

# ***Den of Wolves***

***A Megagame of Survival, Politics and  
Paranoia in the 27<sup>th</sup> Century***



## ***BACKGROUND GUIDE***

*'Den of Wolves' was designed by John Mizon for South West Megagames.  
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# Contents Page

The Interstellar Council.....3

    The Old Nations.....3

    The New Nations.....4

The Attack.....5

The Survivor Fleet.....5

# The Interstellar Council

It is the 27<sup>th</sup> Century and thanks to Faster Than Light (FTL) technology, humanity has spread to multiple star systems. Research missions became colonies, colonies became self-sufficient societies, and before too long, these societies became powerful, independent interstellar nations in and of themselves. Many battles were fought over the centuries, but eventually humanity settled into a state of relative peace, as the Old Nations on Earth began to share more power and influence with the New Nations across the void of space.

And so it was that the Interstellar Council was formed – a government that represented the Old Nations and the New.

## The Old Nations

On Earth, the birthplace of humanity, there exist three Nations that have been in power for centuries. Long before the formation of the Council, these factions were unparalleled in power and influence, and between them they controlled the colonies that would eventually become the New Nations.



### **The Federated Atlantic Syndicate (FAS)**

The FAS covers most of the North American and European landmasses, and has historically been a nation focused on financial power and demonstrating its own superiority wherever possible. Though its supremacy is now only a memory, they still wield considerable financial and diplomatic influence in the council. Some within the FAS hold a generations-old grudge against the

Nation of Rosal, as they were the first colony to successfully win their independence several hundred years ago.



### **The Confederated Peoples of Asia (CPA)**

The CPA covers most of the East Asian landmass, and maintains control of its massive population through a strong focus on national identity and working towards the good of the nation. Whilst they are technically old rivals of the FAS, as the centuries went on, they have found they have more and more in common with them, considering the rise of the New Nations. The CPA have

long been political enemies of the Wolfers – even before the current crisis – as Wolf 1061 was a mostly CPA-held system when the Wolf independence forces took control of it with little mercy shown to the pro-CPA soldiers and citizens there.



### **South American Nations (SAN)**

Covering the landmasses of Central and South America, the SAN have historically been political allies of the CPA, especially when the FAS had proved a common enemy. These days are now long gone as the emergence of the New Nations shifted the balance of interstellar power considerably. The SAN is now more commonly concerned with being fairly represented compared to its louder,

more influential Old Nations counterparts.

## The New Nations

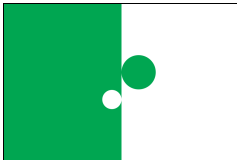
As the colonised planets in far off systems gained their independence, their relative disadvantages in technology and resources began to diminish as they took advantage of their room to expand and a flexibility in establishing their own political and economic systems.



### Rosal

One of the earliest planets to see large-scale colonisation, Rosal was also the first to successfully gain independence from the Old Nations, beginning with a violent war against FAS rule, before eventually signing treaties with the CPA and SAN to renounce control of their territory in exchange for certain economic and political benefits. As well as holding a mutual grudge against the

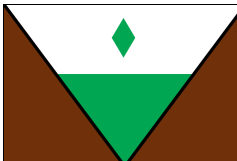
FAS, Rosal is often outspoken in the Council, being unafraid to speak out against all powers – Old and New, who take actions that they do not agree with.



### Proxima

Settlement on Proxima B started about the same time as on Rosal, though it did not gain its own independence until much later. As a large planet with heavily spread out urban centres, rebellion was difficult to get in motion. Proxima's independence came much later, with relatively little violence – primarily being a sweeping political change. The independence movement

benefited from sympathetic local garrisons that saw themselves more as residents of Proxima than servants of the Old Nations they represented. Proxima tends to be less prone to intervention in the Council than its fellow New Nations, but has a strong streak of defensive decision making. They are not quick to trust, but can be reliable allies when properly compensated.



### Gliese

Gliese's history has been dominated by the mining operations conducted across its surface. The planet of Gliese 832C was quickly recognised by early scouts as a source of many rare and valuable minerals, and even today it is one of the biggest providers of stryrium ore. Gliese gained its independence through a mix of violence and industrial action, eventually

gaining control of its own mining operations, and thus becoming a major influence on the Council due to its wealth in resources.



### Wolf

The harsh terrain on Wolf 1061C led to a densely-packed urban population. By the time of the rebellion, the CPA had almost complete control, having pushed out all FAS and SAN forces. The Wolf rebellion was incredibly violent, with little mercy shown to CPA soldiers and civilians alike.

# The Attack

Though the Council was always fraught with heated debate and aggressive negotiation, it played its part in giving all of humanity's nations a place to debate their problems face-to-face rather than waste resources and lives in costly wars. However, the Interstellar Council still felt the need to create and maintain a military force, as pirates and small rebellions needed to be kept in check.

As such, it wasn't too great a concern when in recent decades, the nation of Wolf had become more hostile and reclusive, eventually pulling out of the Council completely. Though there was very little intelligence on what was happening on Wolf, it was generally believed that it would sort itself out internally, and the overwhelming strength of the combined Interstellar Council Service Navy would protect the Council's member nations if Wolf did anything rash.

