



A STEAMPUNK FREIKRIEGSPIEL

The Kriegspiel or Wargame become extremely popular during the 19th century. This is a Friekriegspiel (Literally Free War Game) which relies more upon logical assessment by the umpires rather than complicated rules.

The game aims to simulate the interactions and decision making processes of senior commanders of an Expeditionary Force. In this case rather than an accurate historical force mounting an expedition to the Sudan or North West Frontier we have a Steampunk Universe where starships fly between the Empire's Colonies.

COMMAND AND CONTROL

The players take the role of senior officers of the New British Empire.

2 Players - Admiral commanding the fleet and General commanding the army.

3 Players - Admiral, General and one Brigadier field commander.

4 Players - Admiral, General, two Brigadiers

5 Players - Admiral, General, three Brigadiers

6 Players - Admiral, General, Rear Admiral, three Brigadiers

The game will take two phases: A play by email planning and deployment phase run from now until shortly before the New Year gathering then a wargame run at Corby. This is a strategic level game – you will not be directing individual troops or units on a wargames table but issuing orders to units and receiving reports back from them.

The game will be played on Saturday daytime with the possibility of further play on Sunday should we wish.

Players will be appointed to the above roles. Anyone wishing to volunteer to aid umpire is also welcome.

BRIEFING DECEMBER 11th 2111

TO: Admiral of the 3rd Expeditionary Force "Taskforce Chitral" and senior officers.

SITUATION: There has been extensive diplomatic friction between the Empire and the Rigelian Confederacy concerning the Colony/Mineral Exploitation settlements on MV-4 "New Mars".

The colony was established fourteen months ago. To avoid antagonising the Rigelians this was a civilian operation with only a minimal police presence.

We lost contact with the colony four days ago. We intend to despatch a military force "Taskforce Chitral" to secure the safety and security of the colony and colonists.

INTELLIGENCE: We believe the Rigelians to have deployed a flotilla consisting of the Cruiser T'pieu and Frigates Y-rach and Y-shau. We understand from sources on the Rigelian homeworld that a carrier battlegroup centred on the Shiue-Fa is being prepared.

ORDERS: Make immediate plans to despatch an expedition force to New Mars.

FLEET

Her Majesties Navy is the pride of the New British Empire and responsible for tying the Empire together. The War Department has initially allocated 450 deployment points to be drawn from the nominated vessels. There has been an allocation of two tactical nukes. Variations on these allocations can be requested by commanders.

Tactical Nukes Very powerful weapons used primarily against capital ships. They can also be fired at ground targets. Each nuke requires 2 cubics of storage space.

CARRIER: (125 deployment points)

The Carrier is the heaviest of star ships. It is designed as a working forward base for a flotilla of gunboats and landers. Carriers mount:

2 missile racks for ship to ship or ship to ground missiles. This rack can launch tactical nukes if stocked.

6 rapid fire turrets for anti small craft and anti missile roles.

A lander deck which can accommodate up to 18 landers. (Ospreys and Falcons take one space, Eagles 2 spaces and Albatross 8 spaces)

A flight deck which can work as a base for up to 8 gunboats. (These require their own DP)

Accommodation for up to 250 soldiers.

Hold space of up to 20 bays. (300 cubics)

One Carrier is available, *HMS Redoubtable*.

ASSAULT CARRIER: (50 deployment points)

The assault carrier is designed to deploy ground elements on distant planets. It has some defences but relies upon Frigates and Cruisers for defence. Assault Carriers mount:

1 missile rack which can launch ship to ground missiles. This rack can launch tactical nukes if stored.

4 rapid fire turrets for anti small craft and anti missile roles.

Bays for nine light landers (Ospreys or Falcons)

Accommodation for up to 400 soldiers.

A main flight deck which accommodates three Eagle heavy landers and one Albatross transporter.

A primary hold with easy access to the flight deck. This consists of 20 cargo bays. Each bay can hold 15 cubics of gear where a prefab base takes up 15 cubics, a unit of supplies 1 cubic, a light vehicle or field gun 3 cubics and a heavy vehicle 6 cubics.

SUMMARY 1 cubic = 1 prefab = 50 troops = 15 cargo units = 5 light vehicles = 3 heavy vehicles

Assault carriers available are:

HMS Inkermann

HMS Sevastopol

HMS Balaclava

CRUISER: (50 deployment points)

A capital ship designed for heavy space combat but also able to support ground forces on extended operations. The cruiser mounts:

1 linear heavy gauss launcher for ship to ship combat.

2 heavy laser turrets for ship to ship combat.

2 missile racks which can launch ship to ship missiles or ship to ground missiles. This rack can launch tactical nukes if stored.

8 rapid fire turrets for anti small craft and anti missile roles.

Bays for three light landers (Ospreys or Falcons).

Accommodation for up to 200 soldiers.

Hold space for up to 75 cubics (5 bays)

Bays for three heavier boats. These could be Eagle heavy landers or gunboats.

