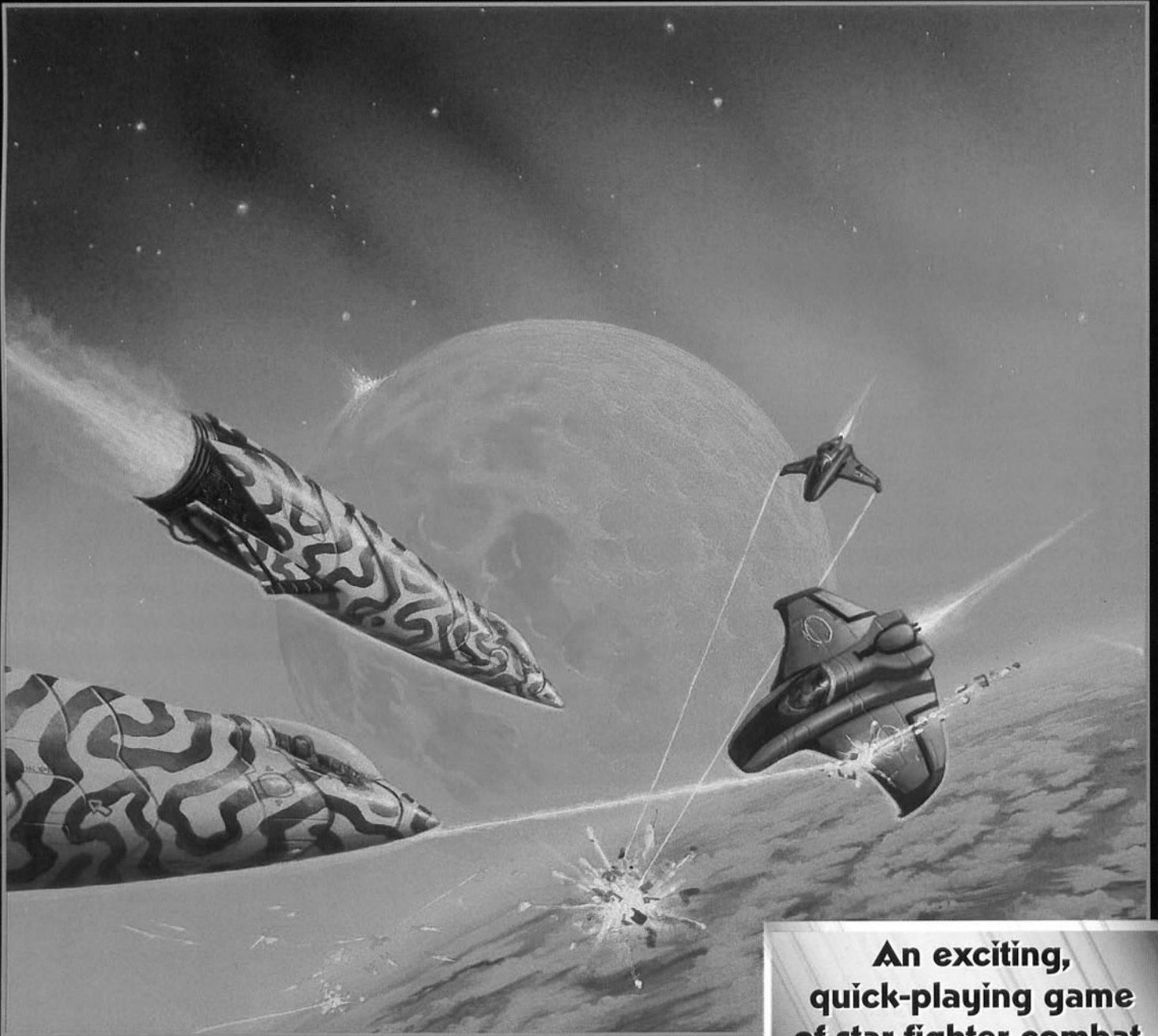




RULEBOOK

SILENT DEATH™

THE NEXT MILLENNIUM



**An exciting,
quick-playing game
of star fighter combat.**

SILENT DEATH



Silent Death



This one's for my ever-expanding family. May we always keep growing.

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Welcome

Introduction

Welcome to *Silent Death: The Next Millennium*, a fast-paced game of battles between light military starcraft in the far future. As players, you and your friends move miniature starfighters across a starmap, jockeying for the best positions from which to use your high-tech weapons to blow your opponents' ships to smithereens.

If You Bought the Next Millennium Deluxe Set

Everything you need to play *Silent Death* (except a pencil) is included in the *Silent Death* Deluxe Boxed Set. You get:

- 1 Rulebook.** This contains all the *Silent Death* rules and starcraft displays compiled to date.
- 1 Introductory Scenario Pack.** Remove the staples and separate this booklet into individual sheets. These six scenarios are specifically designed to introduce new players to key *Silent Death* concepts.
- 1 Tables and Displays Pack.** This booklet contains some quick reference tables, plus all of the starcraft displays also included in this rulebook. It's been saddle-stitched for easy photocopying.
- 263 Plastic Miniatures.** These represent your starcraft on the map, as well as missiles, torpedoes and asteroids.
- 48 Stands.** Assemble the stands and place the starcraft on them. Mark each base to differentiate between ships of the same sort.
- 9 Dice.** These come in two colors (black and white) and in different shapes. There are 1D4, 3D6, 3D8 1D10 and 1D12. If this is unclear, check out the *Dice* sidebar.
- 2 Map Sheets.** Set next to each other, these comprise the game's playing surface.

If You Own the First Edition

If you're a longtime player of *Silent Death*, then you already know how to play *The Next Millennium*. For the most part, the rules are unaltered. However, there are some notable changes of which you'll want to be aware. For more about this, see *What's New* on page 4.

If you got this book along with the Deluxe Set, then you've got a whole slew of new materials with which to play your games. If you bought the book separately, you can still use your old components to play *The Next Millennium*, but you're missing out on some cool new figures.

You'll notice that the ships for each edition are basically the same. A few changes have been made, but the majority of them are only cosmetic. If you like, you can play *Next Millennium* games with your old miniatures, but diehard fans will want to pick up the new ships, too.

If You Own the Next Millennium Basic Set

You've made an excellent choice in stepping up to the full-fledged version of the game. Things are a bit more complicated at this level, but in the spirit of the basic game, nothing's so complex that it detracts from the game's elegance.

If you purchased the Deluxe Set, you've got a load of cool new components to play with. If you simply opted to buy this book separately, fear not. You can still play the full game with all the advanced and optional rules. Any components you're missing (like more miniatures), you can purchase separately.

In Any Case

See the last page of this book for information on other *Silent Death* products that are currently available, as well as a few that will be released in the near future.

The Next Millennium

Dice

Silent Death uses dice of differing "sizes": 4-, 6-, 8-, 10- and 12-sided dice. When a die roll is required, it's referred to in the form #D#, where the first # is the number of dice to be rolled, and the second # is the "size" of the dice to be rolled. Often, dice rolls will require that a number of different "sized" dice be added together along with a set added value.

Also, the 0 on a D10 stands for 10, not 0.

Example: *The dice code "2D6" means you should roll two 6-sided dice and the resulting numbers add together.*

The dice code "2D8+1D10+4" indicates that you should roll two 8-sided dice and one 10-sided die and add the results together, and then add 4 to get a final total. If you rolled 4, 8 and 0 (10), that would be (4+8+10+4=) 26.



Silent Death

Permission to Photocopy

When playing *Silent Death*, you are going to want to have access to a photocopier so that you can make copies of certain pages in this book. That way, you can feel free to mark up the copies, while leaving the originals clean for future copies.

You are granted permission to photocopy the starcraft displays (pages 131–159), the optional rules checklist (pages 160–161), the ship design worksheet (page 91), the mini-campaign roster (page 111) and all of the Introductory Scenario Pack and the Tables and Displays Pack. These copies must be made for personal use only.

