

THE BOLTIAN AND KUSSIAN
UNIVERSE

VICTORY
BY ANY
MEANS



THE WARS OF THE
BOLTIANS AND KUSSIANS

THE BOLTIAN AND KUSSIAN UNIVERSE

Table of Contents

1.0 Overview	3	Senate Responses	63
1.1 Using the Source Material	3	The Ride of Vice Admiral M'Tambo	64
1.2 Variations of Gameplay	5	Tropilak Infiltration	65
2.0 Kuessian History	6	Battle of Tropilak	67
2.1 Ships of the Fleet	13	Hustiok Meets M'Tambo	68
2.1.1 Notable Ship Types	13	Testing Task Force 5.82	69
2.1.2 Fighters and Other Small Craft	16	The Boltian Accords	70
3.0 Boltian Star League History	17	The MagHur Break-Out	70
3.1 Ships of the Fleet	21	The Long Gaze Across the Border	70
3.1.1 Notable Ship Types	23	The Day of MagHur Acknowledgement	71
3.1.2 Fighters and Other Small Craft	24	The Outer System Encounter	72
4.0 Terran Union History	25	The Second Battle of Relemonia	73
4.1 Ships of the Fleet	33	The Repercussion	74
4.1.1 Notable Ship Types	33	War's End	75
4.1.2 Fighters and Other Small Craft	37	Cut Off	75
5.0 History of the First Boltian and Kuessian War	39	Drawing Off the Enemy	75
First Contact	39	The Galaxy Pauses	76
Starmap	41	The Vega Fleet	76
The Calm before the Storm	43	The Boltian Delegation	78
Kuessian Invasion	46	The Royal Fleet Hits the Boltian Front	78
The Push to Boltia	52	The Treaty of Relemonia	79
Battle of Verbanal	53	Fallout from the War	80
Third Battle of MagHur	55		
6.0 History of the Second Boltian and Kuessian War	57	7.0 The Wars in Scenarios	81
The Second Boltian and Kuessian Conflict	57	7.1 First and Early Second War Scenarios	81
Starmap	58	7.1.1 The First War Scenario	81
The Kuessian Drive on Arcturus	58	7.1.2 The Battle of Relemonia	82
The Boltians Gear Up	58	7.1.3 Date: March, 1 st , 2912	83
The Next Few Months	59	7.1.4 Date: August 27th, 2912	84
The Yilyians	59	7.1.5 Date: April, 1 st , 2913	85
Mid-War Overview	62	7.2 Mid and Late War Scenarios	86
Ongoing League Dissension	62	7.2.1 After Tropilak	86
The Kuessian War Machine Grows	63	7.2.2 The MagHur Attack	87
Terran Expeditions	63	7.2.3 The Strike of the Royal Fleet	88
8.0 Extra-Dimensional Travel (EDT)	90		
9.0 Afterword	92		
9.1 Authors' Notes	92		
9.2 Submission Guidelines	93		

**Destination:**

Fleet Command, Office of Fleet Admiral
Nawarat, Mukushi Zambia

Transmission Source:

Rear Admiral Raquel Dunedin, Op Control,
TU 3rd Fleet, *TUS Dristigheten*

It has been two days since the engagement of the Terran Union 3rd Fleet at the Rappahannock Star System. Regrettably, the initial reports of the battle were not exaggerated and I can personally confirm the loss of forty-seven percent of the fleet. What is not widely known among Fleet Command yet is the situation of which the battle unfolded. As you are aware, the warships under my command were not deployed to the Rappahannock until contact with the Expedition's ship was lost. At which time the 3rd Fleet made the EDT transit at the Arcturus EDT station. It is a four day trip from the Arcturus Colony. In the haste to discover the fate of the vessel, several elements of the fleet on long patrol, most notably several Sverige class cruisers, Kagero class heavy destroyers, and a Waikato class missile boat, were unable to rendezvous before our transit.