Available Cruisers:

HMS Albert

HMS Edward

FRIGATE: (25 deployment points)

The Frigate is the standard multipurpose starship. Capable of independent operations it is designed for ship to ship actions, ship to ground and operating as a base for up to a company of troops. A frigate mounts:

1 linear heavy gauss launcher for ship to ship combat.

1 missile rack which can launch ship to ship missiles or ship to ground missiles. This rack can launch tactical nukes if stored.

4 rapid fire turrets for anti small craft and anti missile roles.

Bays for three light landers (Ospreys or Falcons).

Accommodation for up to 90 soldiers. (9 sections/1 Company)

Hold space for up to 30 cubics (2 bays).

The following Frigates are available.

HMS Omdurman

HMS Khartoum

HMS Spion Kop

HMS Peking

HMS Mafeking

Gunboats (5 deployment points)

Gunboats are designed for space combat. They have a longer range than landers that typically just travel from orbit to ground or within the atmosphere. There are two types.

Lancers are general purpose ship's boats. They have a single laser turret suitable for engaging small ships and missiles. They can also mount two heavy anti ship missiles. Alternatively they can mount rocket pods for attacking ground targets. A lancer can carry a section of ten troops for boarding or landing actions. They can be used as cargo carriers but cannot load vehicles or guns.

Dragoons are heavy fighters. They have a short range heavy launcher gun plus a rapid fire turret. They can mount two missiles. These can be tactical nukes. Dragoons cannot carry troops in addition to their crew.

MERCHANT TRANSPORTER: (10 deployment points)

These unarmed vessels are not technically fleet but are operated by private companies. Each vessel has a docking port which can allow access for an Albatross Transporter or Eagle Lander. It has a single boat bay which has an unarmed civilian equivalent of an Osprey Lander.

Merchant transporters have cabin accommodation for up to 50 men and hold capacity of 20 bays.

Available ships are:

MV Blackpool

MV Dover

MV Bristol

MV Liverpool

MV Cardiff

MV Felixstowe

Small Ships & Landers: (FREE)

Osprey light lander. Crew of three. Pilot, copilot, load marshal/door gunner. The Osprey can carry a section of ten troops or five casualties. An Osprey can transport three supply units. (Total load capacity 3 cubics)

Eagle heavy lander. Crew of three. Pilot, copilot and load marshal/door gunner. The albatross can carry any two of the following: section of ten troops, three supply units, a field gun, a hamster carrier, five casualties. Alternatively it can carry a Gerbil or Mongoose. (When landing a ground vehicle the vehicle's crew is landed too.) (Total load capacity 6 cubics)

Falcon attack ship. These have a crew of two. They cannot carry troops or cargo. They are armed with rapid fire guns, rocket pods and two air to air missiles.

Albatross transporter. The albatross is an unarmed ship. Its main bay has four times the capacity of an Eagle heavy lander. An Albatross can also land the equipment for a prefabricated support base and space for up to thirty crew. (Total load capacity 24 cubics)

GROUND FORCES: The Army

The following resources have been made available. (The resources may be negotiable with the War Department.) The only restriction on which units are deployed is the available transportation.

Army Units - Infantry

Infantry section (10) men.

Infantry Platoon = 3 sections = 30 men.

Infantry Company = 3 Platoons = 9 sections = 90 men.

Infantry Battalion = 3 Infantry Companies + 1 Command Company

Command Company = 1 Command Platoon of HQ Section, Medical Section, Supply Section

1 mortar platoon of 3 sections each with one heavy mortar.

1 cannon platoon of three sections each with one rapid fire cannon.

(This is the OOB for a standard battalion. Rangers are lighter and replace their cannon platoon with an assault platoon armed with flame throwers, breaching charges etc. Bulwark battalions have additional heavy weapons with each platoon. Assault troops carry extra grenades etc and have two assault platoons replacing their mortar and cannon platoons.)

Available Battalions:

1st Caledonian Highlanders (High moral, 1st Class Infantry battalion.)

2nd Her Majesties Guards (Very high moral, 1st Class infantry battalion.)

3rd Martian Foot (Standard Infantry battalion)

4th Colonial Rangers (Excellent scouts, don't like to defend.)

5th Imperial Foot (Standard infantry battalion)

6th Bulwark Infantry (Excellent defensive troops, less skilled in the advance)

7th Borders Volunteers (High moral but green troops)

8th Bulwark Infantry (Specialist defensive unit.)

9th Borders Volunteers (High moral green troops)

10th Colonial Loyalists (Aggressive assault unit, morale questionable.)

Army Units - Support:

Ground Transport.

"Hamster" (H) Light carrier: Can carry five infantrymen or two casualties or one supply unit or tow one gun. Crew of driver and machine gunner.

"Gerbil" (G) Heavy carrier: Can carry ten infantrymen or five casualties or three supply units or tow one gun and carry five men or two supply units. Crew of driver and machine gunner.