If You Own None of the Above

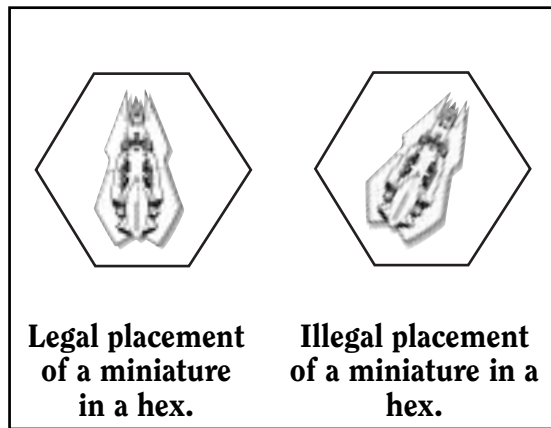
If all you've got is this book, you're not completely left out. All you need are maps, miniatures and dice. You can purchase these separately, or you can return this book and pick up a copy of the full game. Alternatively, if one or more of your friends owns the Deluxe Set, you can use their components to play and simply use this book for your own personal reference.

The Miniatures

296 plastic miniatures (including 48 ships) are supplied with *Silent Death* in the Deluxe Boxed Set. Remove them from their frames with a hobby knife. Do not twist them out, as this will mar the figures.

Assemble the bases and then mount each ship on a base. Each ship miniature represents a single starcraft. Each asteroid figure represents a hunk of rock(s) occupying a single hex on the map.

A starcraft miniature should always be placed in a hex on the map so that the miniature's front is facing a hex side (i.e., never the juncture between two hex sides).



Each starcraft miniature in a game should have a corresponding starcraft display available for it. This display details the vessel's capabilities and helps you keep track of damage taken and ammunition used. Displays for every sort of *Silent Death* ship available to date are located in the center of this book. More ship displays will appear in future *Silent Death* products as new miniatures are released.

There are also figures for missiles and torpedoes. Place these to one side and keep them ready for use during a game.

What's New?

Longtime fans of *Silent Death* are no doubt curious as to how *The Next Millennium* differs from the original. While a lot has changed, most things have remained the same. Players familiar with the original already know how to play this version. There are some rules changes you should be aware of, though.

- 1) Initiative is handled differently. (See page 53.)
- 2) Missile damage is now High + 1 for each missile. Also, missiles are fired in lots of 5 or 10. (See pages 51, 52 and 63.)
- 3) The critical hit tables have changed. Fighters roll 2D6 instead of 1D10, and gunboats roll 2D4 instead of 1D6. The worst results are now at either end of the table. This makes it less likely that a ship will be disabled by a single shot. There's still an extremely real chance that such a thing will happen. It's just that it'll now happen less often.
- 4) Damage control has been made a lot more useful. (See page 77.)

Besides all these changes, we've got a lot of new optional rules for you to use. These cover things like black holes, slingshotting and—finally—ramming. See the table of contents for the location of these bits.

We've also added a comprehensive set of starcraft design rules. Unlike those that appeared in *Overkill* (a first edition supplement), these are not just guidelines, but hard and fast rules that steer you through every aspect of ship design. While these rules may not cover every conceivable kind of ship, they help players come up with the kind of starcraft that work best with *Silent Death*.

Accordingly, the ship point values have been changed around a bit. These are now tied directly to our new starcraft design system. After hours upon hours of extensive playtesting, we feel confident that the values in this edition are about as accurate as any point system could set.

Perhaps most importantly, we've drastically altered the *Silent Death* background. Although only roughly fifty years have passed since the setting of the first edition (Imperial 475–476), a lot has happened to change the way things were. To learn all about what's happened over the past decades, read on.



Missiles, Asteroids, Torps, & Worm-holes

The other parts included in the game are five colored frames of 36 torpedos, two gray frames of 8 missiles/20 asteroids, and six pairs of colored markers for worm-holes. Any markings you may wish to place on these components will be more easily done while they are still in their frames.

Before cutting the torps from the frames, make sure all of the torps are sequentially numbered 1-36. If possible keep them separated by color for ease of use during play.

They are valued as follows:

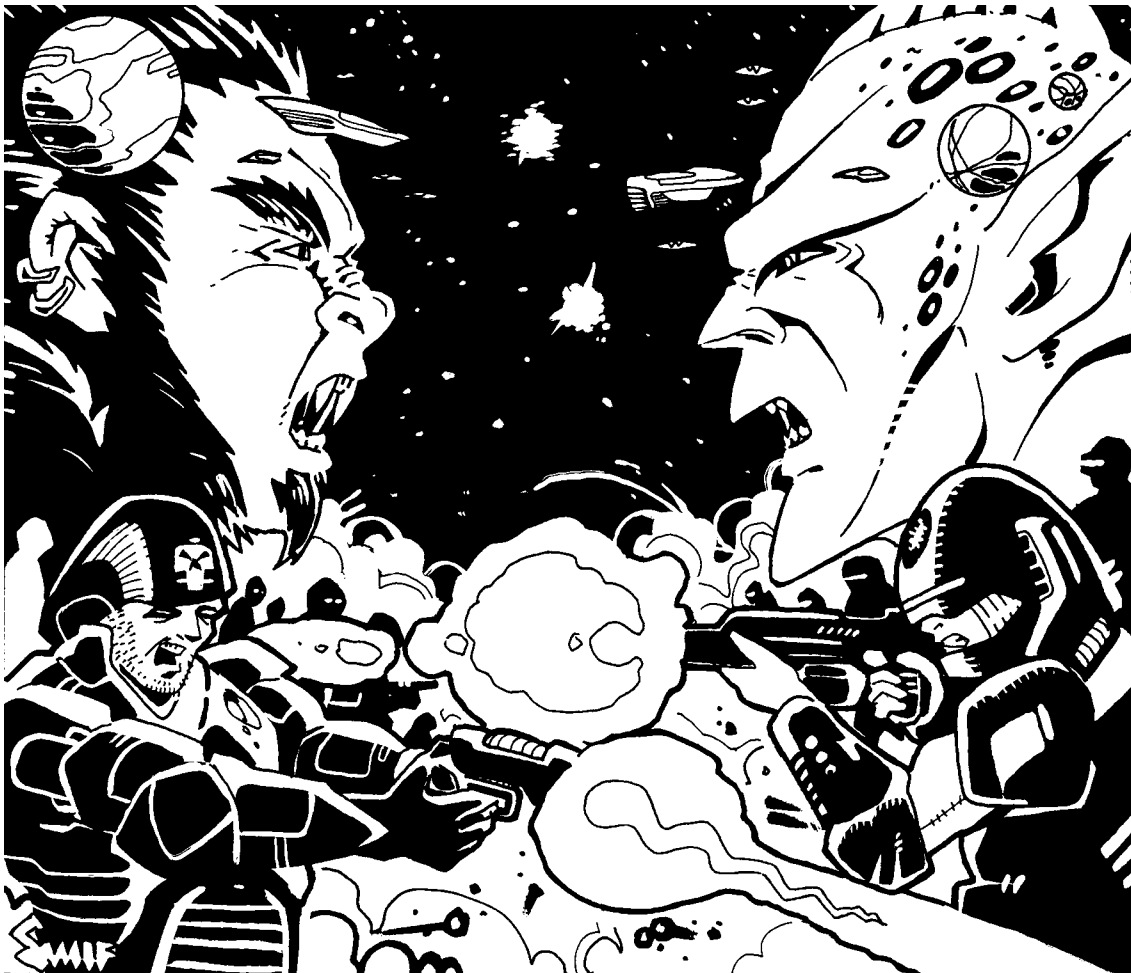
Red = Mk 10
Orange = Mk 20
Green = Mk 30
Blue = Mk 40
Violet = Mk 50

Missles and asteroids are not color coded because they are all the same. Do not divide each of the missiles individually. They are supposed to represent the groups of five that they may be launched in.

The six sets of worm-holes are paired by color. Unless a scenario specifies otherwise you may enter through one, and leave through the other one of the same color.

Once you have played *Silent Death* you may decide that you would like to paint them. The is a great idea, because it helps to identify ships in play, and makes it easier to sort your ships from your friends once the game is over.

Before painting a plastic miniature, wash it in warm water with some detergent in it. (Dish soap will work well.) Once the miniature dries, put a primer coat on the it. Use acrylic paints to paint your ship, because acrylics have a good choice of color, are easy to use, and most importantly, clean up easily. Once you are through dont forget to seal your miniatures. Several brands of primer, paint, and sealer, should be available through you local game shop.