"The Attack", as it came to be known, took everyone by surprise.

Announcing their intention to enact the total obliteration of all other nations, the Wolf Navy launched a combined attack on the ICSN and planetary defences across inhabited space. Advanced cyber-attacks managed to knock out automated defence protocols and cut off Command & Control networks. Carefully placed strytium-yield bombs detonated in major munition stockpiles and aboard larger military vessels, and meticulously placed sleeper agents simultaneously performed uncountable assassinations, sabotage and sending of falsified information.

The entire event was chaos. No-one knows how many lives were lost or how many vessels were destroyed, but the results were catastrophic. Major urban centres were bombarded and any surviving vessels the Wolf Navy found were destroyed without the option of surrender. Except for Wolf, the combined planets of humanity were lost.

# The Survivor Fleet

And yet there was hope.

The ICSS Aegis was undergoing system repairs during the attack, meaning that the cyber-attacks were unable to penetrate its systems. At a repair station deep between systems, it was also safe from the majority of the Wolf Naval forces, which were focused on planets.

In the days following The Attack, a number of vessels of varying sizes found the Aegis one way or another, and eventually a fleet was formed out of ships that had survived.

An emergency government was created in the form of a new Interstellar Council. The original Council's members had been lost to The Attack, and so representatives of each nation were appointed from the survivors. The previous council's Member for Transportation inherited the title of President, being the next in succession of all known surviving Executive Council Members.

Though there were some, especially aboard the Aegis, who wanted to turn back and fight the Wolf forces, it was decided that the Survivor Fleet would instead attempt to get as far away from the Wolfers as possible in order to preserve the lives of those already present.

## **The Star Alpha**

The Star Alpha is the name given to the vessel transporting the President of the Council – in the Survivor Fleet, this is also functionally the President's permanent residence. This is a re-purposed luxury vessel, and very small compared to the other vessels in the Fleet.

## **The ICSS Aegis**

The Aegis is a medium-sized military vessel, functioning as both battleship and carrier. As well as having some weapon batteries, it carries a healthy complement of both space fighter squadrons and marines.

**Space Fighters** – Space Fighters are small, one-person craft typically used in close engagements between larger vessels. They are designed to be fast and highly manoeuvrable, but in order to achieve this, they compromise on defence, leaving them very lightly armoured. They are commonly equipped with light, rapid-firing weaponry for dogfighting with other Fighters, but also often have a small complement of high-power ordnance so that they can cause significant damage to larger vessels with a well-aimed strike.

## **The Dione**

The Dione is a huge luxury cruiser designed for long-term recreation. In the Survivor fleet it has been re-purposed as the home of the new Interstellar Council, as well as housing the vast majority of the fleet's previously FAS-resident civilians. The Dione still has high-end luxury facilities on board, as well as a small complement of fighter squadrons for personal security.

## **The Icebreaker**

The Icebreaker is a large mining vessel, providing an essential function for the Fleet by harvesting important materials and stryrium ore from nearby asteroids. The mining drones are very effective but require a lot of manpower to maintain and operate. Having originated in a CPA orbital shipyard, the Icebreaker is mostly populated by the Fleet's CPA-resident civilians. Like the Dione, it also has a small complement of fighter squadrons for security.

## **The Lucas**

The Lucas is a SAN-built vessel designed to re-supply research stations with water in the event of unforeseen issues or emergencies. In the Survivor fleet it provides a great deal of the Fleet's much needed water supplies, as well of being a place of technical prowess, with some excellent engineering minds on board. The Lucas is mostly populated by the Fleet's SAN-resident civilians.

## **The Shepherd**

The Shepherd is a very large food production vessel, designed to grow food in deep space or orbit for various interstellar missions or surface-based emergencies. In the Survivor Fleet it provides most of the Fleet's food supplies. The Shepherd is also where most of the Fleet's Rosal-resident civilians now live.

## **The Quellon**

The Quellon is a general purpose operations vessel designed to provide support for missions or emergencies for Proxima. It has facilities for producing large quantities of water, as well as its own fighter squadron complement.

## **Refinery 124**

One of Gliese's many refinery vessels, Refinery 124 has taken on many Gliese civilians, but a great deal of its crew are still workers in the refinery stations – working hard to provide the Survivor Fleet with the strytium fuel it needs to avoid pursuing Wolf forces.

## **The Salvador**

The Salvador is a small, SAN-built hospital ship that provides important medical services to the Survivor Fleet.

## **The Endeavour**

The Endeavour is a small, Rosal-built research vessel. In the Survivor Fleet, it puts its crew's academic skills to use to try and develop improvements and upgrades for the various vessels in the fleet.

## **The Vulcan**

The Vulcan is a long-distance transport for prisoners, originally travelling from Proxima. Though it originally caused some contention when it joined the Survivor Fleet, it eventually proved its worth, thanks to it being the only vessel other than the Aegis to have weapons batteries, as well as being able to provide a wealth of additional labour.

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