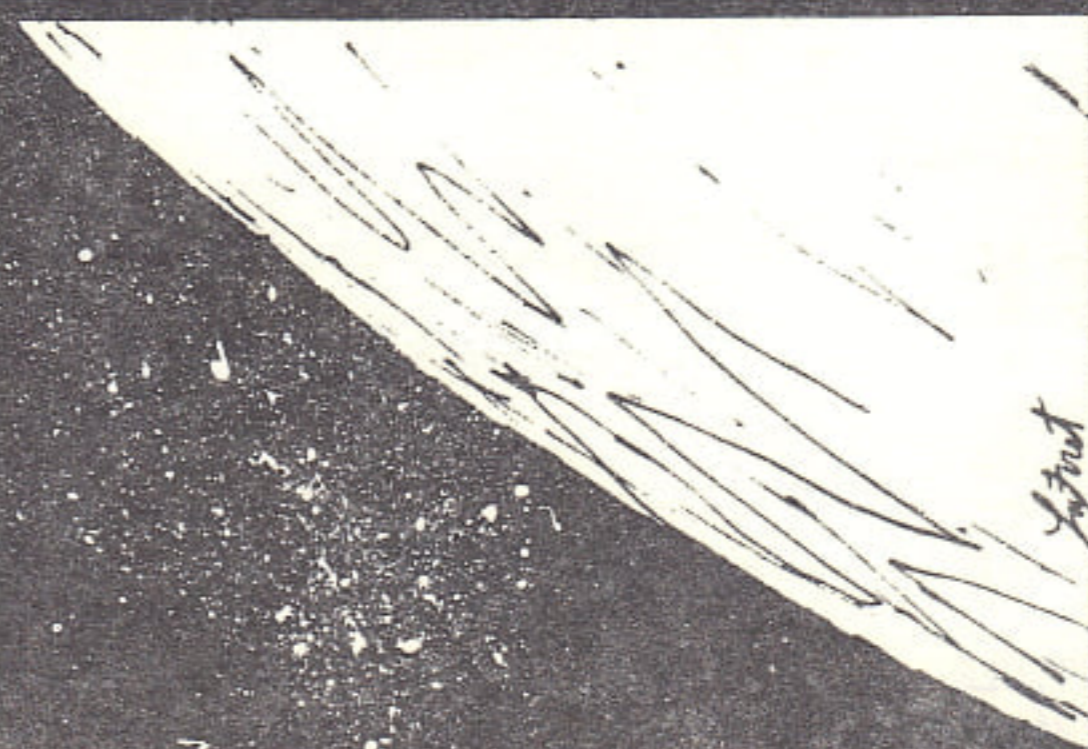
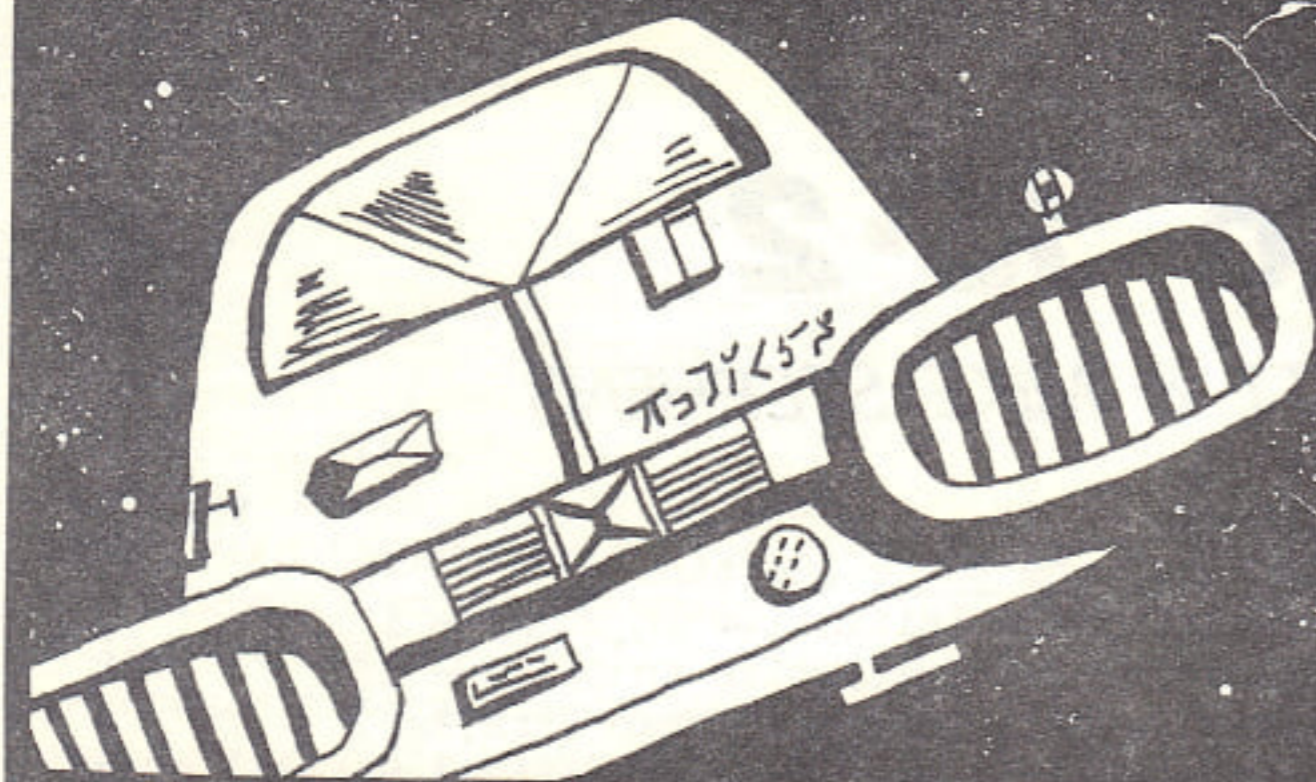


INTERSTELLAR JIHAD



by Eric Kylo

THIS ARTICLE is based on the game Starforce: Alpha Centauri, from SPI.