Silent Death

A Note About Dates

Shortly after humanity developed the hyper-space drive and began its surge toward the stars, the traditional means of time-keeping was abandoned as being impractical. A twenty-five hour day was instituted, along with a 360-day year of twelve months of thirty days each. These were synchronized and instituted all across Terran space.

While the Empire still thrived, the years were counted from the date of its founding. Therefore, Imperial Year 0 marked the first consecration of the Imperial Dynasty Throne. Earlier dates were referred to as Pre-Imperial. The year in which *The Next Millennium* is set would have been Imp 518.

The Universe

What Has Passed Before

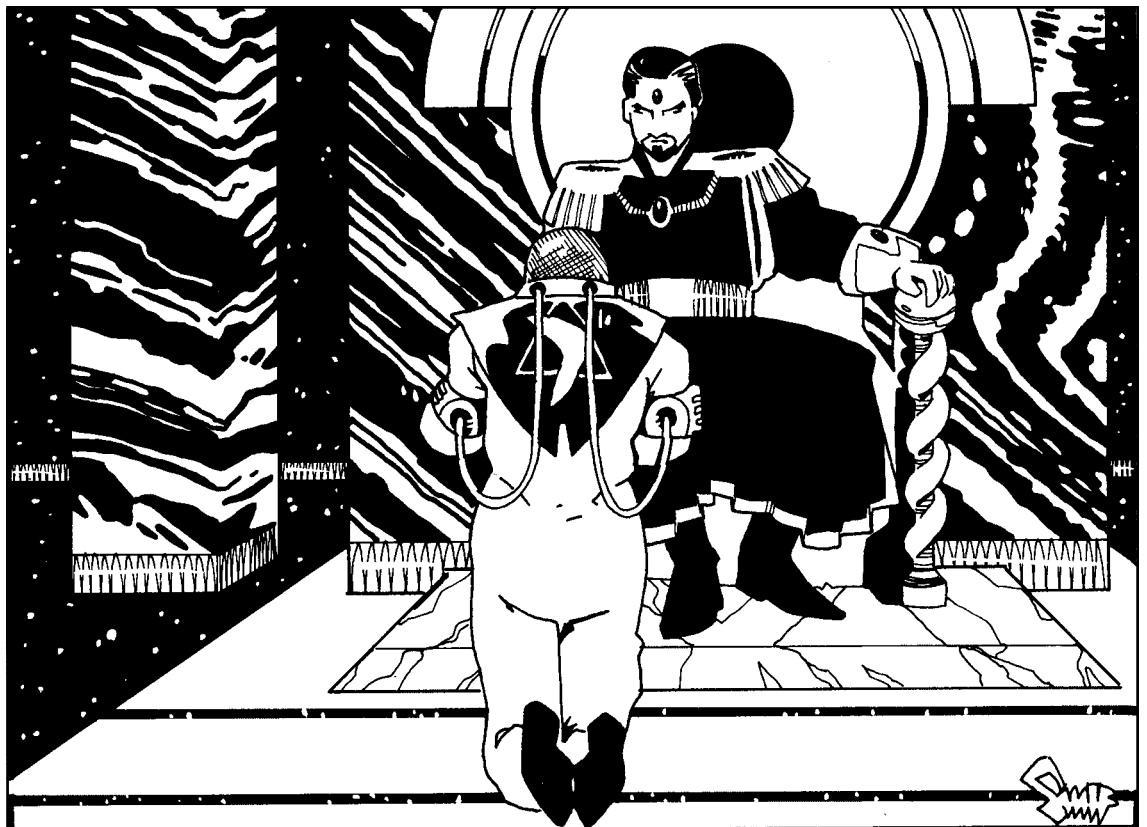
The *Silent Death* future is our own, over 9,000 years from now. Space travel is common for those species that hold the technology, and humans have come to live on hundreds of worlds all across the Orion arm of our galaxy.

Human society has changed greatly over the many millennia. New environments have mutated planetary settlers until the members of some human outposts are almost unrecognizable to their ancestral cousins. Cultures have drifted further and further from their origins, and humanity has befriended and fought with alien races. Of course, technology has become more sophisticated, but rebellions against automation and the Forsaking of Data have caused numerous technological recessions. Few of these have lasted very long, however. The drive to improve seems too strong for that.

On some planets, humans live even more primitively than they do now. The splintering of humanity into isolated communities spread among the stars has brought fortune, despotic tyrants, exotic governments and hopeless despair. As the saying goes, though, the more things have changed, the more they've stayed the same.

Communication Is the Key

It was not until the development of an instantaneous interstellar communication system, the tachyon beam dicator, that the means was at hand to reunite humanity in a virtual galaxy of computerized connectivity. Some of the new human civilizations preferred their autonomous existence; they didn't care for being "unified" with their long lost relatives, regardless of the benefits. Hundreds of years had passed, and many planet-nations wanted nothing to do with foreign "off-worlders".



The Federation

The first effort to unify humanity was the Terran Federated Democracy. It formed a great parliament, complete with representatives from every human culture still accepting outside contact. Unfortunately, this body lacked any real direction. Within a few short generations, the Federation collapsed under the weight of the massive bureaucracy it had spawned. Furthermore, expenditures far outstripped tax receipts, and the Democracy was eventually forced into bankruptcy. The Federation's underpinnings dissolved entirely as whole planets seceded when their specialized needs went unfulfilled.

The Drive for the Empire

There were ambitious people who foresaw the riches that could be had if all humans were working toward common goals—goals determined for them by strong rulers. Preeminent leaders of the Federation, backed by the Democracy's floundering military, decided that totalitarian leadership was required to govern humanity. Soon great fleets of deep-space war vessels were constructed, and the drive for the Empire was on.

The following centuries were scarred by wars, revolutions, uprisings and hard politicking. When it was over, the Terran Star Empire was born. Immediately after, the first Emperor was crowned: Macedon Gaius Triptolemus I.

The First Emperor

Though having dictatorial powers, Macedon I realized that he could extend his already considerable influence by instituting a feudal "land leasing" agreement with several distant but loyal planetary governments. In the first Imperial Year, the Emperor inaugurated 27 Provincial Territories run by the Great Families. These Provincial Houses paid an annual tithe to the Emperor for the privilege of governing a province that frequently encompassed upwards of ten individual star systems. The more profitable worlds a province could lay claim to, the more influence it came to wield in the Imperial Senate.

To ensure the security of his new realm, the first Emperor banned the use of holocaustic weapons. This ban ended the pro-

duction and use of nuclear and matter/antimatter warheads until the Empire's last days. Unfortunately, the temptation to use and abuse such devices of mass destruction was to prove too great.

The Empire's Structure

The Star Empire was centered on humanity's home planet: Old Earth, a.k.a. Terra. All of humanity sprang from this planet, and it was from this planet that they took the name by which they are known: Terrans.

It was fitting that the first Emperor chose Terra as the seat of his Imperial Dynasty Throne. Though numerous idyllic worlds had been discovered in the far reaches of space, Old Earth was steeped in Terran history and tradition. Despite the fact that the vast majority of humans had never seen the planet, it still served as a metaphor for "home" for Terrans all across the universe. Although ravaged by war and cosmic disaster (the planet was struck by a rogue asteroid in 2798 AD), Old Earth remained the focus of humanity's power until the Empire's fall.

The ten systems clustered closest to Old Earth's solar system (named after its sun, Sol) were the first to be colonized by humanity, and their histories were nearly as rich as Old Earth's. These were known as the Imperial core systems. Some of the greatest worlds in Terran history lay among these stars: Centauri Prime, Eden, Menhotep, Barnard's World and Jericho, just to name a few. Most of these planets were dominated by urban megalopolises, strong and industrious and fiercely loyal to the throne. These were the true foundation of the Emperor's power. These worlds housed the Empire's greatest shipyards, factories, museums, laboratories, libraries and more. Though each of these worlds had its own distinct planetary government, their fealty to the Empire was indisputable.

Beyond the core systems lay humanity's well-traveled starlanes, the heartland of the Empire. Although each settlement was ruled by a planetary governor, Minor Clan figurehead or bureaucratic administrator, the systems in this region were firmly held within the Emperor's domain. There were literally thousands of inhabited planets, planetoids and stations scattered through-

After the Fall

Once the Empire fell, the former provinces felt the need to break all ties with the Imperial way, so they began the numbering of years all over again.

