Babysitter

COLLABORATORS

	TITLE : Babysitter		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 19, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Babysitter

1.1 Operation: Babysitter

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Operation: Babysitter
Chapter I of the Beta Gleny campaign
a TaskForce scenario by Pete Sutter & Jens Granseuer

Difficulty: Hard

Briefing
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The Beta Gleny Orbital Station has become a concern to our Joint Chiefs of Staff. There are confirmed reports that Rebel forces are using this station as a base for several scientific research projects. You have been appointed to assemble a strike force to deal with the Rebels.

The station is in a very important tactical position, and must remain intact. We can not spare the resources to build a new station in the Beta Gleny system. Once captured, we will be using this base to stage further attacks on nearby Rebel strongholds. We have decided on a small strike force to reduce the chances of the Rebels self-destructing the station as a response to threat.

Your primary mission is to open a communications channel from the main control room and upload any encryption codes you find. If you can accomplish this, we will be able to uncover the locations of the Rebel supply caches elsewhere in the Beta Gleny system.

Your secondary mission is to confirm reports that the Rebels are obtaining technology and assistance from outlaws of the Kroth Empire. Two Kroth advisors will accompany your strike team. We would like to take this opportunity to remind you of the tense relations between the Terrans and the Kroth. Should the advisors be lost during the mission, we stand a very good chance of being attacked by Kroth forces. Succeeding in the mission and bringing both Advisors back will go a long way towards cementing the treaty and proving our worthiness in their eyes.

Should you discover any outlaw Kroth on board the station, eliminate them. There can be no escapees. If you do find evidence of Kroth/Terran scientific collaboration, you are to download any information you can

and erase it from their computer networks. Then proceed to eliminate
any scientists on board. We can not risk the Rebels acquiring Kroth
technology.

Additionally, you are to search out any prisoners of war. There are
unconfirmed rumours that several men from one of your old infantry
units are being held captive on board the station.

Your strike team and advisors will be ferried to the station in a Kroth
cloaked boarding vessel. You should have the element of surprise and be
able to infiltrate the station easily. Remember that the Kroth do not
leave any room for backing out of a fight – once the boarding grapples
close, they need to be cut loose. You will have to find an alternate
method of leaving the station if you cannot complete all of the
assigned missions.

As you know, every man is valuable. Bring your men back home. Equipment
is cheap, lives are not.

BRIEFING SUMMARY

Open comm channel from main control room
Eliminate all Kroth
Eliminate all scientists
Rescue prisoners
Download tech info
Escape

ALIEN DATA:
Kroth
2 castes – Workers/Warriors and Thinkers.
Workers are large, slow and tough. Thinkers are small, fast and weak.
When workers are in Warrior mode, they prefer large destructive
weapons. The don't really care who or what they destroy, as long as
they can break things. Much like the Berserker race of Altair 9.