

Since I am able to make all of the missions, I have designed a special campaign that will involve about 6 to 9 missions, depending upon how well each mission goes. The overall campaign mission history, specifications, and primary goals will follow. BTW, none of the capital ships listed below are mine, I will be serving on them just as the rest of you will, though General Maniac or General Katana could command the ships, if they are available for a mission.

The Campaign: Operation - Phantom Strike

Since the General is on an undetermined TDY, the crew of the TCS Armageddon, plus any volunteers from the TCS Katana, will be joining a newly formed, and temporary, battle group, whose mission is a deep strike into Kilrathi territory. Using information obtained from the Modified Cruiser that we captured, Intel has identified the location of the ship yard that built the modified capital ships that we encountered.

So, a long term mission is being planned to seek out and destroy this ship yard, along with any ships currently under construction. This mission will also give us some important tactical information about Kilrathi space. This ship yard is located of the far side of Kilrathi space.

The battle group for this mission will be composed of specially designed capital ships for use by the Confederation's Special Operations(CSO) group. These ships are smaller than their normal counterparts, but they have better shielding, improved speed, better weapons, advanced radar and scanners, jamming equipment, and a form of stealth technology. The stealth technology is not a cloak, but it does prevent the ships from being picked up by standard radar or scans. Plus the exterior color of these ships can be altered to allow the ships to blend into the available background. However, this new stealth technology becomes unreliable on larger ships, such as normal cruisers and carriers. Generally, any ship over 500 meters in length cannot use this new stealth technology; though Confed scientist are working on this problem. These special ships also have less living space: smaller bunk area, small bridge, very small kitchen and dining area, and almost no recreational area.

The following ships will compose the new battle group, now designated as Phantom group:

- CSO Carrier - TCS Revenant
- Length - 465 meters
- Speed - 200
- Armor - 100 dp
- Shields - 350 dp
- Weapons - 10 Laser Turrets

This carrier does not have the straight through landing bays that normal carriers have, since the engines occupy the area where the rear entrance would be located. Instead, this carrier has a single, small, entrance, but does contain a row of launch ports, located directly below the flight deck. After a fighter lands, it

is moved to an elevator, taken down one level, and is loaded into a launch port. So, the carrier can launch fighters quickly, but it can't retrieve them quickly or relaunch them quickly.

CSO Cruiser - TCS Wyvern

Length - 445 meters

Speed - 210

Armor - 100 dp

Shields - 350 dp

Weapons - 8 Laser Turrets, 6 Tachyon Turrets, Capital Ship Missiles(CSM), 2 Anti-Matter Guns

The firing of the CSM does not interfere with turret operations. Also, the Wyvern can fire up to three CSMs, before needing to be reloaded. When the Wyvern uses its Anti-Matter Guns(AMG), 5 of its Laser Turrets and 4 of its Tachyon Turrets become inactive during the turn that the AMGs were fired, since the AMGs need a lot of energy to fire. If only one AMG is fired, then only 3 Laser Turrets and 2 Tachyon Turrets would become inactive. Tachyon Turrets do 15 dp of damage. An AMG does 70 points of damage.

CSO Destroyers - TCS Banshee and TCS Specter

Length - 405 meters

Speed - 240

Armor - 100 dp

Shields - 250 dp

Weapons - 6 Laser Turrets, 4 Tachyon Turrets, Anti-Matter Gun

When a destroyer uses its Anti-Matter Gun (AMG), 3 of its Laser Turrets and 2 of its Tachyon Turrets become inactive during the turn that the AMG was fired, since the AMG needs a lot of energy to fire. Tachyon Turrets do 15 dp of damage. An AMG does 70 points of damage.

CSO Corvettes - TCS Mirage and TCS Chimera

Length - 150 meters

Speed - 250

Armor - 100 dp

Shields - 200 dp

Weapons - 8 Laser Turrets, 2 Missile Tubes

The missiles can be used with the Laser Turrets. Each Missile tube carries 6 missiles.

CSO Transports - TCS Shadow and TCS Shade

Length - 170 meters

Speed - 180

Armor - 100 dp

Shields - 200 dp

Weapons - 5 Laser Turrets

These transports are a little faster and better armored than normal transports, with a few extra turrets. Obviously, you will have noticed that these ships are

better in most ways, except for living accommodations, than their normal counterparts. You may also be wondering why the confederation doesn't have more ships like these. Well, there are two main reasons why, resources and time. These ships require the highest grade of materials and equipment and take about 3 or 4 times longer to build and test, due to their complexity. In short, the confederation does not have the time, money, or materials necessary to mass build these type of ships. Plus, these ships are not really meant for the type of longer term, deep space assignments that are meant for our normal capital ships. This mission is stretching their long term abilities to the limits, which is the reason why we are taking along two transports.

