

A History of the First Sathar War

The canon sources (AD, KH and Zeb's) only provide a brief overview of the events of the First Sathar war. In fact, the AD rules barely mention it at all. From the KH Campaign book, page 50 we have the following from the section entitled "The Sathar and the UPF":

The inhabitants of the Frontier first became aware of the Sathar when a surprise attack hit the planets of Truane's Star. Pale and New Pale were ravaged, and the few survivors fled to Prenglar via Dixon's Star. Thus began the First Sathar War.

At that time there was no Spacefleet of any sort. A number of starships had been equipped with weapons to battle pirates and members of the other three races, and this motley assortment of vessels was mustered for the defense of the Frontier. Command of the fleet was given to a Human, Vincent Morgaine, who was given the honorary title of admiral.

Morgaine chose to place his ships at Cassidine, following the sacking of the Truane system. A small outpost at Dixon's Star was to warn him if the Sathar attempted to move toward Prenglar; but the Admiral's gamble paid off. The Sathar emerged from the Void in the Cassidine system, heading directly toward the huge population center of Triad.

Admiral Morgaine and his rag-tag fleet were waiting, however, hidden among the rocks of Cassidine's dense asteroid belt. Their surprise attack on the rear of the Sathar fleet destroyed nearly a third of the over-confident enemy's ships. Apparently bewildered by the onslaught, the Sathar and their ships accelerated away from Cassidine and disappeared into the Void.

Now Morgaine made his second shrewd estimation of the unknown foe, and moved his fleet to Prenglar. While he was en route, word arrived from Dixon's Star that the Sathar were attacking there. The transmission was interrupted, and it was later learned that the outpost planet of Laco (Dixon's Star) had been ravaged as viciously as the Pale worlds.

Once again, however, as the Sathar emerged at a major population center (Gran Quivera at Prenglar, this time), the Admiral and his "fleet" were waiting. A savage battle developed around a large and, at that time, uninhabited ringed planet. During the course of the battle, nearly all of the Frontier's ships were destroyed. Admiral Morgaine's cruiser was lost with all hands.

The Sathar fleet was similarly devastated, however. The few remaining enemy ships scattered in all directions. Many of the survivors were never accounted for, but the Sathar war fleet had been utterly destroyed.

The timeline in Zebulon's Guide to Frontier space has just a few entries on the affair:

3-2PF - *The First Sathar War is fought.*

3PF - *The Sathar first appear. They attack the Truane's Star system.*

3PF - *Pale and New Pale fall. The Great Exodus to Dixon's Star System takes place.*

2PF - *The four races muster a spaceship fleet. The second Common Muster is called and put under the command of Admiral Morgaine, who immediately moves the fleet to the Cassidine system.*

2PF - *The Battle of Triad. Morgaine's fleet performs a surprise attack on the invading Sathar fleet intent on ravaging Traid. The Sathar lose a third of their fleet.*

2PF - *Dixon's Star system is attacked by Sathar fleet. Completely unprotected it is soon ravaged. Meanwhile Morgaine moves his fleet to the Prenglar system.*

2PF - *The Sathar attack Gran Quivera in the Prenglar system. The Battle of the Two Fleets is fought. The Sathar fleet is routed and destroyed. Morgaine's fleet is seriously depleted and Morgaine dies in battle. With this mutual devastation the First Sathar War comes to an end.*

Based on this basic information, some assumptions on Sathar operations, and using KH style travel times from system to system, I've worked up the following more detailed timeline of events for the First Sathar War.