The fleet took up a standard defensive station upon arrival and altered our vector for a careful approach to the Expedition's last reported position. On our approach, our screening vessels detected multiple sensor echoes on the passive scanners. I made the decision for the fleet to maintain silent running, and not use

active sensors. This, more than anything, gave us the chance to learn more about the aggressors without being noticed. In hindsight, it might have been prudent to go active, learned as much as possible, and attempted to draw out the vessel if it was still in system. It was my decision, and at the time the problem was suspected only as a communication failure. Standard fleet protocol was observed in every instance.

As the range to the planet closed it became apparent there were multiple hosts in the system. At the time of our arrival, the conflict was away from the planet. Several hulls with cold reactors were picked up not far from Rappahannock 3 itself. The lead elements of the fleet in the scouting squadrons went to active scanning. The logs show us several distinct groupings of vessels in open engagement. The group furthest from the planet clearly had the upper hand. As the fight lingered, the ships of the 3rd Fleet made recon runs, but kept a safe distance from the main body. Our attempts to monitor communications traffic were fruitless; nothing was decipherable, let alone interpretable. This is when another mass of ships was detected during passive sweeps. I ordered the fleet to drop standard gravity rotations and assume alert status.

This new body of ships was very close to Rappahannock 3 and taking an approach very close to our 3rd Fleet's Destroyer Group 2. This is when the situation became very confusing. Several fighter craft were wounded by point defenses from their

Introduction

opposition. They changed course towards the planet. Now, it is my opinion that they took a chance on the unknown ships rather than run back across the enemy fleet to safety. The first in their flight did not make it and took another laser hit. The fighter would have been unable to stop before it hit the gravity well of the planet. The TUS Warszawa grappled the fighter and safely secured it.

This inadvertently drew us into the conflict. The main body of the newly arrived fleet must have perceived this as a hostile action and not the act of mercy it was. Destroyer Group 2 exchanged missile volleys with these ships after several kinetic weapon hits from the enemy fighters crippled the TUS Xia's forward sensors. Our point defenses, counter-measures, and anti-missile systems went to work immediately but Destroyer Group 2 was overwhelmed. I ordered 3rd Fleet into the fight. Although we were obviously engaging their opponent, the other group of hostiles freely targeted our vessels when given the opportunity.

Having been placed in a very awkward position, considering the multiple hostile fleets in the area, the 3rd Fleet was ordered to slowly pull back to Rappahannock III's moon, Muavenet. In an after-combat analysis, we found our missiles to be far less effective than our opponents, our fighter-drones to be ill suited to the same missions the opposition thrived on, and our sensors ill equipped to targeting solutions on the enemy. It is therefore my recommendation that the acquired information on these species be examined, specifically the communication traffic. We may be able to open up a dialog in regards to this misunderstanding. The last of our ships to depart the Rappahannock system reported troop landings on planet. I respectfully request that the 3rd Fleet be reinforced for a possible retaliatory strike on the system.

We are learning more now from the expedition team of the TUS Tonnant, who is fleeing the system with the 3rd Fleet. Their initial surveys of the star system were not thorough. After they had been in system for several weeks, a growing number of unidentified signatures began to shadow them. They tracked more EDT footprints coming and going, until they felt it best to set down on Muavenet. They lay there until

they detected the friendly active sensors of the 3rd Fleet. During this period they observed the stalking vessels and the distinctly different group of vessels that later approached them. More vessels arrived by the minute and joined this group before weapon launches were detected.

With Service to Sol: Rear Admiral Raquel Dunedin, Command of TU 3rd Fleet, Location: Arcturus

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1.0 Overview

Welcome to the first Victory by Any Means Source Material Guide, ***The Wars of the Boltians and Kuissians***. Here you will find all the material needed to play out a Victory by Any Means campaign in an original VBAM Universe setting. Every rule, nuance, and ship detail needed to play out the First and Second Boltian and Kuessian Conflicts is here. The First Boltian and Kuessian Conflict covers the early conflict period and the battles in MagHur. The Second Conflict sees the beginning of renewed hostilities after six Terran years of peace between these two lumbering juggernauts, the newly arrived Terran Union being drawn into the conflict against their will. This guide is their story, and the story of Mankind's first interstellar conflict.