In several PSL starsystems, a quasi-religious movement, known as Bradleyism after its Human founder, gained mass support to the point where they effectively controlled the government. Becoming convinced that they had a duty to spread their religion to all the sentients within the Volume, they decided to launch what history was later to call the Bradletism Jihad. The Jihad badly weakened the League through unreliability of some StarForces in combat and because several systems elected to remain neutral in the hopes of avoiding occupation by either side.

Special Rules

All unlisted stars are neutral. They count 1 VP to the controlling player at game's end.

Jihad ships are presumed to carry missionary groups to convert sentients in any systems the Bradleyists capture. (Each ship carries an unlimited number.) In

order for captured systems to count for the Bradleyists, a missionary unit must be present in the star's litezulu at the end of the game. (Any blank counter or token will do for the missionary unit.)

PSL StarForces, when committed to battle, have their loyalty determined. A chit is drawn for each one, 0-4 meaning they remain loyal to the PSL, 5-7 meaning they defect to the Jihad, and 8-9 meaning they disband. The drawing takes place once per turn, at the beginning of the TacSequence or Combat Phase. Once a unit is found to be loyal, it remains loyal. PSL Stargates, presumably manned by more reliable forces, always remain loyal. Loyal StarForces should be kept track of on the plotting sheet.

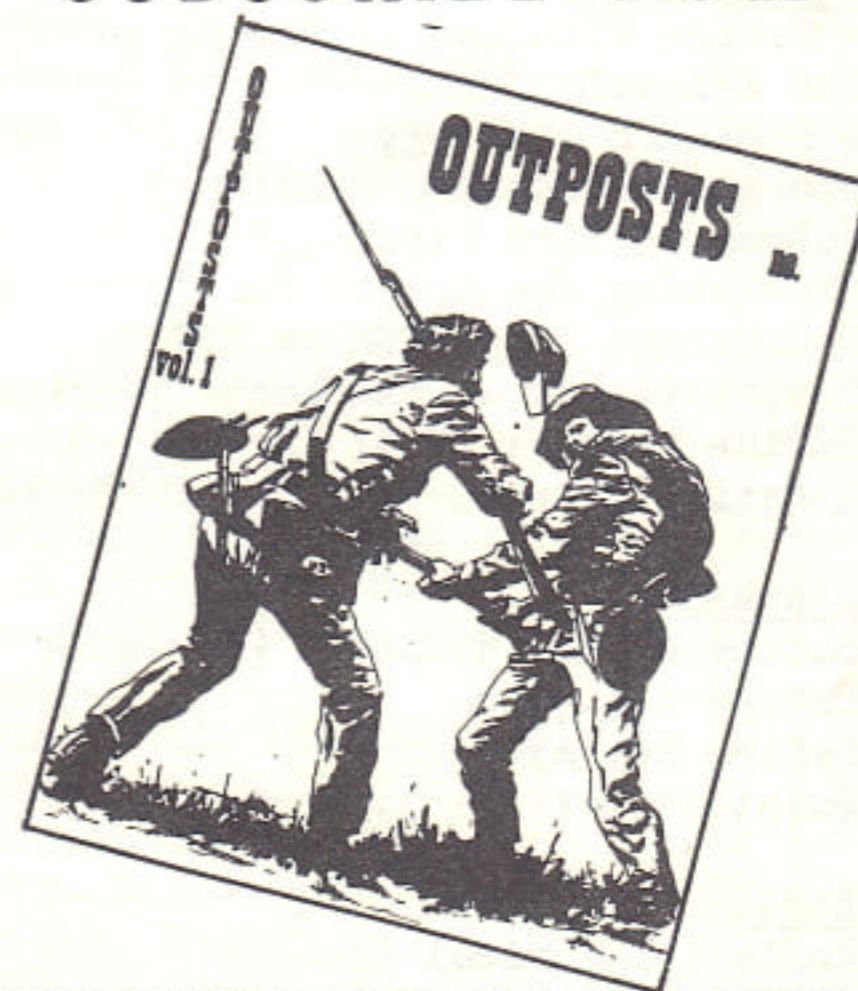
Jihad Fanaticism—Jihad StarForces may elect to double their capabilities for one turn. However, this causes them to be permanently removed from play at the end of the turn.

Replacements—The Jihad receives one StarForce for every four stars controlled at the begin-

ning of each turn, while the PSL receives one for every three stars controlled. These are placed on a friendly StarGate at the start of each turn.

Use the VP scheme from the Xenophobe Scenario, except that the Jihad must have a missionary counter on each star they are occupying instead of causing it to go nova. Twenty game turns should be about enough.

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THE JIHAD

Systems & Gates	StarForces
HR 7703 (2833/-11)	1
82 Eridani (3009/-14)	0
Tau Ceti (3015/-3)	3
Delta Pavonis (2427/-18)	1
Eta Cassiopeiae (3018/+15)	1
61 Cygni (2626/+7)	0
CD-20 (0732/-7)	0

THE PSL

Systems & Gates	StarForces
Sol (2020/0)	2
Sigma Draconis (2326/+17)	2
70 Ophiuchi (2036/+1)	2
Beta Hydri (2420/-21)	1
Epsilon Indi (2523/-10)	1
36 Ophiuchi (1636/-8)	1
HR 8832	1