Imp 511 became 0 AL (Annus Libertatis: Year of Liberty). It was then that the next millenium—a fresh start, a time of incredible potential for both hope and destruction—began.

The current year is 7 AL. Proper notation for a date begins with the year and then the date, separated by a colon. For example, 7:125 AL stands for the 125th day in the 7th Year of Liberty.

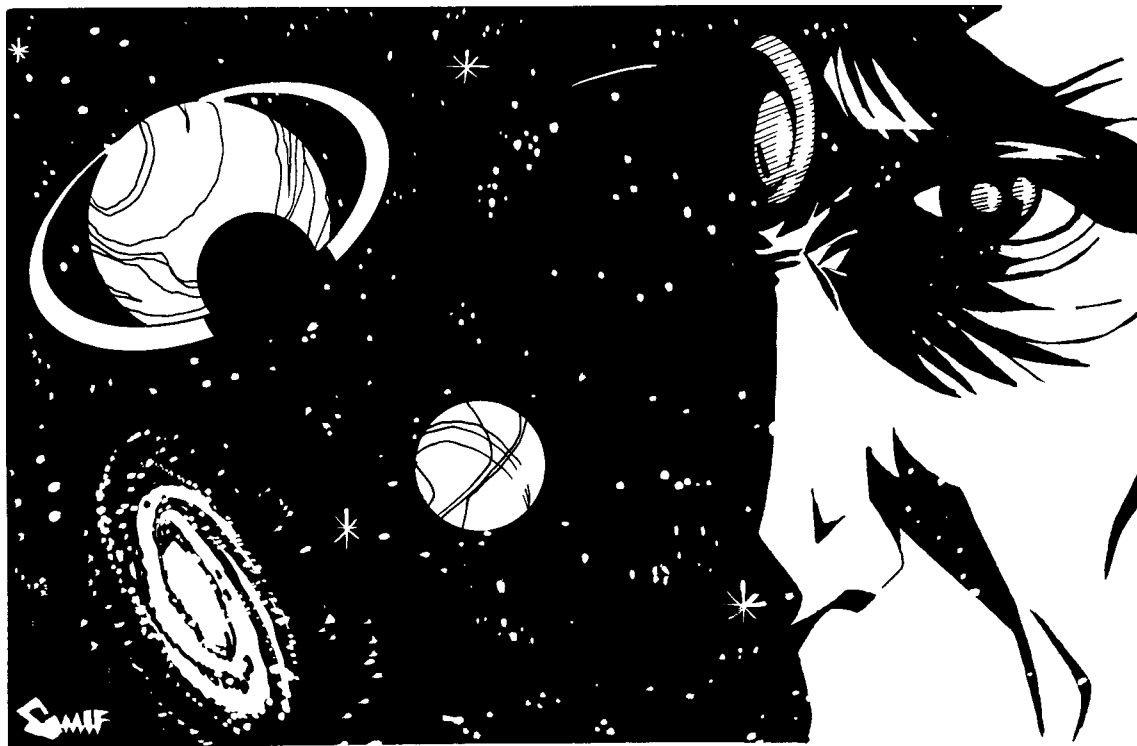


Silent Death

The History of Silent Death

The first edition of *Silent Death* was published in 1990. As Kevin Barret related in his designer notes for the original rules, this game was inspired by *Star Strike*, "an involved simulation of space combat which handled everything from fighter sweeps to cruiser actions." *Star Strike* was in turn inspired by *Space Master*, Iron Crown Enterprises' science fiction roleplaying game. The *Space Master* system was developed from the system for *Rolemaster*, ICE's fantasy roleplaying game.

There were three supplements for the original edition of *Silent Death*. *Overkill* was the first, and it introduced players to the Ptolemean Wars, a conflict between House Ptolemus, House Colos and the minor House Dneprodzerkutsk.



out the Empire. Unfortunately, natural environments which could be readily settled by humans proved elusive. However, many borderline worlds were terraformed to suit human life.

The Empire was divided into numerous regions, each ruled from a regional capital. Each region was subdivided into quadrants, of which there were usually four. Quadrants were further divided into four or more sectors, each of which may have contained up to ten habitation sites or more. Despite its fall, the Empire left its mark permanently on Terran space, and for convenience's sake, many of these designations are still employed to this day.

The Empire discovered sentient races on several of the worlds it colonized. Though most were humanoid, others turned out to be truly alien in nature. These "aliens" were either assimilated into human culture, moved to designated reservations or, in some sad cases, systematically exterminated. A select few races (Inheritors, Morphs and Suls being the most prominent examples) actually managed to attain Minor Clan status.

The Provinces

The borders of the Empire were vague, as the Imperial systems tended to be interspersed with the frontier domains. As a rule of thumb, the Empire encompassed a

sphere about 500 light years out from Old Earth, although there were exceptions. The level of space flight and communications technology being what they were, 500 light years represented the logistical limit of the Empire's centralized control.

Although the tachyon beam dicator is an instantaneous communications device, its effective range is only about 40 light years. Truly long-distance communication using the TBD requires an extensive network of costly and vulnerable tachyon beam relay stations.

Accepting the limitations of his sphere of control, the first Emperor instituted a method of indirect control of his outlying systems. The Imperial Lend Leasing Act inaugurated a number of provincial territories, each of which was assigned to a government faithful to the Empire. Though each province had its own unique set of laws, they each implemented Imperial edicts in a general sense, allowing these feudal territories to serve as tendrils extensions of the Empire's power.

Provincial territories were rare close to the Imperial core. Most of them were scattered on the fringes of known space. Those that fell within the bounds of the Empire's sphere of influence were known as Inner Provinces, while those newer territories that were carved out of the frontier were called Outer Provinces. In the Empire's fi-



nal years, there were just over one hundred officially designated provincial territories. In addition to the provincial powers, several hundred Minor Clans were scattered throughout the Empire, the provinces and the frontier.

Provinces varied greatly in size. Some contained only a single system, while others controlled as many as twenty. Because a province's economic health determined its political viability, all provincial systems tended to be highly developed and extremely efficient, much more so than their Imperial counterparts.

The provinces took part in the Terran Star Empire's lawmaking process by participating in the Imperial Senate. Though no doubt every Emperor would have liked to have done away with this meddling body, it was a political necessity, as it presented the people with the illusion that they actually had some sort of say in the governing of the Empire.

In fact, since all votes, referenda and legislation had to be ratified by the Emperor to become law (without the possibility of overriding a veto), the only power the Senate ever had was only what the Emperor deigned to grant them.

The Frontier

The frontier was an enormously vast area of space extending another 300–400 light years out from the bounds of the Empire. During the Empire, this was a barely explored region at the very edge of the Emperor's influence. Expansion of human space was slow, and there was an insidious reason for that.

Efficient interstellar travel requires faster-than-light drives. These engines, in turn, demand a special, synthesized matter/antimatter fuel to operate. This fuel is called andrium, and its production was monopolized by an Imperial cartel known as Andrium Producers of the Imperium (API). Andrium also has the distinction of being slightly unstable. Once produced, an andrium fuel cell only remains viable for about a year. After that, the cell's stock of antiprotons becomes inert neutrons, thus leaving the cell useless (although the container is recyclable).

In effect, the Empire controlled the rate of human expansion by limiting the sup-

ply of andrium to the frontier. Since it was in the Emperor's best interests to hinder the pushing back of the frontier until communications technology caught up with the limits of the frontier, the status quo was maintained for some time.

At the time, then, it was difficult, if not impossible, for deep space explorers to pierce far into the mysterious reaches of the frontier. Although it happened rarely, some intrepid souls managed this, armed with supplies of black-market andrium (which was not so uncommon as the Emperor believed). This was, however, to change.

The Backnet

Beyond the frontier was the impossibly immense, unexplored vastness of the bulk of the Orion arm, the remainder of the galaxy and the rest of the universe—endless uncharted star systems and countless wildly impossible enigmas and mysteries. During the time of the Empire, the backnet (as this area is still called) was a dark, cold and quiet place. No one who had entered it had ever returned.

This has also changed.

The Empire's Decline

Toward the end of the Empire's existence, there were nearly a hundred Inner and Outer Provincial territories, each run by a single Great House. These Houses operated autonomously, but were still closely tied to the Empire, since they all recognized the Emperor as the ultimate ruler of colonized space.

