

THE PROXIMA CENTAURI CAMPAIGN

CERBERUS



TASK FORCE
GAME #3

BELFLOWER DIT 07

OTHER EXCITING SCIENCE FICTION GAMES FROM TASK FORCE

ASTEROID ZERO-FOUR



Both players command an Asteroid Base armed with Missiles, Laser Towers, and manned Spacecraft in this exciting game of space combat.

STAR FLEET BATTLES



Can you command a Starship? STAR FLEET BATTLES depicts the excitement of individual ship actions in deep space for two or more players.

STARFIRE



STARFIRE captures the suspense and terror of battles between Fleets of space warships ranging from massive Superdreadnoughts to lowly Corvettes.

Published by TASK FORCE GAMES, 405 South Crockett, Amarillo, Texas 79106 (Telephone (806) 376-6229). Dealer Inquiries are welcome. Hobby and game stores, please ask for a list of qualified wholesalers. TASK FORCE GAMES are available to individuals in hobby stores and from several direct mail sales companies. Games are not directly available to stores and individuals from TASK FORCE GAMES. Please do not order from us. If your hobby store does not carry TASK FORCE games, send us his name and address and we will have our wholesalers contact him.

We will cheerfully answer questions on the rules of our games. Please phrase your question in such a way that it can be answered yes or no, or perhaps with a few words, and include a stamped self-addressed envelope. TASK FORCE GAMES is actively seeking free-lance game designers for future games. Please inquire before sending a playtest copy.

Printing by Standard Printing Company of Amarillo, Texas.

1.0 BACKGROUND AND HISTORICAL COMMENTARY

The Human Race had, by 2090, completed a rather thorough survey of their planetary system. This survey had exposed a rather unusual anomaly, which happened to be a "Warp Point" — one end of a two way path between Earth and the Alpha-Centauri star system. This fact was determined with unmanned instrument ships. Manned exploration vessels did not make the journey until mid-2091. At the Centauri end of the warp-path, the Human explorers found a small planet circling the star PROXIMA CENTAURI. This planet was orbited by three small moons moving in highly erratic orbits. Keeping with classical mythology the Humans named the planet "Cerberus," after the three-headed dog that guarded the gates of Hell.

The Human survey team, on their small exploratory ship "Columbus," quickly established an orbit around Cerberus, and prepared to land exploration teams.

Before they could, however, the scanners on the Columbus picked up another ship approaching at high speed. It was the first contact with another race. Semi-reptilian in appearance, the "Cetians," as they were quickly named (the astronomers established that they were from Tau Ceti), were most hospitable to the Humans. They were taken on a tour of the entire system, which included 14 planets, 17 moons, a couple of thousand asteroids, more than a dozen comets, as well as 34 Cetian ships (many of which were out-and-out warships) and 200,000 Cetians, of which 80,000 were occupation combat troops.

The Humans asked the purpose of this, and received vague stories of other races on the fringes of the Cetian Empire (which included some 15 stars). The Humans then offered cooperation in trade, exploration, sciences, and, if necessary, a military defense pact. They were turned down on all counts. The Cetians wanted no further contact with Earth and specifically did not want any Human visitors, colonists, or exploratory ships visiting Centauri. The Cetians really expected the Humans to go home and stay there.

But the Human Race was not interested in "staying home." Reduced by three devastating wars (2010, 2029, and 2045) to only a billion people, the Human Race had managed to finally create the technological society so long hoped for. No one on Earth went hungry, and everyone could read and write, if only barely. The Human Race had poured massive portions of its Gross World Product into reaching Proxima Centauri, and was not going to be told to stay out of space. Man's destiny was in the stars, and he intended to go take it, by force if necessary.

The military leaders of the world studied the data from the Columbus for almost two years before formally presenting their plans to the United Nations Council. A Fleet would be built and an army raised (100,000 men were deemed adequate). The object of the first stage of operation would be to seize the planet CERBERUS, gateway to Centauri. The reasoning for choosing Cerberus was overwhelming. Closest to the Warp Point, it would be the easiest to take, and impossible to bypass. The Cetian colony on Cerberus was small, and the Cetians could not dare to strip the rest of the system of troops to fight for it, since this would leave more valuable planets vulnerable to a surprise coup. Cerberus was also a class M planet with a breathable atmosphere, eliminating the need for the troops to spend weeks in pressure suits.

The military theorists had also, in those two years, worked out a totally new style of warfare. Theorizing that the Cetians could not afford to commit more than about 30,000 combat troops to Cerberus, it was decided that 50,000 Humans could take the planet. Since the Humans would largely arrive in the early part of the battle, and the Cetians would arrive in small groups, a more or less constant 3 to 1 ratio of combat power was considered achievable with that number of troops.

The problem, largely, was how to capture and hold an entire planet with only 50,000 men, and at most 30 combat battalions. The answer, of course, was that you cannot begin to hold it, only to patrol it. Strong Bases must be established, and entire continents patrolled. Then strong fighting elements would be sent out to capture specific areas. It was generally considered that the "key terrain" in this new style of warfare would be "resource" areas, where various kinds of fuel were readily available. If you held the mineral deposits, you held everything on the planet worth having, and if you held everything on the planet worth having, you held the planet.

The Cetian military system, which was studied closely, consisted of independent battalions having rather loose ties to regimental histories. Conveniently, this was the system that the United Nations Forces had used since the Eastern system of rigid regiments was broken up, along with the East, in the War of 2010. Cetian combat battalions were virtually all identical except for their transport vehicles. Some battalions were equipped with jet-powered hovercraft, and were capable of tactical deployments of up to 2,000 km per day. Others were mounted in