1.1 Using the Source Material

This set of source materials has been laid out so as to be interchangeable and easily used with the VBAM Campaign Guide. This book provides unit information, maps, system information, and specific rule interchanges required to play a campaign in this setting. When you are ready to begin your campaign, this guide contains both quick and historical scenarios. You will also find CSCR combat scenarios covering the first several years of these tense conflicts. The former gives to the player more control over the deployment of his/her units. The historic campaign setup takes longer to resolve and deals with some of the necessary minutia of a historic setup. For example, the Boltians will have mothballed and derelict ships in their service in the opening days of the war. In a war where every ship matters, it is cheaper for them to rush aging

Introduction

GMA ships to the front lines than wait for new ships to roll off of the production lines.

Boltian Shipyards: League members (MagHur, Yilyian) also have shipyards, but lack much of the technical expertise required in the construction of Boltian designed hulls. They may build units of their species' own design without difficulty, and may construct other Boltian ships at a 1 point cost penalty. In addition, it takes 1 additional turn for the ship to be completed.

Production Times: To reflect the nature of ship construction, Optional Rule CG 4.11 is in effect.

Wartime Economics: None of the major combatants are ready for the war, so we recommend Optional rule CG 4.1 to reflect the movement into a wartime economy.

Non-Atmospheric: None of the fighter-drones deployed in this universe to date are capable of entering a planetary atmosphere. Therefore they may not be based on planets themselves.

Attack Boats: These sturdy craft are limited by their endurance ability. For game purposes they can join a fleet with 1 command cost per 6 boats, and may only leave the system on a tender.

AOE Vessel: Ships of this type are known as Fast Fleet Support Vessels. They are able to support the fleet when they are outside of normal supply lines (CG 3.6.1.3 Military Supply Ships) and are capable of repairing battle damage in a pinch (CG 3.7.14 Field Repair). They differ from traditional transports in that they are fast enough to keep pace with active battlegroups.

Weapons of Mass Destruction: Any capital ship may carry weapons of mass destruction (1 turns worth) for a cost of 2 economic points, with a maximum of 1 per ship.

Extra-Dimensional Travel (EDT): For purposes of the campaign, a vessel with EDT capability may move any number of ships with it to another system. If a ship is without an EDT drive, it may only enter EDT if a friendly EDT capable ship is in the system at the time of the move, or within friendly territory where it may use the local EDT

stations. You may use the EDT station of another player if explicitly allowed or if under an Alliance or Co-Belligerency agreement.

Pacified Worlds: Within the Kuessian Empire exist alien worlds that have been conquered and "pacified". These planets are fully integrated to the Kuessian structure, and contribute their full income to the Kuessian Empire. They are not considered to be distinct, separate political entities.

Member Worlds: The Boltian Star League contains member nations that contribute 50% of their income to the Boltian League itself. The remainder of the income is must be spent locally on defenses or improvements for the world itself. They are considered "Boltian Worlds" and are treated as such for every reason but income.

Raiders: At this point in technological development and expansion, the role of raiders and piracy is significantly reduced. As a result there are no raider groups for purposes of CG 3.6.2.2 Raiding or CG 4.13 Random Events Chart. Random event results indicating a raider attack are rerolled for the early period of the Second War. Further developments will be elaborated upon in future expansions. The only true raiding performed during this period was by true military warships operated by enemy nations.

By the Mid to Late War Period, technological innovations coupled with widespread ship construction made piracy an issue for spacefaring nations. In addition to private raiding organizations, government sponsored piracy is on the rise. Unlike the early part of the war, the chance of raider attacks resume with all Raider Rolls.