"Mongoose" (M) Armoured carrier. Armed with a support cannon as well as machine gun.

Protective armour. Same capacity and crew as a Hamster.

"Guinea Pig" (P) medical unit. This is basically a mobile triage and operating unit. The same size as a Gerbil heavy carrier its crew consists of a driver/orderly and co-driver/medic. On the move it can carry a medic section or five casualties. It is unarmed.

"Beaver" (B) command unit. Again built on the Gerbil chassis this vehicle carries commlinks etc to run as a field command base. Vehicle crew is a driver and gunner.

"Coypu" (C) missile launcher. As ever built upon the ubiquitous Gerbil chassis this vehicle is capable of carrying and launching a tactical nuke. This hands over command of the most powerful weapon to the ground commander. Note each nuke must be transported individually and delivered groundside separately from the vehicle.

Unlimited vehicles are available.

Artillery.

An artillery battery is made up of four guns each with a crew of five men. There is also a command section of five men plus radio and targeting equipment so the complement should be considered to be the same as an infantry platoon.

Guns may be moved by air lift or towed by ground vehicles. (See the relevant sections.) A gun requires half a supply unit per time period it is firing. (A battery therefore requires two supply units per time period.)

It is possible to field batteries as detached units. These would be listed in order as A, B and C batteries etc. A complete artillery regiment consists of three batteries (12 guns) plus a command battery which has no guns but consists of a command section and two logistics sections which ensure efficient supply, targeting etc. A full regiment would thus be described as the 101st Regiment, A, B, C and D batteries where D is the command battery. Total complement would be 105 men.

Artillery can be motorised. The standard vehicle complement is seven Gerbils and two hamsters per battery. A regiment at full strength requires 23 gerbils and 10 hamsters. This is a large amount of vehicles.

The 101st and 102nd artillery regiments are available.

Medical. Medical sections of ten men include doctors, nurses and orderlies. A medical section can operate in the field with light equipment but work best with a Gerbil unit or from a Prefab Medical Base.

Specialised research medical units can be deployed. These can either be "Disease Pathology" units or "Xeno Biology" units. These can work in the field but for maximum effectiveness they need to have a Medical Support base to work from.

Medical sections are numbered from 501st with specialist sections being given the letters P and X after their number. A full field hospital consists of the 501st to 508th sections, the 509thP and

510thX sections. Their equipment would be one prefabricated medical base and five Guinea Pig vehicles.

The 51st, 52nd and 53rd Field Hospitals are available.

Engineers. Skilled specialists able to handle assaults, breaches, demolitions, booby trap clearances, bridge building etc. In troops of ten men larger tasks will need several troops to be deployed or can direct infantry to assist. Some tasks may require additional supply units.

Engineer units are numbered from the 301st. A full squadron (the 31st) would consist of ten sections where the 301st is the command section. Normally Engineers would operate from their own firebase and have ten Gerbils and ten Hamsters available to them.

31st, 32nd and 33rd Squadrons are available.

Command Units (Player characters) A command platoon consists of three sections. The command section includes the player character plus comms specialists, adjutant, sergeant major etc. Once deployed groundside a command unit has much greater control and flexibility of use for those units placed under its command. The second section is a specialist intelligence unit. The third section is a Special Forces unit. Ordinarily responsible for the safety of the command unit it can also operate independently as ordered.

Prefabricated Support Bases.

These can be landed by an Albatross and set up in just one time period. They consist of a set of basic defences plus accommodation, specialised equipment etc.

Command base. Strategic and tactical ops room. Communications centre. Intelligence suite. Local radar and sensors.

Medical base. Operating theatres, scanners, stabilisation chambers and basic accommodation units plus pathology and frontline research lab.

Logistics base. Supply handling, armourer/munitions techs, vehicle workshop etc. Also includes a kitchen.

Firebase. With towers, defensive sangers and troop accommodation. Accommodates up to company strength.

