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1.0 INTRODUCTION

Humanity, filled with enthusiasm and hubris, has spread widely across the stars. Only one other intelligent race has been encountered, and it was easily subjugated. Man is clearly preeminent in the galaxy. Sadly, for man, he is his own worst enemy....

1.1. FOREWORD

Welcome to Stars Divided. This source has been written and developed by Noel Weer with the support of Victory by Any Means (VBAM) Games and Majestic Twelve Games in our latest series of cooperative ventures. It uses the VBAM Campaign System for the overall strategic engine, and the Starmada-X tactical system to resolve starship battles. Stars Divided tells the tragic story of the Terran Star League being ripped apart for economic and idealistic reasons. You may notice some distinct similarities to other well-known civil wars in world history. This is not by accident. Many of these civil wars are a retelling of the same story. Groups bound by a common governing body perceive injustice, or any number of offenses or oppression, take it upon themselves to rebel or secede, resulting in a full war against their former countrymen. The faces may change, but the tragic story is the same.

Stars Divided introduces many new rules that customize VBAM to model a complete civil conflict, including the concepts of public support and morale. Civil wars are different than other wars. Both sides, driven by staunch idealists and patriots, inevitably suffer terribly. These are wars of the worst kind, as soldiers are not simply fighting a faceless enemy. They know the opposition, sometimes personally, and must face them on the field of battle.

Civil wars stand out in our public consciousness. There is often a sense of betrayal in the dissolution of common union, and in taking arms against former countrymen. The real tragedy is that no matter the outcome, the wounds take years to heal, and the toll is often high. It has been said that no nation matures until it has weathered such a storm – the conflict determines the course of the nation. There is no doubt England and the United States emerged from their respective civil wars very different from when they entered them. No matter the outcome of the Terran Civil War, the Terran Star League in the years that follow is not the Terran Star League that decided to fight the secessionists. I have no doubt Noel will explore these in future supplements.

- Jay Waschak

1.2. OVERVIEW

This material represents the story and campaign defining a civil war that divides the interstellar domain of humanity. Here you will find all the campaign-specific material needed to play out humanity's civil strife. The fate of mankind is in your hands.... Who will win? Will mankind be united and whole before new and greater dangers are discovered?

This information is designed for use with Starmada: X and the Victory by Any Means (VBAM) Campaign System. The minimum requirement to use this material is the Victory by Any Means: Campaign Guide. To make complete use of this information you will need a copy of

- Starmada X (recommended to get the most out of your battles as you fight the war)
- Victory by Any Means: Starmada Edition (only if you are using Starmada X for your tactical system)
- Victory by Any Means: Campaign Moderators Companion (for best use and understanding of some rule materials here)

1.2.1. What is Starmada: X?

Starmada is a simple (but not simplistic) board game of starship combat in which players square off in a general attempt to blow each other's fleets into millions of tiny pieces.

Starmada is much more than just another game tied down to its own background. Instead, Starmada can be played in just about any science fiction setting you can imagine. There are dozens of optional rules, exotic special equipment items, and menacing weapons that can be used or discarded at your discretion—all to help create the type of game you want to play. To learn more, visit the Starmada section of the Majestic Twelve website at <http://www.mj12games.com/>.

1.2.2. What is VBAM?

Victory by Any Means (VBAM) is a generic sci-fi campaign system used to manage a stand-alone campaign environment, or is capable of interfacing with an existing game system. Unlike some campaign systems, VBAM is easy to run, both for players and game masters alike, but has great breadth. Research, intelligence networks, space and ground combat, colony insurrections — rules

for all of these (and more) are included in the VBAM campaign rules.

The Victory by Any Means family of games is constantly growing, both in printed form and through online support. Please visit the VBAM site at <http://www.vbamgames.com/> for VBAM discussion, updates, battle reports, game ideas, and new source material.

1.3. REFERENCING RULES FROM DIFFERENT SOURCES

Stars Divided extensively references other VBAM game supplements by abbreviation. Refer to the list below for the list of products and their abbreviations.

CG	Victory by Any Means Campaign Guide	Core VBAM Book
CC	Campaign Moderator's Companion	Book of optional rules for more complex play
EMP	Escalation Wars: Empire Rising	Campaign supplement with a unique setting and history
WBK	The Wars of the Boltians and Kuissians	Campaign supplement with a unique setting and history
SE	Starmada Edition	Rules linking the Starmada: X tactical system with VBAM strategic rules
MG	The Menagerie	Rules for the creation of unique VBAM races

Example: When referring to the 3.2 Turn Orders Phase section of the VBAM Campaign Guide, a rules designer would reference the rule entry as "VBAM CG 3.2 Turn Orders Phase".

1.4. USING THIS SOURCE MATERIAL

This book provides history, maps, unit and vessel data, system information, and specific rule suggestions and changes to play a campaign in this setting. The VBAM Yahoo group will have some reference files and Excel sheets posted to assist your play.

<http://games.groups.yahoo.com/group/VBAM/>

1.4.1. Terms in Use

Some common terms used within this material are listed here for reference.

Core Worlds: As the history in Chapter 4 will explain, certain star systems were the founders of

the current ruling government of humanity. These worlds have built-up economic advantage over the years and are critical to League infrastructure.

Covenant of Man: The rebel systems in this civil war. These worlds have felt restricted and unfairly treated by the oligarchs of the Core Worlds. They are fighting for freedom to manage their own worlds as they see fit, even at the cost of enslaving a sentient race.

Fighter: Fighter is the standard Starmada term for combat craft commonly associated with the image of a single pilot dog fighting against other fighters. VBAM normally calls these *flights*. Fighters will be the default term in this material, but you may see both terms used interchangeably.

Haur: The Haur (pronounced "ôr") are the only intelligent alien race that humanity has encountered in space. They are warm-blooded, bipedal, shorter than the average man, and covered in short, coarse fur in various shades of blue.

Humanity conquered and enslaved the Haur decades ago. It is the moral dilemma of this enslavement that has produced the conditions of this campaign material.

Hyperdrive: Travel between star systems is managed using hyper-dimensional transit engines individually installed aboard starships. Material within these rules will deal with the physical limitations of this technology.

Hyperspace: Scientists and fictional writers had theorized for generations about the existence of hyperspace: space in which laws of physics might be circumvented to permit faster-than-light travel. This was proven a reality and now, for lack of a better description, hyperspace is essentially a shortcut through the physical universe.

K/E/B (Kinetic/Energy/Ballistic) or K/E/G (Kinetic/Energy/Guided): The KEB designator is a descriptor for specialization in Starmada defense modes to deal with distinct types of weaponry. Introduced to support VBAM WBK, it also used in the Stars Divided Universe, with some minor modification:

- **Kinetic** refers to weaponry that is targeted from the firing ship and the weapon launches in a straight line to the delivery point. The weapon package is normally a physical object, designed to inflict direct damage and harm to the target – such as a bullet or other accelerated physical object. Kinetic defenses are point defense turrets, sand casters, and