Wild Space

The Enemy has subjugated the planets and people of Wild Space and the Outer Rim. The PCs will select missions to engage in, progressing the Wild Space War one week at a time, gathering resources, allies, and fighters to aid in their fight against the Enemy. If they become strong enough, they’ll be able to lead battles, liberating the oppressed peoples under the Enemy’s rule. Maybe eventually even stopping the Enemy.

Types of Missions

Assassination: kill a high-level commander or other Enemy asset

Sabotage: destroy or disable a key Enemy facility

Intelligence: get leads on other missions to engage in. Most will expire after some time

Recruitment: obtain new members for the fight, either by helping them or getting them something they need

Acquisition: recover or steal material goods for the war effort

Liberation: lead a mass combat battle to free a location from Enemy control

Defend: repel Enemy invasion

Recruitment

Land sizes: squad, platoon, company, battalion

Space sizes: single, flight, squadron

Trivial (1G)

Low (2G)

Medium (3G)

High (4G)

Elite (5G)

Technical

Forces: each force type will have a name, base strength rating, base size, current strength rating, and current size. A battleship force could be:

Name: Imperial Star Destroyer

Type: Space

Base Strength: 4

Base Size: Single

Current Strength: 5

Current Size: Flight

A force’s strength cannot exceed 5, and excess strength would be better kept in reserve or redeployed elsewhere. A force’s strength cannot fall below 1, as such forces cannot meaningfully contribute to a mass combat. Some space type forces may also contribute to land battles, increasing their strength by 1.

Force types will be stored in the Forces table. Current assets will be stored in the Assets table.

Forces

ForcesID: PK

Name: String

ForceType: [Land, Space, Hybrid\

BaseStrength: [1-5]

BaseSize: [Squad, Platoon, Company, Battalion, Single, Flight, Squad]

Assets

AssetsID: PK

ForcesID: FK

Name: String

CurrentStrength: [1-5]

CurrentSize: [Squad, Platoon, Company, Battalion, Single, Flight, Squad]

FactionID: FK

Factions

FactionID: PK

Name: String