SUPPLIES

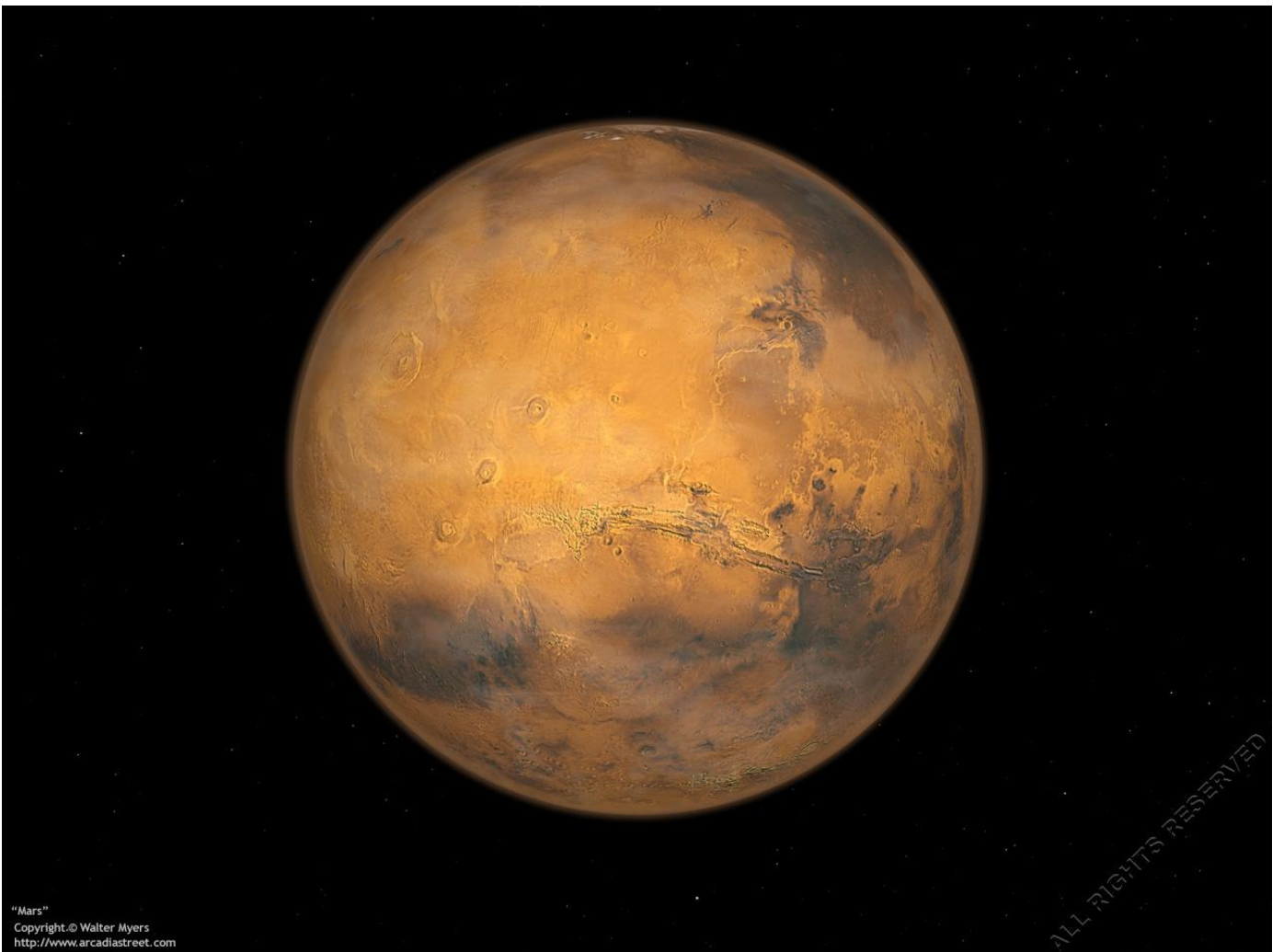
Ground units can operate for lengthy periods of time without resupply. The problem comes when they go into combat. A unit (platoon or equivalent) which is fighting reduces in capabilities by 25% each time period of combat. A cubic of supplies are required to replenish the unit.

