Build a Space Battle



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Capclave: October 7, 2017

Agenda

---- Break

- Introduction
- Let's Build a Battle Together
 - Setup
 - Opening Moves
 - Middle Game
 - The Endgame
- Wrap-up
 - Shameless Self-Promotion

Who Am I?

David Keener

- I write genre mash-ups...
- Many of them with some sort of combat or military angle
- Anthology Editor



Warning: Discussion Ahead

This workshop requires DISCUSSION...

- We will <u>all</u> be contributing ideas
- We will <u>all</u> be discussing the ideas
- Our discussion will be respectful
- But if this isn't your thing...

...then this is <u>not</u> the workshop for you

Basic Scenario

- The <u>Human</u> sphere has expanded
- Currently at War with the **Qual**
- The Qual enslave species and destroy cultures
- The Qual have started a Big Push
- Humans just discovered an unprotected alien species, the <u>Allem</u>, in the path of the Big Push

Your Mission...

- Planetary Defense: The "Faucette" System
- Protect the "Allem" at all costs

Note: The Qual <u>take</u> planetary real estate, they don't deliberately destroy it

- So no "planet buster" weapons

Overall War Context



Battlespace: Faucette System



The Rest is up to YOU...

Setup

- Aliens
 - Human, Qual, Allem
 - General attitudes, motivations
 - High-level social organization
- Technologies
 - Relative Tech Levels
 - Space Travel (FTL, STL)
 - Weaponry

Relative Tech Levels

- Need to establish this up-front
 - Human
 - Qual
 - Allem
- How can Allem participate in battle?

Brainstorming

- We still have details to lock down...
- But let's just let our imaginations run free

WHAT happens in this battle?

Species: Human

- General Attitudes
 - Exploratory, Expansionistic, Altruistic?
- Motivations
 - Why are they out in space?
 - What are they doing?
 - Why are they protecting the Allem?
- Social Organization (High-level)
 - Federation, Empire, Hodge-Podge?

Species: Qual

- General Attitudes
 - Expansionistic, Enslaving, etc.
- Motivations
 - Why are they out in space?
 - What are they in "conquer" mode?
 - Religious? Ideological? Both?
- Social Organization (High-level)
 - Federation, Empire, Theocracy?

Species: Allem

- General Attitudes
 - Expansionistic, Enslaving, etc.
- Motivations
 - Are they out in space?
 - How will they feel about aliens?
 - How will they deal with the battle?
- Social Organization (High-level)
 - Balkanized, Loose Confederation, etc.?



Brainstorming 2

- We've locked down more of the setup...
- Can we envision anything new and different?

WHAT happens in this battle?

Our Goals

• The "Good Guys" win

- Can be a costly victory, not a Pyrrhic victory

- The Allem are saved
 - But there are casualties
- The battle is a "squeaker"
- Logistically, human forces are still trickling in throughout the battle
- All sides fight intelligently winning is EARNED

Opening Moves

- Defenders prepare their defenses
- Attackers do reconnaissance
- Forces are moved into position
- Reserve forces placed strategically
- Opening clashes
- Mutual testing of capabilities

The Middle Game

- Forces are fully engaged
- Attackers are actively degrading defenses
- Allem (hopefully) involved in ground fighting
- Reserve forces may or may not be engaged

The Endgame

- Close battle right to the bitter end
- Ending with massive orbital battle
- Significant surface clashes with grounded ships
- Costly victory => Defenders

Congratulations!

How Does It Feel to Save the Day?

Inspiration

Inspired in part by *Siege of Earth*, a short 1971 novel

Also by John Ringo's Posleen series



1971

2001

Shameless Plug



A futuristic heist behind enemy lines



What happens when a retired Marine accidentally buys a Magic Road?



"Die Hard" on the roof of a castle tower...

Upcoming Projects

- Upcoming 2022 Publications
 - Finders Keepers
 - Futuristic detective novel, with a dog as a partner
 - Bitter Days
 - A crime novelette set in the same gritty fantasy world as *The Rooftop Game*
- 2022 Anthologies, As Editor
 - The Forever Inn
 - Stories set in an inn that travels the multiverse
 - Fantastic Detectives
 - Tales of detectives with a fantasy element

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Questions