Day	Event
0	Sathar armada arrives in Truane's Star System and is undetected as it begins to decelerate toward Pale
1	Sathar detect radio transmissions from New Pale. Part of the armada is split off to deal with that planet. Deceleration profiles are adjusted allow a simultaneous attack on both planets.
2	<ul style="list-style-type: none"> Sathar armada detected by sensors in the Truane's Star System. All attempt to communicate with the unknown craft fail Sub-space messages are sent to nearby worlds announcing the unknown ships but there is little information to convey. After the successes of the meetings between the races of the core four, it is expected that friendly relations will be established with the new race as well, whoever they are, once communication has been established.
3	<ul style="list-style-type: none"> A small craft with a volunteer crew attempts to make a close pass by the Sathar ships to get images and attempt to communicate. The ship is destroyed as soon as it comes within range. After the small craft is destroyed, the Sathar engage powerful White Noise Broadcasters that disrupt communications around the two planets. These also seem to jam subspace communications as all attempts at sending sub-space messages fail. Panic starts to spread among the inhabitants of the system and many ships are loaded and attempt to flee the system. Many are caught and destroyed by the Sathar fleet but some escape.
4	<ul style="list-style-type: none"> The Sathar armada arrives at Pale and New Pale, obliterating the planets' defenses while sustaining little damage itself. More ships attempt to flee the system. Almost all ships leaving at this point are caught and destroyed.
5	Ground assaults of Pale and New Pale commence. Sathar unleash hordes of soldiers and bio-constructs that quickly overwhelm the minimal defenses.
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7	Initial refugee ships jump into the Dixon's Star System.
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12	Refugee ships from Truane's Star begin to arrive at Laco in Dixon's Star. The first bring fears and tales of imagined horrors along with the reports of the invading ships. Later ships arriving over the next few hours and days bring more details and actual reports of the space and ground battle.
13	Sub-space messages are sent to all planets of the Frontier detailing the news from Pale and

	New Pale. Some take up to a day to arrive due to the distances between the star systems.
14	Discussions begin on the need for a Second Common Muster. Communication delays and the lack of a centralized government make this a fairly slow process as messages are passed back and forth between the systems. The Pan Galactic Corporation provides resources and helps to facilitate the discussions where it can.
15	Initial ground fighting on Pale and New Pale is mostly done. Just small pockets of resistance remain. A final few hidden ships make a run for it but few escape.
16	Sathar begin the process of rounding up the civilian population of Pale and New Pale and examining the technology capture. Survivors realize that very little of the planets' infrastructure was damaged in the fighting leaving the invading worms a fully operational system for study and exploitation.
17	Resistance groups on Pale continue to fight against the Sathar and do so until liberated.
18	With support and influence from the Pan Galactic Corporation, the decision is made and the call goes out from Prenglar for the Second Common Muster
19	<ul style="list-style-type: none"> • Second Common Muster call is received in White Light. The Clarion Royal Marine space forces, led by Vincent Morgaine, respond immediately and leave within twelve hours of the call coming in. • Over the next few days each system debates whether or not to participate and what ships to send. In the end every system sends at least a few ships to join the muster.
20	Yazirian worlds agree to join as soon as they hear that the CRM has already departed.
21	Fromeltar, Drammune, Timeon, and Madderly's Star agree to join the Muster
22	The vrusk worlds decide that it is in their commercial interest to help stop the Sathar onslaught and commit to join the muster.
23	Theseus is the last hold out, being the most removed from the fighting. But in the end, under pressure from the other systems and the Pan Galactic Corporation, the Minotaur government agrees to send ships.
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29	Ships from Cassidine arrive at Prenglar
30	Ships from Gruna Garu and Athor arrive at Prenglar
31	Ships from Timeon arrive at Prenglar
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37	Clarion Royal Marines arrive in Prenglar
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39	Ships from Araks arrive at Prenglar
40	Ships from Drammune and Madderly's Star arrive at Prenglar
41	With most of the ships of the muster present, discussions ensue as to who should be the commander of the Frontier forces. Many factions vie for the leadership position and no consensus is immediately reached. The discussion lasts for days.
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46	Sathar forces are firmly in control of the planets in the Truane's Star system. There are still a few active resistance groups still on Pale that continue to harrass the Sathar operations there.
47	Excess Sathar ground troops on Pale and New Pale begin embarking back to their transports in preparation for an assault on a new system.
48	Ships From Scree Fron arrive at Prenglar
49	<ul style="list-style-type: none"> • Ships from Fromeltar arrive at Prenglar • Discussion about who should lead the fleet is ended when the Yazirian faction nominates a human, Vincent Morgaine to command the fleet. Command of the Second Common Muster given to Vincent Morgaine and he is given the rank of Admiral. Admiral Morgaine names a Yazirian, Chief Harsevoort, as his second in command.
50	<ul style="list-style-type: none"> • Morgaine decides to move the Muster to Cassidine • Ships from K'tsa-Kar arrive in Prenglar just as the Muster is headed out toward Cassidine. They join the fleet as it moves. • Ships from Kizk-Kar arrive in Cassidine, upon hearing that the Muster is moving to Cassidine, they stay in the system and wait for the rest of the ships to arrive • Ships from K'aken-Kar arrive in Timeon to the news that the Muster is moving to Cassidine. They are now two systems behind the rest of the muster instead of only one away.
51	Ships from Theseus arrive in Prenglar to find that the rest of the Muster has already started toward Cassidine, they follow only a day behind.
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55	<ul style="list-style-type: none"> • Muster ships arrive in Cassidine System • Sathar ships leave Pale and New Pale headed toward Cassidine.
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57	Morgaine decides to hide the ships in the system's asteroid belt