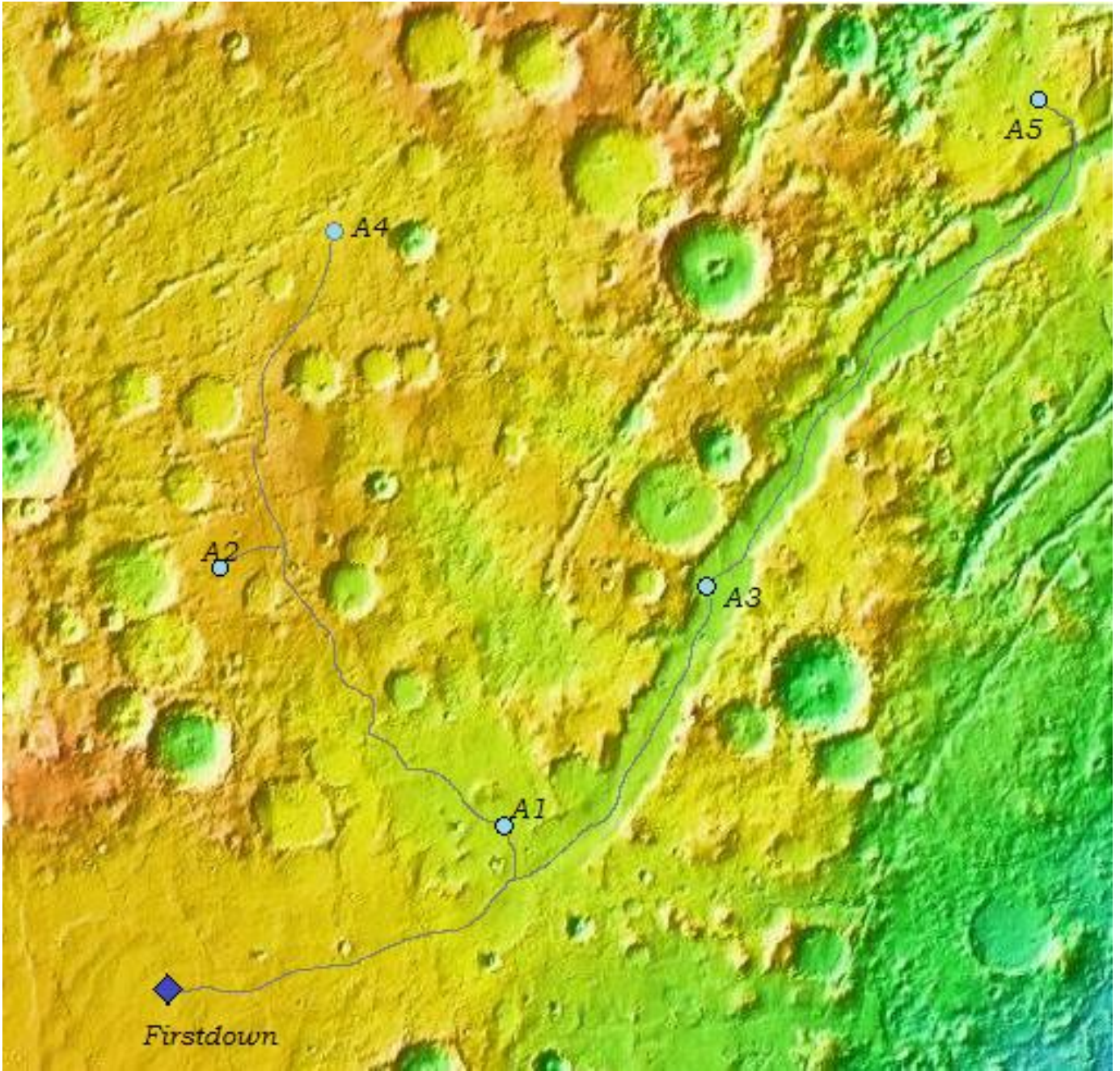
HER MAJESTY COMMANDS



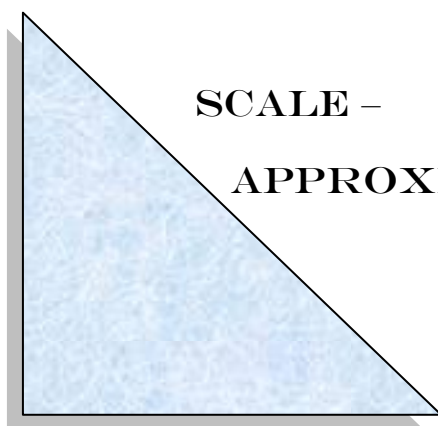
NEW MARS (MV-4)

For most people MV-4 is nothing more than a hot, arid wasteland. Rocky and largely barren it is however a wealth of minerals hence the establishment of Colony MV-4 -01 commonly known as Firstdown. With a population of less than 900 this frontier town is all the planet has to call civilisation. Smaller settlement/industrial complexes of approximately 200 people are numbered MV-4-01-A1 to MV-4-01-A5