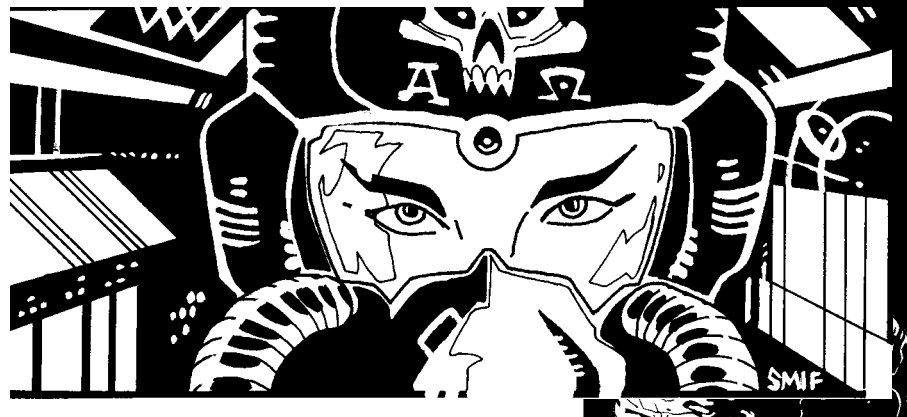
All provincial leaders guarded their status jealously, and most attempted to curry favors from the Imperial Dynasty Throne at every turn. But like many statesmen of the past, rulers of the Great Houses were

The Next Millennium

The second, *Black Guard* continued the story of the Ptolemean wars.

The third supplement was the most interesting of the group: *Night Brood*. This boxed set introduced a whole new race of aggressive and incomprehensible aliens known as the Grubs or the Hatchlings. As you'll see as you read this book, these creatures figure greatly in the development of *The Next Millennium*, certainly more so than could have been foretold.

These supplements are all out of print now, along with both the *Deluxe* (standard) and the *Unleaded* versions of the original game, but if you're lucky, you might still be able to find them somewhere.



Silent Death

petty individuals who craved ever more power. Not foolish enough to directly challenge the huge Imperial State for new worlds to settle, most provinces struggled among themselves to acquire planets from each other. The Great Families also gathered Minor Clans (less influential Houses) to their cause, for these Clans often held the balance of power between evenly matched Great Houses.

Although most provincial powers fought over habitable or mineral-rich worlds, there were other reasons for military clashes: pride, honor and vendetta were all considered valid cause for conflict outside the bounds of the Empire. Eventually, though, the Throne itself became embroiled in a bitter war that was to spell its untimely end.

Enter The Hatchlings

On Imp 476:220, two pilots from Clan Albitech's 1st Civilian Reserve Wing (Fafnir's Kludge) made first contact with a new, hostile alien race in the Tau Albriton sector, deep in an obscure part of the frontier. The pilots and their Thunder Birds were made quick work of by their foes, and before they knew it, the Terrans of Tau Albriton were under siege by an immensely destructive force, the likes of which humanity had never seen before.

The Night Brood

The Hatchlings (a.k.a. Grubs, Bugs or the Night Brood), which had been lying dormant on their Clutchworlds, were awakened by the encroaching colonists, despite the fact that the Terrans hadn't come too close to the Grub systems. Since Hatchlings work as a hive mind, communicating via telepathic or some other similarly inexplicable means, it was theorized that the mere thoughts of the Tau Albriton Terrans caused some sort of "interstellar static" that disturbed the harmony of the horde's collective thoughts. This, apparently, was enough to set the sleeping Grubs off on a rampaging quest to destroy every last human in the sector.

As it turned out, there were fully seven Clutchworlds scattered throughout Tau Albriton sector. Up until the first contact incident, the Terrans had absolutely no notion that they were living with such un-

relenting, lethal foes hidden within their midst. This is not surprising, given the fact that, of the 1320 star systems under Clan Albitech's jurisdiction, only twelve were home to any sort of Terran colony at the outbreak of the Hatchling scourge.

Once the creatures were awakened by the Terrans, they wasted no time in setting about eliminating the source of their distraction. They began to multiply at an incredible rate, creating organic bio-machines of war. Some of these took the form of tanks and ground troops, while others became biomechanical starcraft, creatures actually grown into the frame of a ship. The Hatchlings were assisted in the assembly of their forces by a subjugated race the Tau Albitrons dubbed the Builders.

The Hatchling Starcraft

Once a machine is constructed, new Hatchlings are spawned to fit neatly to the machine's dimensions. They actually grow to become part and parcel of the machines. Because the growth process takes longer for larger vessels and the Hatchling swarming process (by which they gear up for major attacks against the creatures that have awakened them) is a frenzied one, Grub warships tend to be small. The standard craft's size is comparable to Terran starfighters. While larger ships have been spotted, they are generally only transports and rarely become engaged in combat, leaving that to their smaller, more nimble escorts.

Tau Albitron's Fate

The Grubs' first swarming against humanity was devastating. They conquered many Tau Albriton worlds quickly, and there was much loss of life. The colonists were caught entirely off guard by the speed and ferocity of the attacks. Matters looked bleak until Imperial forces responded to the embattled Tau Albriton survivors' desperate distress call. After a grueling campaign that lasted until early Imp 477, the Terrans finally managed to boot the Hatchlings out of their sector though sheer force of numbers, being able to draw reinforcements from throughout the Empire, whereas the Hatchling Clutches were seemingly on their own. Unfortunately, the victory was only a temporary one.



For more about the Hatchlings and the hand they played in the fall of the Empire, look for *Night Brood: Armageddon*. You should be able to find this *Silent Death* expansion product in the same place where you purchased this book.

The Beginning of the End

The Empire is dead.

The Emperor has fallen, and the former Imperial core systems have been scourged of human life. Today many of the old Imperial provincial governments are scrambling just to survive. Those that have managed to emerge from the holocaust relatively unscathed are squabbling with their neighbors over rights to land left unclaimed in the aftermath.

Let freedom reign.

Internal Struggles

Historians differ on the details concerning why, but there is no doubt about what happened. In the 498th year of the Terran Empire, a great dispute arose between the two most powerful political coalitions within the Empire: the Band of Iron (which Houses Colos, Thaan and LeGrange comprised) and the Provincial Powers Alliance (which Houses Devon, Jade-London and Carlisle comprised).

For the preceding few decades, the Powers had been become increasingly independent of the Emperor's will. As one of the oldest interstellar organizations, the Powers felt that they should have more say in the governing of the Empire than the current system allowed them. For some time, there was talk of secession—and even rebellion.

While the Powers were at first content to simply register their complaints with the Emperor through traditional channels, Modestinus III was obviously not receptive to their wishes or needs. At first, the Emperor ignored what he considered the typical whining of the provinces to one who could grant their desires with but a word. Eventually, when the whining became demands, Modestinus III became annoyed, and when the demands became thinly-veiled threats, he found it difficult to conceal his horrible rage.

The Andrium Scandal

Worse yet, the Powers' scientists had made a startling discovery. The Empire had been deliberately manufacturing andrium to be unstable. There was no reason that andrium cells couldn't be made to last for decades or even centuries. When the Powers announced their findings, general sentiment turned harshly against the Empire. After this terrible embarrassment, the Emperor had no choice but to put the Powers in their proper place or risk losing control of the Empire to the people's burgeoning discontent.

Still, the Empire hadn't had to directly reprimand a province since the days of its founding, and Modestinus wasn't about to break with tradition now. An open move against a powerful province would be tantamount to declaring a full-out civil war. The consequences would be devastating, and no matter who should emerge victorious, the losses would be far greater than the spoils.

The Imperial Civil War

Instead, Modestinus turned to the Band of Iron, a pact formed twenty-five years previously. Ostensibly, it had been intended to counterbalance the might of the Powers, but in fact, over the last couple of decades it had been used as little more than an Imperial policy-enforcing tool. Now it would be finally be put to both of its originally intended uses.

On Imperial 498:276, Band of Iron forces launched a preemptive assault against the Powers on the Emperor's behalf. This action was officially sanctioned by Emperor Modestinus III himself, but as with all other internal skirmishes to that date, Imperial forces were uninvolved.

The Powers were not caught unprepared. They had been massing for just such a war. The greatest war the Terran Empire had ever seen began.