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59	<ul style="list-style-type: none"> • Muster ships arrive in their positions in the Cassidine asteroid belt. • Ships from K'aken-Kar arrive in Prenglar.
60	<ul style="list-style-type: none"> • Sathar fleet arrives in Cassidine system and immediately detected on course towards Triad. • Ships from Minotaur arrive at Gran Quivera and begin accelerating out to meet the Sathar. • Word is sent to the K'aken-Kar ships in Prenglar to remain there.
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62	<p>Intent on the ships from Theseus accelerating out to meet them, the Sathar ships are ambushed by the ships of the Second Common Muster waiting in the asteroid field. One third of the Sathar fleet is destroyed. Survivors flee back in the direction they came towards Truane's Star.</p>
63	<p>Feeling that the tide has started to turn and realizing that ground forces will be needed to retake the captured planets of Laco, Pale, New Pale, Morgaine puts out a call for ground forces to be sent from each system and assembled at Prenglar.</p>
64	<ul style="list-style-type: none"> • The ships of the Muster regroup around Triad. They utilize the star ship construction facilities there to repair damage received during the battle. • Having anticipated the need and already having a more organized ground force, the Inner Reach militia's ground forces, along with the Clarion Royal Guards, begin embarking immediately to get under way. In addition, most of the warriors of Clan Knar-Kenda, the clan of Chief Harsevoort, also get underway from Araks.
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71	<p>Sathar survivors from the Battle of Cassidine arrive back at Pale. They immediately begin the trip to Dixon's Star.</p>
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73	<ul style="list-style-type: none"> • With the majority of his surviving ships repaired, Morgaine decides to move his fleet to Prenglar. Those ships still in need of repair remain behind to make use of the repair facilities. • Inner Reach militia ground forces arrive in Cassidine. They join up with the Muster ships as they make the journey to Prenglar • Clarion Royal Guards units arrive in Timeon. • Clan Knar-Kenda forces arrive in Athor
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76	<ul style="list-style-type: none"> • Sathar ships enter the Dixon's Star system and begin decelerating toward Laco. • Civilian exodus from Laco and Dixon's Star system begins in earnest once the Sathar ships are detected. Not many ships are still in the system having already headed to Prenglar but those left take as many refugees as they can.
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80	<ul style="list-style-type: none"> • Sathar fleet arrives at Laco and immediately begins to assault the planet's surface. As the world is little more than an outpost, the battle is over quickly and nearly all Frontier citizens are killed. Contact with the surface is lost mid-transmission. • Morgaine orders all remaining ships a Cassidine to head to Prenglar immediately.
81	All remaining Muster ships at Cassidine head toward Prenglar
82	<ul style="list-style-type: none"> • Morgaine's fleet arrives at Gran Quivera joining the ships from K'aken-Kar and ships from other systems that have straggled in late. • Sathar fleet leaves Laco headed for Prenglar • Clarion Royal Guards and Clan Knar-Kenda forces arrive at Gran Quivera and join up with the Inner Reach Militia forces. As the first three ground units to arrive at the rendezvous, they form the backbone of the eventual combined ground army.
83	<ul style="list-style-type: none"> • Various small ground force units, especially from militarily oriented Yazirian clans, trickle in over the coming days and weeks. However, no large scale army has ever been raised before and it will be weeks to months before a sizable force can be established. • The Pan Galactic Corporation once again volunteers facilities and personnel to help coordinate the effort. It also agrees to provide equipment and transport at heavily discounted rates. While many believe that the PGC has ulterior motives, the need is present and most are grateful for the work and resources provided.
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86	<ul style="list-style-type: none"> • Sathar fleet arrives in Prenglar system and starts decelerating toward Gran Quivera • Muster ships from Cassidine, also arrive in the Prenglar system from a different direction. They immediately begin maneuvers to intercept the Sathar fleet.
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88	Morgaine moves the bulk of his fleet to intercept the Sathar
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91	Ships of the Second Common Muster intercept the Sathar fleet as they pass an uninhabited ringed planet on their way toward Gran Quivera. The battle lasts for hours and most of the ships on both side are destroyed including Admiral Morgaine's cruiser and the destroyer commanded by Chief Harsevoot. That sathar are defeated and the survivors scatter in all directions. Some of the escaping ships are never accounted for. With the loss of Admiral Morgaine and Chief Harsevoot, command of the muster falls to a human, Captain Andrew

