PSL races in their old, inefficient, dangerous and slow tachyon cruisers. After a few days of debate, the Gnostechs returned to duty and the RxPexy were defeated.

**[45.2] ORDERS OF BATTLE
AND DEPLOYMENT**

| Star Systems and StarGates | StarForces |
|---|------------|
| RxPexy Player: Same as (44.2) | 5(tachyon) |
| PSL Player: Same as (44.2), plus US systems | 24 |

[45.3] VICTORY CONDITIONS**PSL Victory Points**

- 40 Points if no PSL systems are occupied on Game-Turn Twenty (StarGate may have been neutralized)
- 10 Points for each neutralized RxPexy StarGate

RxPexy Victory Points

- 15 Points for each tertiary or random StarGate neutralized
- 25 Points for home or secondary StarGates neutralized

[45.4] SPECIAL RULES

PSL StarForces and StarGates are considered inactive (nonexistent) at the start of the game. Pick chit at end of each Game-Turn; when "9" is picked, StarForces and StarGates are activated. StarForces may appear at any system. Tachyon cruisers may move two lites per Turn, they have no Defense Strength. Tachyon cruisers neutralize StarGates by moving into LiteZulu of inactive Gate, thereby neutralizing it permanently. Tachyon cruisers may TacShift normally.

**[46.0] SCENARIO 20, 2947 A.D.,
OPERATION CARTHAGE
[Solitaire Game]****[46.1] INTRODUCTION**

After defeating the invasion force of the Third

Incursion, a PSL squadron shifted to the Xenophobe home system. The system, and all its occupants, were destroyed by conversion bombs just as a Xeno transport fleet was shifting to a safe haven in a "secretly located" system, where they could breed more of their repulsive kind to eventually return to PSL space.

The Scenario is played on the Tactical Display. Deploy the Xeno StarGate normally and the Xeno Transport (StarForce) randomly. Four PSL StarForces enter the Display normally on Game-Turn One. Their objective is to neutralize the StarGate and induce a nova before the Transport shifts off the Display. Xenophobe response is determined by chit pick, according to the chart below. (It is assumed that the Xenos, defeated and deranged, would have lost much of their tactical flexibility.) The Transport is in Stellar mode.

[46.2] XENOPHOBE RESPONSE CHART

Pick separate chits for Gate and Transport.

Chit Response (Gate)

- | | |
|---|-----------------------------|
| 1 | Full attack on nearest unit |
| 2 | Full defense |
| 3 | 50% attack, 50% defense |
| 4 | Full attack on nearest unit |
| 5 | Full defense |
| 6 | Full defense |
| 7 | 50% attack, 50% defense |
| 8 | 25% attack, 75% defense |
| 9 | Full attack on nearest unit |
| 0 | Full attack on nearest unit |

Response (Transport)

- | |
|--|
| Full attack on nearest unit |
| Full defense |
| 50% attack, 50% defense |
| TacShift away from PSL units |
| Change mode |
| Breakoff (if in Battle mode, full defense) |
| TacShift away from PSL units |
| Full defense |
| Change mode |
| Full Defense |

The game ends when the Transport breaks off, or when the system is incinerated.

STARFORCE ERRATA

In early editions of StarForce, certain values in this Scenario were in error. These are corrected below.

**[38.0] THE RESCUE MISSION
A Solitaire Game****GENERAL RULE:**

Players have twelve StarForces available to lift off 60 Population Points (each Population Point represents a third of a million humans). A combined set of two Decimal Randomizers is used to simulate the uncertain time of nova. The actual star in question is determined randomly at the start of the game. Players win the situation by getting all the population safely off the planet.

**[38.1] DETERMINING THE LOCATION OF
THE ENDANGERED SYSTEM**

Pick a chit from the Stellar Randomizer and read the top two-digit number. Read that number as one of the hexes in the "2000" column of hexagons (the same column that Sol and 70 Ophiuchi are in). If the bottom number of the chit is positive trace a clockwise orbit around Sol maintaining a constant hex distance from it (this will describe a large hexagonal circle just like the rings of Zulu Limits printed on the map). If the bottom number is negative, trace the orbit counter-clockwise. The first **tertiary** star system that the orbit traces

through (in a two-dimensional sense) is the endangered system. If there is no tertiary system in that orbit, pick another chit.

[38.2] INITIAL STARFORCE DEPLOYMENT

Four StarForces at 2020/0 (Sol), two StarForces at 2336/+17 (Sigma Draconis), four StarForces at the endangered star system, and two StarForces at the (undestroyed) tertiary system nearest to the endangered star (in true distance). If two stars are equally near, use the one which is also nearest to Sol. All StarForces are empty. All systems have StarGates except the endangered star and those destroyed in the First Incursion (see 31.62).

[38.5] VICTORY LEVELS

Victory is measured in terms of how many Population Points are saved (each equalling one Victory Point). A perfect score of 60 Victory Points is a Decisive Victory over the situation; a score of 50 to 59 is a Substantive Victory; 40 to 49 is a Marginal Victory. Less than 40 Points is a defeat. If a StarForce is lost in the rescue attempt (either by Overshift results or being incinerated) subtract three points from the score. Don't forget to count as lost any Population Points on destroyed StarForces at the time of destruction.