We will only be taking Excaliburs, Thunderbolts, and Longbows with us. There is only room for the best fighters. Of course, we will only have a limited number of missiles and torpedoes, along with our limited number of fighters; and there will be no chance for resupply. We will also have limited access to some advanced and proto-type weapons, but only when a mission requires them. Needless to say, this will be a very dangerous, and testing, campaign.

The reason that CSO is requesting pilots from the Armageddon and Katana is due to the fact that we have had the most experience with the Kilrathi's modified ships: carriers, cruises, and strakha. Plus we are the only ones to have successfully engaged, and defeated, the new Bloodfang heavy fighter.

Mission 1 - Sleight of Hand

This mission will involve getting this new force behind enemy lines. Though these ships cannot be picked up on radar or scan, that doesn't mean someone can't look out a window and see one of them go cruising by. So, the first mission of this campaign will involve a little diversion.

The TCS Armageddon, along with some supporting destroyers, frigates, and cruisers, plus additional fighters, will engage the Kilrathi along one of their fronts. If the attack is successful, the attack will successfully pull other Kilrathi forces in the area away from their patrol areas, leaving easy access to Kilrathi space for the Phantom group. If this mission is truly successful, we will eliminate the Kilrathi forces in the area, making the start of Phantom groups mission much easier.

Once Phantom group is behind enemy lines, and all enemy fighters are destroyed, the pilots designated for this mission will land on the Armageddon and transfer over to a specially modified Centurion, the Wraith. The remaining Kilrathi capital ships will be finished off by our remaining capital ships and any left over fighter support.

Once all pilots are on board the Wraith, the Wraith will join up with Phantom group, landing on the Revenant. As soon as the Wraith arrives on the Revenant, Phantom group will begin its mission into Kilrathi space. There will be no turning back for any pilot having second thoughts.

Using the data retrieved from the captured cruiser, Phantom group will use a series of jump points, along the edge of Kilrathi space, to work its way, indirectly, towards the ship yard. Since the jump points are at the edge of Kilrathi space, and away from the war front, Phantom group will actually leave and re-enter Kilrathi space over and over again, which should cut down on the chance of contact with the Kilrathi.

Once Phantom group has proceeded as far as they can on the outskirts of Kilrathi space, Phantom group will turn and advance toward the ship yard. Obviously this will take longer than a direct route, but should increase the chances of actually making it to the ship yard. Plus, we will literally be coming at the ship yard from behind (once we finish our trip around Kilrathi space), which is something that the Kilrathi would never expect (we hope).

Once Phantom group is near its objective, it will conceal itself in a nearby asteroid field. Specialized recon craft will be launched to make a passive scan of the ship yard. After the scan is complete, a battle plan will be drawn up and executed.

Upon the destruction of the ship yard, Phantom group will have to make its best way home. Only the most determined, skilled, and courageous pilots will be able to undertake this mission.

Obviously, this long term mission will require several sessions of play. Also, the results of each session will have impact on future sessions, such as: a lost fighter cannot be replaced; used missiles and torpedoes will be deducted from the number of missiles and torpedoes that the group started with; if a capital ship is destroyed, such as a transport, all of its supplies that it carries will be destroyed with it.

Also, the climatic attack on the ship yard will require all of the pilots that we can muster. I'm figuring on about 3 or 4 missions before the attack on the ship yard and another 2 or 3 missions for the return home (which could prove to be just as exciting since we will have a lot of unhappy Kilrathi looking for us).

Anyway, I would like to pick the best date for the ship yard attack, so that as many players as possible can enjoy the attack. I'm guessing early July, unless we play two missions a week. I have put a lot of thought into this mission (plus the missions leading up to this mission and following this mission), so this should be one heck of a mission; very target intensive.

For these missions, only the best fighters will be made available, no Arrows or Hellcats; mainly Excaliburs and Thunderbolts, and Longbows when necessary. During the ship yard attack, the 'BOOM' and 'EXPLODE' wave files are going to get a lot of use, though hopefully it will be for Kilrathi ships and not our ships. :)

Please let me know what day or days and times are best. Currently we play every Tuesday at 8:00 p.m. EST and Friday at 8 p.m. EST. The only day that is bad for me is Saturday, since I either host or play other RPGs held by the Guild. As each mission is completed, the next mission scenario will be released, after the results of previous missions have been taken into account. Okay, whose in?