	Clinton, who is promoted to the rank of Admiral.
92	Surviving Muster ships regroup around Gran Quivera and make use of the construction facilities there to hastily repair the remaining ships.
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94	<ul style="list-style-type: none"> • After recovering from the battle and gathering in a few more ships that were slow to respond to the call to muster, the remnants of the fleet leave Gran Quivera and head toward the Dixon's Star system at Admiral Clinton's orders. • While little resistance is expected for the fleet from Sathar warships, the ground forces are ordered to wait until receiving an all clear signal before making the jump to Dixon's Star.
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96	Ships transporting the ground forces leave orbit around Gran Quivera. The Inner Reach militia, Clarion Royal Guards, and Clan Knar-Kenda forces have been supplemented with a number of small Yazirian and human units plus forces raised on Gran Quivera and equipped by the Pan Galactic Corporation. Command of the ground forces is given to Captain Steven Delrooka, Commander of the Clarion Royal Guards and he is given the honorary rank of General.
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99	Muster ships arrive in the Dixon's Star system. Initial scans show no Sathar presence in space. The Muster begins to decelerate toward Laco.
100	The fleet of ground forces transports approach jump velocity. They hold their vector and speed waiting for the word from Admiral Clinton.
101	After two days in system with no detection of Sathar forces, Admiral Clinton sends word for the ground forces to come to Laco. Upon receiving word to proceed, the ground forces complete their acceleration and jump into Dixon's Star and start decelerating toward Laco.
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103	The Muster fleet arrive a Laco. There is no sathar presence left in space. Shuttles sent to the surface show that all the Frontier built facilities have been destroyed and that there are many Sathar bio-constructs loose on the surface although there appears to be very little actual Sathar presence. No survivors from the Laco Outpost are discovered in the initial small forays to the surface.
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105	Ground force units arrive in orbit around Laco and immediately begin shuttling troops to the surface. Contact is quickly made with Sathar bio-constructs and small pockets of Sathar troops. However, the organized forces of the Inner Reach militia and Clarion Royal Guards are more than a match for the token resistance encountered.
106	Frontier forces advance on the remains of the Laco Outpost and the Tetrarch ruins. At the Outpost they encounter stiff resistance from organized Sathar forces.
107	After a day of fighting, the disorganized internal chain of command of the hodge-podge Frontier forces is causing problems and the Sathar seem to have the upper hand and are driving the Frontier forces back. The Inner Reach Militia and Clan Knar-Kenda forces turn

	out to be nearly as disorganized as the various small human units. However, the Clarion Royal Guards forces rally the Frontier troops and lead them to begin pushing back on the Sathar forces and encircling their objectives.
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109	After two more days of intense battle, the Frontier forces prevail and capture the outpost and ruins. There are no Sathar survivors at the outpost or ruins although some Sathar escaped into the Laco countryside. The Sathar would not willing surrender and fought to the last worm. All Sathar troops that were isolated for capture committed suicide before they could be brought into custody.
110	With the surface firmly in control of the Frontier ground forces, they are left to hold the planet and try to mop up escaped Sathar while Admiral Clinton moves his fleet on to Truane's Star to engage any Sathar ships there.
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114	Muster ships enter the Truane's Star system and begin decelerating toward Pale. A few sathar ships are detected orbiting both Pale and New Pale
115	The Sathar ships break orbit and begin accelerating out of the system. Admiral Clinton splits his forces. Some remain at their high velocity and attempt to intercept the fleeing Sathar vessels. The rest continue their deceleration toward Pale
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118	The Muster ships overtake the Sathar vessels before they reach Jump velocity. Almost all of the Sathar vessels are destroyed and only a few Muster ships were lost as the Sathar vessels were mostly lightly armed troop transports and supply vessels
119	<ul style="list-style-type: none"> • The initial Muster ships arrive at Pale. They find a few small Sathar vessels in orbit. The ensuing battle is short and one sided in favor of the Muster. • After the battle is over it is readily apparent even from space that much of the civilization centers has been destroyed.
120	Shuttles descend to the planetary surface to find that many areas are still held by Sathar ground troops. With the bulk of their ground forces still in Laco, no real offensive can be mounted.
121	Admiral Clinton orders some of the ships returning from engaging the fleeing Sathar vessels to head to New Pale and inspect that planet as New Pale in on the other side of the system and closer to the returning ships.
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123	Muster teams on the ground on Pale meet up with one of the surviving resistance groups. Although unable to provide significant manpower yet, they can supply some additional weapons. Serving as “advisors” they also begin to learn some of the tactics of the Sathar forces that have been learned by the resistance fighters through hard experience over the past three months.