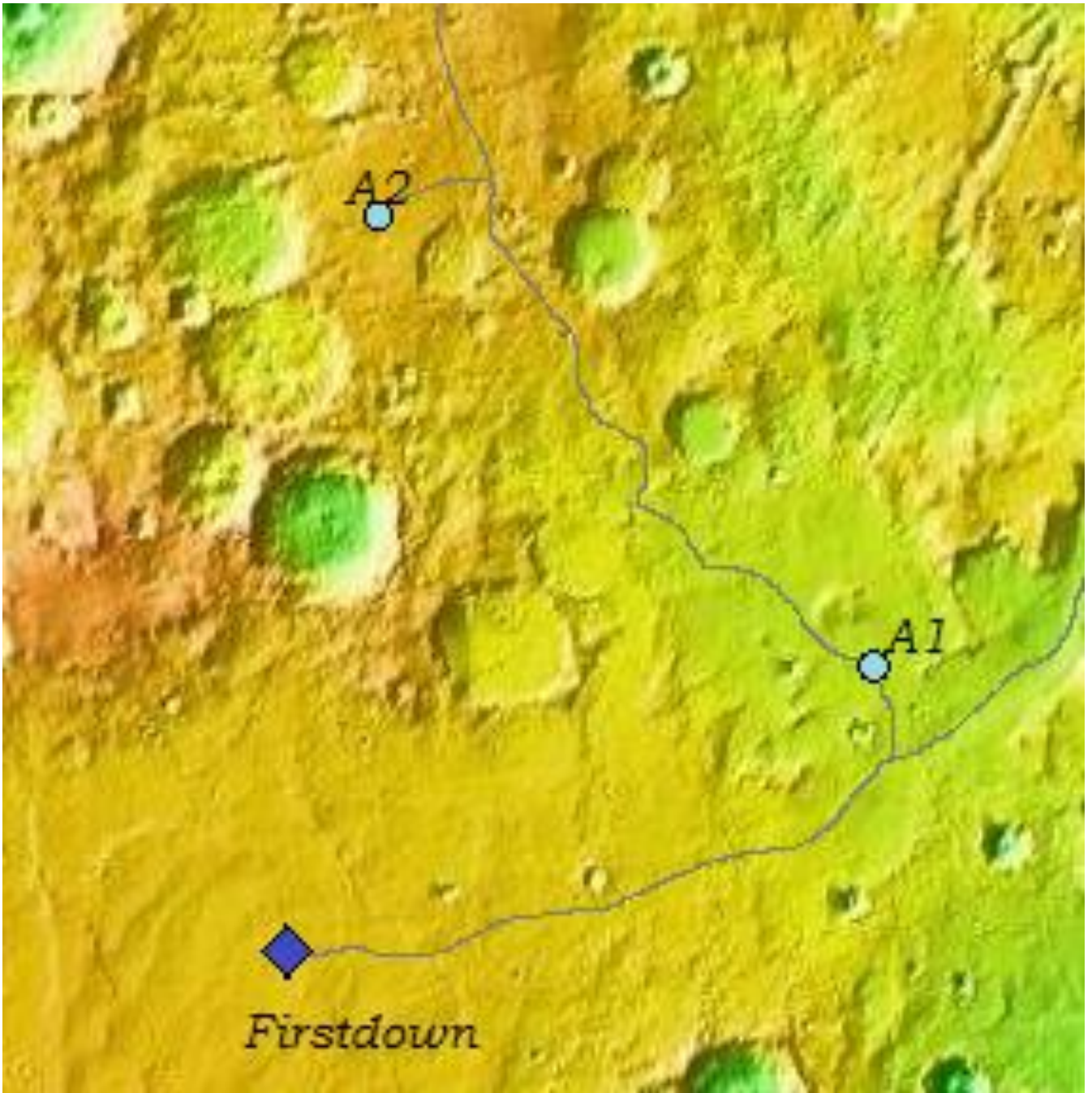


TARGET ZONE MAP SHOWING FIRSTDOWN SPACEPORT

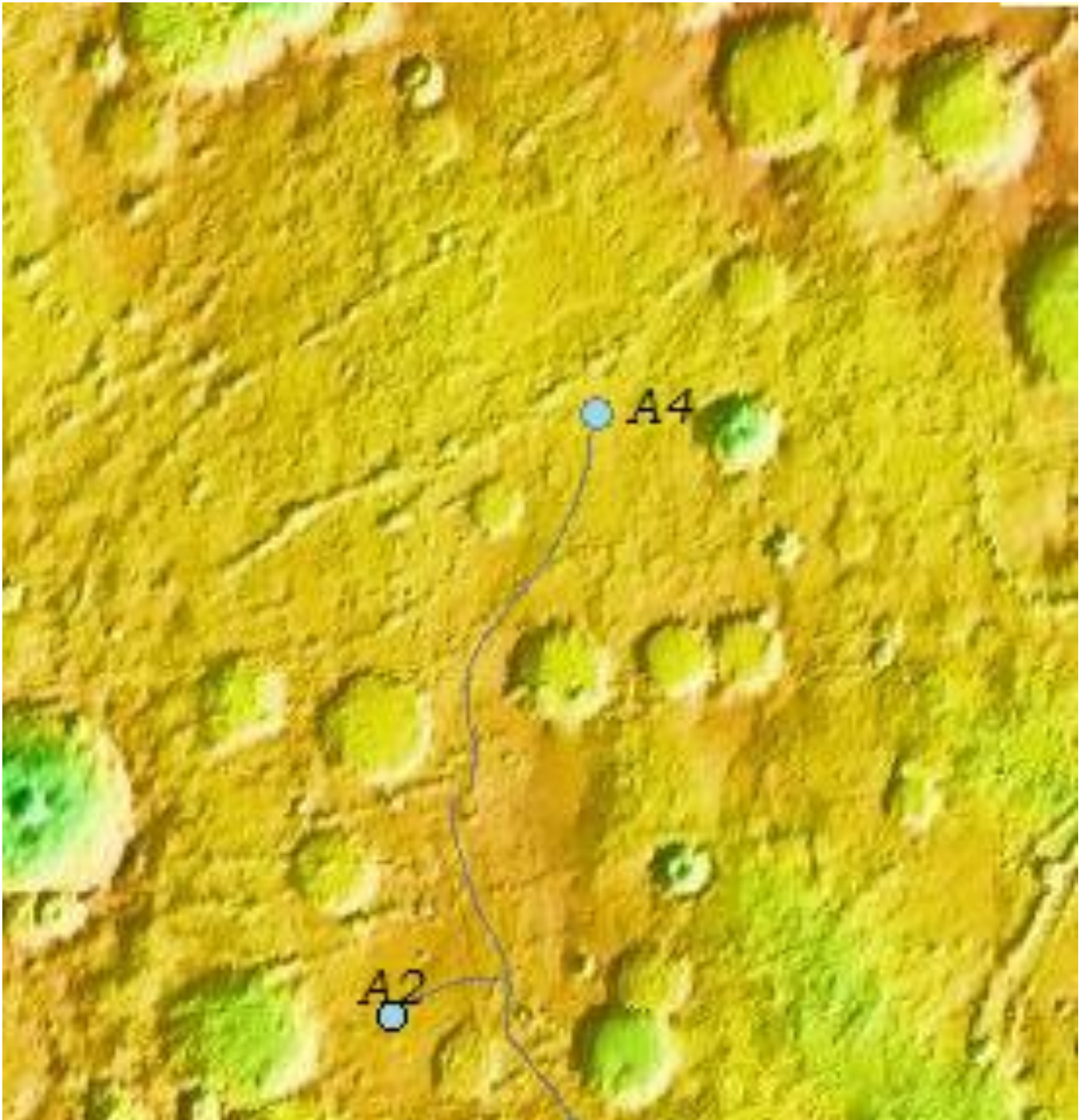


SCALE -