The war raged on for over two years, neither side able to gain a distinct advantage over the other. The Emperor kept pumping additional resources from provinces still loyal to him into the war. Still, there were nearly as many provinces supporting the renegade Powers, and the war continued unabated.

Early in Imp 500, everything changed.

The Next Millennium

The Builders

Builders are large, powerful creatures more akin to plants than animals, as they generate their own food through photosynthesis. Although they possess a rudimentary intelligence, their wills are entirely bent to that of their Hatchling masters. They spend their days constructing machines for the Grubs, everything from planetary assault ships to specialized personal gear. They also produce the subterranean atmosphere generators that maintain work and dormancy environments for their thankless Hatchlings lords on their incredibly hostile Clutchworlds.



Silent Death

The Hatchlings' Return

The early theories about what had triggered humanity's first encounter with the Hatchlings were wrong. It wasn't the Terrans' thoughts that had awakened the Night Brood from their long sleep and encouraged them to investigate with murderous results. It was their violence.

Xenobiology

Somehow, the Grubs can sense violence, the chaos that follows from things being willfully disturbed from their ordered states. They feel this dissolution on a level incomprehensible to human beings, and they feed on it. Once awakened by large enough instance of violence, they pursue it relentlessly, until there is nothing left to violate. Then, presumably, they return to their hibernating state to lie in wait for something to disrupt their rest once again.

Grubs do not respond to natural interstellar instances of destruction such as suns

going supernova or asteroids striking a planet's surface. As no will is involved, there is nothing for them to react to.

going supernova or asteroids striking a planet's surface. As no will is involved, there is nothing for them to react to.

As Grubs prefer planets that are generally hostile to human life, it was not strange that the Night Brood slept for as long as they did. After all, who was going to fight a war over a hunk of rock so far from any hospitable climates? Otherwise, the Terrans would certainly have encountered them before they did. After all, wars were not unknown to humanity.

Long after the wars that led to the Empire's foundation, the Terrans kept pushing outward, always expanding their sphere of influence. Once all of the best planets closest to the Imperial core were occupied, prospective colonists turned

their attention toward less likely lands. Eventually a small band of colonists settled in the Tau Albriton sector unwittingly near a planet occupied by the Brood.

The Night Brood in Tau Albriton were awakened by a massive battle between a Clan Albitech fleet and a determined pirate force. Rumor had it that these brigands were backed by none other than House Colos, eager to take over the sector, but this was never proved.

Other Clutches, on Clutchworlds closer to the Imperial core, had become partially desensitized to the violence over the millennia, having been exposed to relatively low levels of it on a regular basis over the centuries. So many years had passed since they were last active that it was going to take a great war to rouse these dormant demons.

That's exactly what the Imperial Civil War did.

The Grubs Strike

Clutchworlds are scattered throughout all of explored space and beyond. They certainly pervade most of the Milky Way. When the Civil War moved into full swing, it was being fought on dozens of different fronts. Inevitably, the swarms awakened.

Where they awakened, they attacked. Smaller incursions that took place toward the frontier where the Civil War actions had been light were beaten back, although not with some difficulty. Toward the Imperial core, matters were grim.

The Grubs gained ground against the Terrans in the most densely populated areas. Suddenly, soldiers that had been fighting each other one moment were battling alongside each other the next. The escalating destruction did nothing but instigate more Clutchworld assaults. Eventually, after having laid waste to some of the core systems, the Night Brood's attention drifted toward Old Earth.

The Emperor absolutely refused to risk losing the seat of the Imperial Throne. Although such weapons had been banned for centuries, Modestinus III ordered the preparation of a doomsday missile, complete with a monstrous matter/antimatter warhead, to blast the Hatchling invasion force into space dust before it could reach the Terran homeland's blue skies.



The Great Error

Unaware of what it was that had aroused the Night Brood and drove them on, the Emperor instructed his generals to launch the missile at the first Hatchling transport ship to appear within Pluto's orbit. On Imp 507:353, just such a Night Brood transport appeared high above the terraformed surface of Mars.

The missile thrust its way from its Old Earth orbital platform. Slipping into hyperspace, it appeared only a short distance away from the gigantic Night Brood transport. It unerringly found its mark, and thousands of Grubs died in a blast that lit up the Martian skies like a second sun.

Empire's End

The holocaustic device had a second, unexpected effect. It woke up every Grub on every Clutchworld in Imperial space. Still celebrating their victory over the Clutch that first invaded Sol, the Terrans were entirely unprepared when, only forty days later on Imp 508:33, over one hundred separate Clutches invaded the Imperial core systems.

Most of these Clutches were several times the size of the ones that had attacked Tau Albriton. They came on in an unheard-of frenzy and quickly laid waste to each and every one of the core systems. The collected forces of humanity lay helpless before them. The Terrans were slaughtered like cattle, their great cities burning and crumbling to ruins about them as they were murdered.

Sol was the last to fall, but fall it did. In one fell swoop, humanity was without a home.

The Aftermath

Once the core systems had been entirely scoured of Terrans, the Hatchlings that had fought in those sections seemed sated, their appetite for destruction completely satisfied. They found worlds to their liking and settled upon them, the Builders burrowing deep beneath the scarred surfaces of these scoured planets to set up massive hibernation chambers for their uncompromising masters. The entire Imperial core was infested with Hatchlings, and thus the Empire died.

Many other systems fell in other sectors, and many brave souls fought to the last for their liberty and their lives. In still other systems, the Terrans managed to drive the invaders out, although always at an alarmingly high cost.

The Solution

Late in the war, scientists in some systems theorized what had awakened the Hatchlings and caused them to attack. In some of the harder-pressed areas, entire planets were evacuated onto great space-faring arks, the leaders having each decided to surrender their planet to save their people's lives. Many of these arks made directly for worlds that had defeated the Hatchlings. At some of these worlds, they were turned away, the people having no room for so many new immigrants. Other less-populated planets welcomed their siblings with open arms, creating the so-called refugee worlds. Some arks simply set off for the backnet, fully loaded with plenty of the new, stable Andrium, hoping to escape the Hatchlings altogether and find a home for themselves among uncharted stars.

Eventually, all issues were decided one way or the other. The Hatchlings either went into hibernation deep beneath the surface they had taken or they were driven out of every planet still occupied by Terrans. Few worlds escaped unscathed, but despite having sustained terrible losses, humanity still survived.

Empire in Ruins

The Empire was beyond repair.

In the years that followed, the survivors struggled to piece their lives back together. Clutchworlds were scattered all throughout Terran space, from the core systems to far into the backnet and beyond. Terrans lived in constant fear of inadvertently waking their unforgiving foes and triggering another savage and potentially fatal Hatchling invasion. Still, the rebuilding continued.

The New Powers

Eventually, a few of the former provinces managed to regain a semblance of their former power. The dozen largest of these, known commonly as the Twelve, became the new powers in the Terran part of the

Andrite

Now that the secret process of creating andrite has been revealed to all, the price of it has fallen dramatically. Due to this, as well as the longer life of andrite (as opposed to andrium), interstellar exploration is booming like it never has before.

Additionally, some more ambitious organizations have actually created arks complete with their own andrite manufacturing facilities on board. Given that they can obtain enough raw materials (readily available from nearly any solar system), these craft can sail as far away from human space as they like. This assumes, of course, that they are already self-sufficient in other areas: food, air, water, waste recycling.

Rumors abound of virtual cities scudding between the stars, never to come into contact with humans ever again.

Moreover, it's possible that similar ships were launched by agents of the Empire who had always known of the



Silent Death

secret behind andrium's artificially short life. Where these ships are now and who (or what) their passengers have become remains a subject for speculation.

A reporter for the Galactic News Network (GNN) has stumbled across allegations that one of these ancient arks passed through the Promethean galaxy long ago. This would mean that the Prometheans have been aware of humanity for much longer than they have been willing to publicly admit. The fate of the people on that legendary ark is unknown, but a few Primates have been forthcoming enough to speculate that they were enslaved by the Draconians. Perhaps a colony of humans still lives in Prometheus under Draconian control. The Draconians have dismissed this as Primate fearmongering.

galaxy, each jockeying for political prominence and struggling to carve out a haven for themselves in the ruins of the Empire.