124	More troops have continued to arrive and assemble at Gran Quivera in the Prenglar system. While the newer soldiers are not as well trained as the initial group, they are equal to them in number. Admiral Clinton orders the troops assembled at Gran Quivera to move to Laco to relieve the forces there.
125	Muster ships arrive at New Pale. They find the situation there similar to that on Pale. Much of the cities have been destroyed and are occupied by Sathar troops.
126	<ul style="list-style-type: none"> • Remaining Muster ships that had engaged the fleeing Sathar vessels arrive in orbit around Pale. • Troop transports leave Gran Quivera headed to Laco
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134	Troop transports arrive at Laco. Half of the new troops, the majority of which are PGC recruited personnel, are left behind on Laco to hold the planet. The remainder join up with the original troops and prepare to head to Truane's Star.
135	The Frontier ground forces leave Laco and head towards Truane's Star.
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140	<ul style="list-style-type: none"> • The ground forces, commanded by General Delrooka, arrive in the Truane's Star system. • Admiral Clinton orders the Clan Knar-Kenda forces to take the new recruits and secure the surface of New Pale while the others head to Pale and being operations there. However, Clan Knar-Kenda adamantly refuses claiming that they are honor bound to fight beside “Clan Morgaine”, their name for the Clarion Royal Guards, especially after the CRG had saved them from defeat on Laco. • Not wanting to cause a rift or further problems down the line, Admiral Clinton reorganizes the order of battle and send the Inner Reach militia, along with half of the new recruits to New Pale. The CRG, Clan Knar-Kenda forces, and the other half of the new PGC forces are to land on Pale.
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144	Frontier forces arrive at Pale. They immediately begin moving the troops to the surface where they meet up with the resistance forces bringing desperately needed supplies and manpower. General Delrooka and his advisers, along with the leaders of the Pale resistance groups begin mapping out a campaign to eliminate the Sathar from the surface of the planet.
145	<ul style="list-style-type: none"> • Frontier forces arrive at New Pale and begin landing on the surface. • It is apparent to General Delrooka that they currently do not yet have enough troops to fully neutralize the Sathar on Pale. However, they can begin to harass the Sathar garrisons and eliminate their supplies in preparation for a full scale assault once more troops arrive.
146	<ul style="list-style-type: none"> • Forces on New Pale meet with resistance forces on that planet. They learn that the Sathar presence on New Pale is fairly small and begin planning on how to eliminate them. • Another convoy of troop transports and supply ships leave Gran Quivera headed toward Truane's Star.
147	<ul style="list-style-type: none"> • Forces on Pale begin raids on Sathar positions, specifically targeting supply positions. • New Sathar ships arrive in the Truane's Star system headed towards Pale. Admiral Clinton dispatches all of the Muster's warships to intercept them.
148	Fighting begins on New Pale between Frontier forces and the occupying Sathar.
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150	<ul style="list-style-type: none"> • The Muster ships engage the incoming Sathar vessels. While the Sathar vessels are lightly armed, being composed mostly of troop transports and supply vessels, there are a large number of them and the battle drags on for hours. • Eventually the Muster is victorious but casualties are high, many ships being lost to ramming by the Sathar vessels. Admiral Clinton's flagship is seriously damaged and the Admiral himself is wounded when his ship was rammed by a supply freighter filled with ordinance that exploded after the impact.
151	With raids by the ground forces on Pale against Sathar supply targets having been quite successful and the loss of the resupply convoy, the General Delrooka realizes that the Sathar position will become desperate fairly quickly. Based on the observed Sathar mentality, he fears that there will be a mass genocide of Frontier citizens by their Sathar captors if something isn't done. Despite orders to wait for reinforcements from Prenglar, the Frontier forces begin planning an offensive to free the capture Frontier citizens.
152	Forces on Pale step up raids and attacks on Sathar supply depots while shuttling as much ammunition and weapons as possible down from the Muster ships in orbit.
153	Forces on New Pale recapture many of the smaller towns scattered around the planet. Each town liberates captives, many of which join the army to help secure the rest of the planet.
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155	Frontier reinforcements arrive at Laco and continue on towards Pale.
156	Scouts from Point True report that the Sathar has shut the city down and are rounding up all the citizens into a common holding area in the center of the city. General Delrooka fears this is the first step towards the genocide move he is expecting. Preparations for an attack on the Sathar positions are accelerated.