1.2 Variations of Gameplay

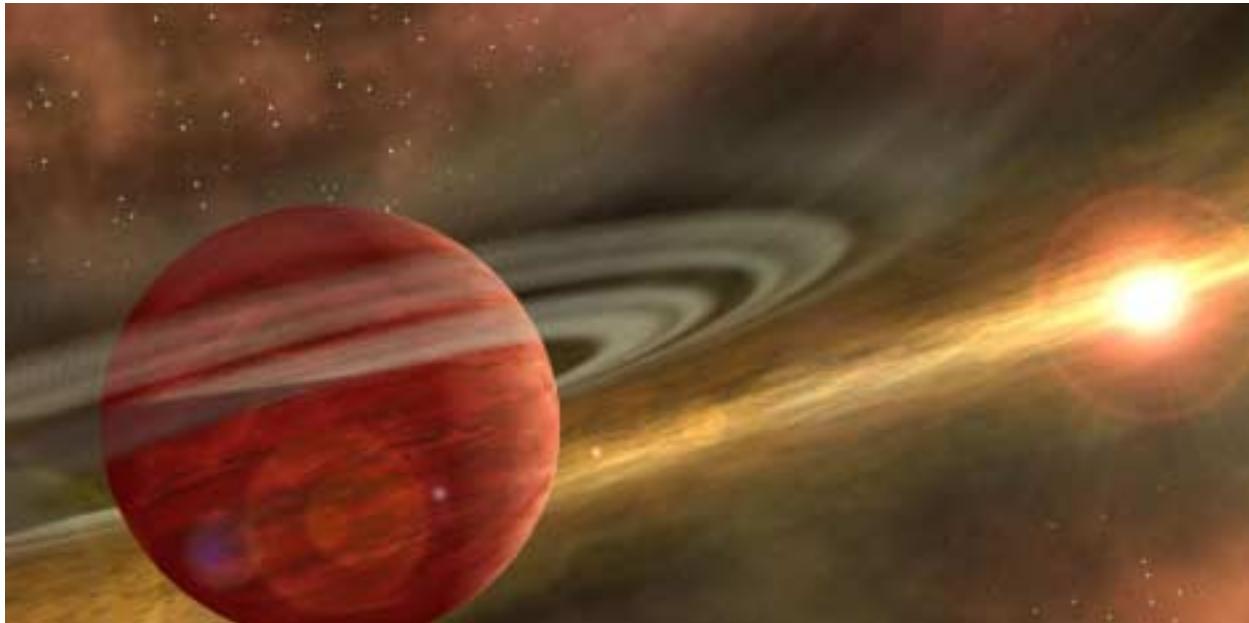
If the scenarios are followed exactly, then all sides in this sordid affair are at war. In actuality this doesn't give the player much chance to exercise some of the more interesting parts of the VBAM Campaign System, such as diplomacy and exploration. It does, however, give a fine introduction to these three factions (and their associated allies/cohorts/integrated neighbors).

Introduction

As the conflict progresses, the dynamics of the galaxy will change. If you are playing with two players, then it would be more balanced to play only as the Kuissians and the Boltians, omitting the Terrans from the conflict entirely. With three players, all the major powers are involved. If you wish to add additional players to the campaign, there are still a few positions within the game that can be filled. In the opening days of the war, players can also play as either the MagHur or the Yilyians. In later source material we will introduce the galaxy outside as the war ends and EDT technology improves, adding additional playable factions to the universe.

Of course the Kuissians, Boltian Star League, and Terran Union do not need to be confined to this game style, or the historical game map. A campaign can be started set in the years before the first war, with each race controlling only their respective homeworld. In addition, these factions can be easily converted to a different campaign setting, random map, or a generic map. You might want to explore the options of pitting the Kuissians, Boltians, and/or Terrans against a race of your own design, or integrating these empires into an entirely different universe all together.

The Wars of the Boltians and Kuissians



2.0 Kuissian History

Growth of the Modern Kuissian System

The modern Kuissian system has its foundation in the early Kuissian's unification efforts. As the means to travel greater distances were developed, individual Kuissian groups learned of other Kuissian civilizations scattered throughout their world. Over the years, a mutually beneficial relationship developed between many of the larger groups. Peaceful trade was the norm although there were some small local disputes. Growth in these days was slow. The greater Kuissian nations on the main equatorial continent formed a convention to oversee matters of mutual concern, such as settling of national disputes and negotiation of trade agreements. This was known as the First Kuissian Council. Fortunately for the smaller Kuissian nations, the larger nations lacked the military technology to perform extended military operations, thus protecting small nations from conquest. In time, these small nations were asked to join the Council as well.