The Twelve currently are: House Red Star, the Yoka-Shan Warworld, the Kashmere Commonwealth, Hibernia Freehold, the ASP Technocracy, the Data Sphere, the Sigurd Archdioceses, the Unkulunkulu Archipelago, Luches Utopia, House Tokugawa (including the Po Yang Reserve), the Q'raj Void Protectorate and House Colos.

The New Battles

Unfortunately, the end of the Terran-Hatchling War didn't mean that the Terrans had run out of reasons to squabble among themselves. The first battles were small—minor starfighter skirmishes in deep space—by the involved states' mutual consent. No Hatchlings were disturbed.

Matters soon escalated. Battles were fought quickly and almost entirely by small forces, either on the ground or in the depths of space. The combatants carefully and surgically went after their goals with lightning attacks. No one dragged any skirmishes out for long, and if it looked like the matter could not be decided within hours, the aggressors always broke off before the Hatchlings could intervene.

The ban on holocaustic weapons that the Emperor himself had violated was reinstated by tacit agreement. The last thing anyone wanted to do was awaken every Hatchling in the galactic arm again. There was no need for any treaty.

Reawakenings

As the struggles increased in frequency and ferocity, Hatchling Clutches were inevitably awakened by those willing to push the envelope just a little too far. Each time, the former combatants quickly allied themselves against the greater threat. In nearly all cases, only one Clutch was awakened, and the Hatchlings were quickly defeated. Sometimes the battle with the Hatchlings awakened even more Clutches, and the planet involved was soon overwhelmed.

Most planets have constructed arks, as it seems that the best decision in many cases was simply to leave and let the Hatchlings have the planet. Then the Terrans can return, destroy any hibernating Clutches they find and reclaim their homelands.

Still, such awakenings were rare at first. At the time, very few planets had the time or resources to expend hassling with their neighboring states. They were far too busy getting their own affairs in order to care about the larger picture, as long as they weren't personally being attacked. That changed when the refugees from House Devon returned.

Homecoming

When they left the blazing remnants of the Empire far behind, the Devon refugees had absolutely no intention of ever returning. They headed straight along the Orion arm of the galaxy, looking for uninhabited planets on which they could start a new life for themselves. Instead, they stumbled upon a highly developed alien civilization, one with which they were able to strike up a quick friendship.

Since the aliens looked a lot like humanoid apes, the Devons originally dubbed their newfound friends the Primates. They later discovered that the apelike creatures were only one of dozens of races confederated under the same government, a group known collectively as the Galandar Confederation. Still, the name stuck, and all of these creatures, no matter what their appearance, are collectively called Primates to this day.

The Primates' Tale

Once the Devons were able to establish communications with the Primates, they related to them a rough history of humanity, ending with the tragic events of the Terran-Hatchling War. The Primates listened patiently, asking many questions, eager to learn about their newfound friends. When the Devons were done, the Primates had a story of their own.

The Primates come from a neighboring galaxy many light years away, known to Terrans as Prometheus. The first of their races to reach for the stars were the apelike creatures with whom the Devons made their initial contact. Once they developed a faster-than-light drive of their own, they set out to explore their galaxy. There they found many other races, several of which were making the leap outside their home planets' atmospheres.



The Primates made contact with each of these new races, offering them entry into their Confederation of Sentients. Few planets refused; most leapt at the incredible technologies the Primates were offering to let them in on, but there were some who feared these “aliens” and asked to be left alone. Their wishes were respected.

The Draconians Enter

Later, long after the Confederacy had grown and become strong and powerful, the Primates encountered another starfaring race, the Draconians.

These lizard-like humanoids are the lead race in a multi-raced empire of their own creation, based on the doctrine of the Draconians’ racial superiority. In their part of Prometheus, the Draconians rule supreme, having subjugated all other races that they came in contact with.

This policy of conquering other species worked just fine until the Draconians ran into the Primates. Up to that point, the Draconians had relied on their superior technology to bring other races under their rule. In the Primates, they found their equals.

The Promethean War

That didn’t stop the Draconians from trying. To them, the Confederacy was the ultimate prize, one they could only win by besting their greatest competition ever in complete and total war. For centuries, the conflict raged on, momentum flip-flopping from side to side with the seasons and the years, neither side ever managing to get a decisive advantage against the other.

The war might have gone on forever, but the Draconians managed to develop the ultimate doomsday weapon—a device that could actually cause a star to go supernova and explode, destroying every planet in its system. Without any warning to the Primates, the Draconians set it off.

The destroyed system was one of the oldest ones in Primate history. It had been the first they had colonized after leaving their own. It was a seat of much of their power and culture. Its destruction shook the Confederacy to its very soul.

Immediately thereafter, the Draconians demanded the Primates’ unconditional surrender. They got it.



The Hatchlings in Prometheus

The Draconians’ victory was short-lived. The intentional destruction of an entire, healthy solar system was enough to awaken Hatchlings galaxies away. Only three years after the Primates’ made good on their surrender, the Draconians were in for a rude awakening of their own.

Although there hadn’t been any Night Brood in Prometheus when the Sun Easter was detonated, the violence had been horrible enough to awaken them millions of light years away. As soon as they could, they struck out for the site of the violence. When they found it, thousands of Clutches

The Next Millennium

Millennia Warriors

The Empire’s most renowned soldiers were the Millennia Warriors. These loyal men and women were frozen cryogenically between tours of duty, ensuring that they would always be in a state of near-constant readiness. With technology speeding along while these soldiers slept, they were force-fed knowledge and skills in their frozen dreams via a system devised for the Emperor by the ASP Technocracy.

A Millennia Warrior’s minimum commitment to service was 1,000 years (thus the name), but none of them ever saw the end of their tour of duty, since the Empire itself never lasted that long.

When the Hatchlings came, nearly all of the Millennia Warrior regiments were awakened to take part in the Empire’s most desperate hour. Unfortunately, they could not prove equal to the monumental task they had been asked to undertake.



Silent Death

Tens of thousands of centuries-old men and women died in the Terran-Hatchling War, sacrificing themselves in the hopes that humanity might survive. The few that managed to escape the conflagration were entirely dispossessed.

Their dream training hadn't included being updated on the society for which they were fighting. They were lost in the modern worlds. After the war, they wandered among the stars, trying to carve out a life for themselves in a society they didn't understand. What's more, they were regarded by most people with a mixture of anger and awe.



suddenly entered Prometheus at once, coming from the direction of our own Milky Way. The damage they did to the Draconians in the first months of their scourge was unbelievable. Entire Draconian-enslaved races were eradicated.

Strange Bedfellows

The Primates had not been long in the shackles of their servitude, and they instantly took the opportunity to rise up against their oppressors while their efforts were occupied elsewhere. The timing was perfect, and the Draconians were helpless to stop them. In fact, once the initial rebellion was over, word came down from on high that the Primates were to be lent any assistance they might require so that they could join the Draconians in the life-and-death struggle to rid Prometheus of the Hatchling threat.

Eventually, the Prometheans prevailed over the Grubs, but not before the Night Brood had seeded nearly every Promethean system with hibernating Clutches. It was a long and hard-fought war, characterized by the fact that, although they were facing a horrible, mutually aggressive threat, neither the Draconians or the Primates proposed any sort of alliance between their two factions.

How the War Was Fought

For the most part, the Draconians simply pulled out of what had been Primate space and left the people there to defend themselves. To them, the Draconian homeworlds (which included just about every system they'd conquered up until they'd met the Primates) came first, while those of the Primates were a distant second.

Astonishingly, the Primates rose to the clarion call of battle, forming a vaunted military force within a matter of months. Unwilling to trade oppressors for killers, the Primates made the most of their newfound freedom, short-lived though they feared it might be.

Eventually, the Hatchlings were defeated. During the war with the creatures, the Primates had learned much about the Grubs, and as the conflict eventually came to a close, they shared their knowledge with their ex-masters. They revealed to the Draconians that, although the Night Brood had been beaten back for the moment, they had by no means been entirely eradicated from Prometheus's planets.

They also demonstrated incontrovertibly that it had been the Sun Eater that had disturbed the creatures and attracted them to Prometheus, a galaxy previously clean of any such infestations. They went on to prove that not only would another such detonation probably spell the end of that galaxy, but just about any other large-scale conflict would incur Hatchling swarming, albeit on a much smaller level. The Primates were free of the Draconians' control, and it would be difficult to subjugate them again, at least while the Hatchlings permeated the system.