157	<ul style="list-style-type: none"> • The Sathar detonate several large explosives that destroy several of the smaller towns around Point True. Realizing time is up and unable to wait for reinforcements, General Delrooka orders the assault on the Sathar in Point True to begin. • Having secured the countryside on New Pale, forces there begin preparations for the assault on New Pale's capitol, Simeon's Rest.
158	<ul style="list-style-type: none"> • Frontier forces launch their assault on Pale just before local dawn. • Several teams had been sent in in advance to infiltrate the prisoner holding area. They had been specifically tasked to look for and eliminate any weapons or bombs that could be used to kill the imprisoned citizens. • The fighting is much easier on the Frontier forces than feared. Apparently the Sathar supply situation was even worse than expected. However, the fighting is still intense as the Frontier forces are outnumbered nearly five to one. The Sathar are poorly armed but there are an awful lot of them to deal with.
159	<ul style="list-style-type: none"> • The fighting continues to rage non-stop into the next day. The Sathar have nearly broken the Frontier forces several times but each time the CRG has rallied the troops to push back the Sathar counter-attacks. • By late afternoon, the Frontier forces have completely surrounded the remaining Sathar troops. By this point the Sathar have been almost completely reduced to hand-to-hand combat while the Frontier forces still have ranged weapons. As the Sathar will not surrender, the Frontier forces have no recourse but to slaughter them wholesale. • During the fighting, the Sathar attempted to kill the captured Frontier citizens. Luckily the infiltration teams sent the previous day had done their job and eliminated most of the weapons and traps that had been set to both destroy the city and its citizens. However, a few bombs were missed and they were successfully detonated by the Sathar killing thousands of citizens and destroying several historic buildings in Point True. • Having received word of the assault on Point True and realizing the same psychology would be at work on New Pale, the forces there begin their assault on Simeon's Rest. On the down side, the Frontier forces on New Pale are not nearly as prepared as those on Pale and the Sathar are better equipped. However, there are a lot fewer Sathar holding New Pale and the opposing forces are about even in number.
160	<ul style="list-style-type: none"> • Fighting ceases in Point True as the last of the Sathar in the town are destroyed. While many escaped into the surrounding countryside, the Frontier troops are too exhausted from the battle to pursue them. • Forces on New Pale succeed in taking control of Simeon's Rest. Many of the captured citizens were murdered by the Sathar during the fighting but many more were rescued by the Frontier forces. While not as clean of a victory as they would have liked, they did succeed in defeating the Sathar and rescuing the majority of the New Pale citizens.
161	<p>Taking stock, nearly half of the Frontier Forces on Pale were killed in the assault on Point True. Though weary and exhausted, there is still more to be done on the planet and teams are sent out to secure many of the smaller cities still being held by Sathar troops.</p>
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164	Reinforcements arrive at Pale and New Pale. They are immediately put to work capturing and controlling the smaller outlying towns and hunting for Sathar that have escaped into the countryside.
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180	After several more weeks of fighting, the Frontier forces are able to sweep the Sathar out of the remains of the various cities of Pale. Many Sathar escape into the Pale wilderness along with many of their bio-constructs. They will be a perpetual thorn in the side of residents and immigrants trying to rebuild for years to come.
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All days are Galactic Standard Days