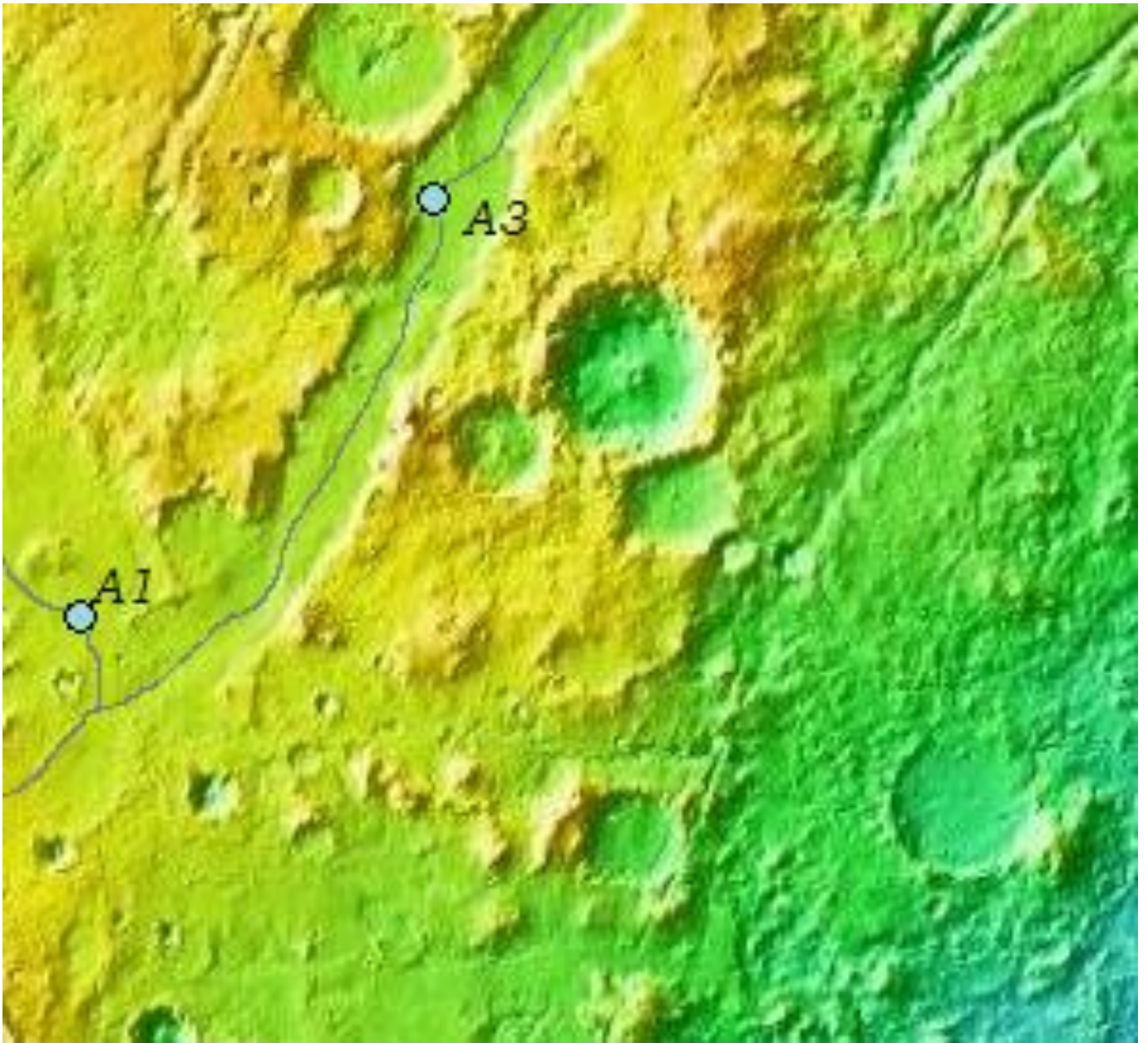
APPROXIMATELY 25 MILES



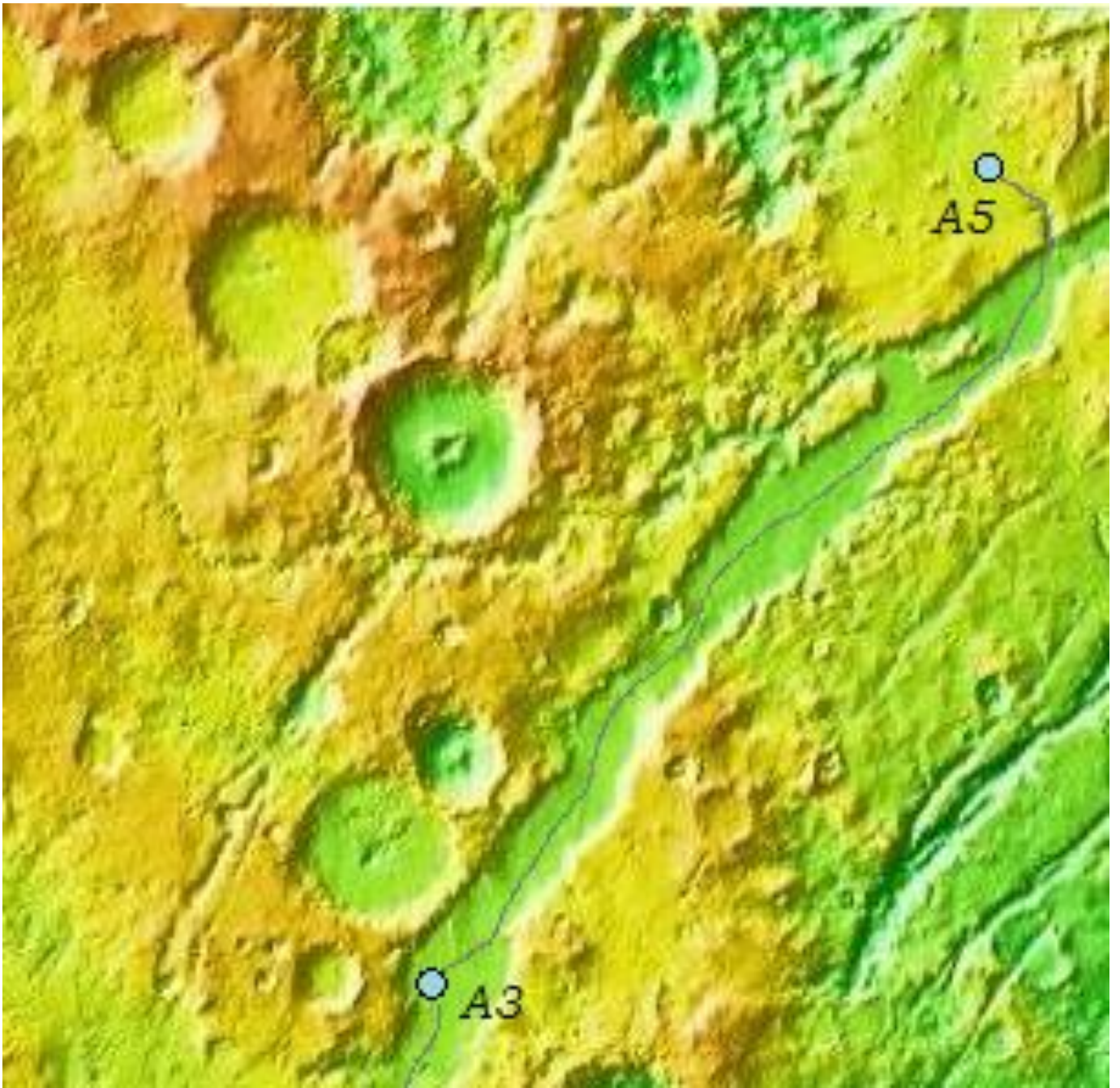
DETAIL MAP MV-4-01 NORTH & EAST



DETAIL MAP MV-4-01-A2 AND SURROUNDS



DETAIL MAP MV-4-01-A3 AND THE LONGHAUL VALLEY



DETAIL MAP OF THE NORTHERN LONGHAUL VALLEY