It was around this time that a Kuissian expedition was able to reach the remote northern continent. Compared to the homes they left

behind, the northern continent was a barren wasteland. But this inhospitable land was not empty. Northern natives greeted the Kuissian explorers, approaching the outsiders with as much caution as the Kuissians held for them. After a brief exchange of indecipherable words, the explorers returned home with news of their discovery. Unfortunately for the natives, this contact came at a time when the Word of Drenmach was beginning to spread among the Kuissians.

Drenmach and the Northerners

The Word of Drenmach was an attempt by the philosopher Drenmach to explain the purpose of the Kuissian people. To date, they could easily justify their dominant position over their crops and herd animals. Although the encounter with the strangers on the northern continent occurred years after Drenmach had passed away, his teachings persisted and were still very much a going concern among his many followers. The key teachings of this philosophical work identified the Kuissians as divine creations and were later used to justify the Kuissian's role in controlling or mentoring less advanced beings. While Drenmach's teachings come from a simpler time before contact with other intelligent life, they have been carefully altered to fit contemporary Kuissian motivations at different times in their history.

It was also at this point that most civilizations recognized the merit of the Ruling Council. It had been just in the past and each civilization served with authority for one-fifth of a yearly cycle. It was the Ruling Council that was given responsibility for the issue of the northern continent. It was obvious that they could not interpret the northerners manner of communication, but they did demonstrate enough intelligence to survive in the harsh north. Many of the council were influenced by the teachings of Drenmach and it was decided that the intelligence of the northerners must be tested to determine where they fit in the world's hierachal structure.

The most prominent of the Kuissian civilizations financed another expedition to the large continent to the north. The explorers endured a great deal of hardships in the frigid North. They returned almost a year later to present their findings to the Council. The northerners were a nomadic people, and far more suited to the cold weather than themselves. Most of their intelligence tests were inconclusive. Their northern neighbors possessed solid cognitive abilities but tested far less than the

Kuissians on advanced intelligence tests. They also perceived the visiting Kuissians as divine guardians sent to help their starving and lost people.

This was a new situation for the followers of the Word of Drenmach. Were these northern neighbors, quite similar to the Kuissians themselves, just animals or were they their equals? It was obvious that this decision would have powerful repercussions. The Council's unanimous decision was that they were higher than animals, but the inferiors of the Kuissians. Data returned from the northern expedition also portrayed a close biological relationship with the northerners. The Ruling Council determined that this new evidence was solid proof that the northerners were in fact "lesser" Kuissians.

Many Kuissians were disgusted to learn of this biological compatibility with the northerners. It was not long before the Northern Kuissians were labeled "Senfin Kuissian", or low Kuissian. And by that merit, the Kuissians from the South gave themselves the name "Kreacha Kuissian" to carefully distinguish their higher role in life over the northerners. The Ruling Council nominated three nearby Kuissian civilizations to jointly organize a mission to the northern lands to interpret the Senfin languages. Many in the Council saw a great advantage in future ventures in the Northern Land. Reports from the first expedition had shown it to be extremely resource rich.

It was many years before this goal was finally accomplished. Many Kreachan Kuissians managed to learn Senfin methods of communication, and were able to teach several tribes of Senfins to passably communicate in the native Kreachan. The Southerners began to take a mentoring, authoritative attitude towards the Northerners. Several representatives of the nations exploring the north petitioned the Ruling Council for permission to expand their efforts among the Senfin Kuissians. It was suggested that educating and befriending them was not enough; many wanted to help them abandon their nomadic ways.

Critical Changes

With the approval of the Ruling Council, the northern expeditions quickly put the Senfin Kuissians to work extracting and refining the