The Promethean Conflict

Although the Draconians couldn't make any military moves against the Primates on a large scale, they opted to keep attacking their former subjects on whatever level they could. In the initial battles, the Primates were hard-pressed to defend themselves, but the Hatchling presence bought them the time they needed to set up and fortify their defenses against the Draconian threat. The conflict became a war of attrition, each side picking away at the other in the hopes of achieving an eventual victory.

Over the next few decades, few decisive victories were won by either side in the many battles that took place. The conflict became so much a part of daily life that each side began to focus portions of their energies elsewhere, the normal channels of military action being partially blocked. The Draconians turned their aggressive natures inward, focusing on inflicting even greater cruelties on their subject races.

Back to the Stars

The Primates channeled their excess energies more positively. They began their exploration program once again. This time, they had something greater than mere curiosity at stake.

For the first time in history, the legendary Millennia Warriors, humanity's last best hope, had failed in their mission. Most people didn't know whether to pity them or shoot them.

Some of the surviving Warriors have managed to form mercenary units dedicated to the art of war. The secret hope of most of these men and women is to someday vindicate themselves and their compatriots in the eyes of those they risked their lives to save.

The Draconians followed the Primates into the unfamiliar stars, dogging their steps. When the Primates found a race that refused to enter their renewed Confederacy, the opportunistic Draconians swooped in and subjugated the planet. Even those planets that did join up with the Primates found themselves under attack by Draconian forces. The battles were kept to a bare minimum, but they occasionally awakened Clutchworlds. When they did, they Draconians simply left their battered opponents behind to be destroyed by the Grubs.

Eventually, the Primates reached beyond the boundaries of their galaxy and into our own. It was there that they were discovered by the refugee arks from House Devon. The Primates offered to lend their assistance to the Terrans in their battle against the Hatchlings. With all due speed, the arks, accompanied by a small Primate scouting force, sailed back toward Old Earth to discover what had happened since the Devons had left their ancestral home behind so many years ago.

Friends and Foes

The Devons and the Primates were welcomed by the survivors of the Terran-Hatchling war with mixed emotions. Some were happy that another starfaring race had been discovered, particularly one with experience against the Hatchlings. Others were mistrustful. What did these creatures have to gain by lending the Terrans a hand? Their motives were unclear.

This didn't change the fact that the Primates were in Terran space now, seemingly to stay. After several months, it became clear that there were certain benefits to be had by setting up strong relations with the newcomers. The Primates traded heavily with those they called friends, completely ignoring those that treated them poorly. Soon, nearly everyone was clamoring to set up strong relations with the Primates. Still, there were those who just didn't trust them, including the few remaining members of crafty House Colos.

The Conflict Resumes

The next year, in 5 AL, another starfaring race made its way into Terran space—the cold-blooded Draconians. The Terrans had

heard of the creatures by way of the Primates' tales of their home, and most of them had already made up their mind about these particular aliens: they were no good. Others, though—those that had held something against the Primates from the start—were happy to finally have a powerful ally against the partnership the Primates had already formed with some of the Terran states. First among these was House Colos, which had originally led the Draconians into Terran space.

Promethean Diplomacy

In the beginning, the Draconians were nothing but pleasant to the Terrans, although they rarely had anything good to say about the Primates, decrying that society's demarcations made along well-defined lines of class. True, the Draconians did have a number of races they "controlled," but these were people who were paying their tithes to the Draconians for use of their technologies, which were much more advanced than their own. If a few races didn't prosper under the Draconians' rule, such was the Law of Nature: survival of the fittest.

There were many Terrans who, for various reasons of their own, sided with the Draconians immediately. This set up a strong dichotomy in Terran space, with almost every one of the Twelve choosing to ally itself with one Promethean power or the other. The rivalry between the two factions was a strong one, at least as serious as it had been in Prometheus and fueled by the aching resentments the Terran states had for each other as they scrambled to carve homelands for themselves out of the wreckage of the Empire.

War by Proxy

The Draconians and the Primates rarely come to direct blows with each other. In fact, there are few Promethean military forces to be found in Terran space. The Prometheans seem to be content to settle their differences by proxy, using their Terran allies to strike at the friends of their foes—at least for now. Still, the threat of Hatchling intervention limits any military actions to relatively small-scale skirmishes, although matters among the Twelve become more and more exacerbated.



Silent Death

The Dead Zone

When the Hatchlings entered the Milky Way from beyond, they came across a strange civilization at the galaxy's edge. As it was in the way of the Night Brood, the Hatchlings obliterated it, destroying every last sentient being on every developed planet's surface. The Grubs took over this entire section of the galaxy, bringing this fabled, mighty galactic empire to its untimely doom. It is not known if any managed to escape.

Most of this information is only based on theory, of course. The region of space that was formerly home to the lost empire has become a kind of no-go area. Now known as the Dead Zone, this place has been declared off-limits by every government known to Terrans.

Many rumors circulate to this day that the Dead Zone is full of all sorts of riches and treasures, technologies far beyond those known in the galaxy today.



The Next Millennium Today

The Terran galaxy, otherwise known as the Milky Way, is a fairly large one. A spiral disk in form, it measures around 100,000 light years across, yet is only about 2,000 light years thick at its center. Old Earth and the remnants of the Terran Star Empire (now usually referred to as "Terran space") are far out along one of the spiral's arms. Old Earth lies around 30,000 light years out from the galactic center in an area known as the Orion Arm. The outer limits of Terran space only push out about 1,000 light years from Old Earth, even to its outermost frontiers.

The New Drive

One of the benefits that the Prometheans brought to the Terrans was a generally higher level of technology. For one, the Prometheans had recently perfected a new variant of hyperspace drive capable of speeds over ten times faster than the Terrans' cutting edge drive. It was this drive that had allowed the Prometheans to enter the Milky Way.

The new drive uses standard matter/antimatter fuel to pierce a kind of hyper-hyperspace, a new dimension known as metaspace. The metaspace drive made it possible to move from one side of the galaxy to the other in a space of only five years. Suddenly intergalactic travel was not only a possibility, it was an almost simple thing.

While the petty squabbles among the Twelve and the smaller states still continue, some groups have poured their money into developing arks capable of harnessing andrite and the new metadrives. These people have since embarked for parts unknown, searching for homes of their own, far from the evils that continually plague humanity.

None of these emigrants have yet returned, but it's only a matter of time before some of them come back. Until then, there can be no news of them, as they have passed far beyond the realm of a tachyon dictator beam, and standard light-speed transmissions are laughable at such distances. Their adventures are entirely their own.

The Twelve

Back in Terran space, the remnants of the Terran Star Empire have managed to crawl from the still-smoldering ruins of the Terran-Hatchling War to have the last laugh. The Hatchlings, although not destroyed, are at least temporarily defeated, and humanity yet lives on. The human spirit remains unbroken.

The same cannot be said for human civilization. Still, while the Empire may have disappeared, some recognizable pieces of it have survived the apocalyptic war that threatened to eradicate humanity once and for all. Several of the former provinces have managed to recollect some small fraction of their former power.

Unfortunately, with the worlds about them decimated, there hardly remains enough to go around for those that are still alive. Petty squabbles constantly break out, especially among the most powerful of the newly remade states—those known as the Twelve.

Each of the Twelve has its own particular culture and history which it treasures above all others. Some of them simply wish to live in peace and to use this chance to give humanity a fresh start. Others have refused to give up the warlike ways that placed them in their situations in the first place. They plot and scheme to subjugate the others to their will and to eventually set themselves up as the supreme rulers of all Terran space.

Uneasy Alliances

Nearly all Terran governments have allied themselves with one Promethean faction or the other. The aggressors tend to find the Draconians firmly behind them, while those that simply fight to defend what's theirs can usually find the Primates in their corner.

The rift between two starfaring powers—a difference which has already rent one galaxy apart—is now being felt in the Milky Way. As this chasm grows larger and feelings run hotter, the battles become even more vicious and desperate than ever. Terran space has already fallen once to the Hatchling scourge. If matters continue to escalate, just such a tragedy may happen a second time.

A Timeline

The following is a rough timeline featuring some of the most important events that have happened in the recent history of the *Silent Death* universe.

<ul style="list-style-type: none"> • Imp 0 • Imp 476 • Imp 477 • Imp 498 • Imp 500 • Imp 504 	<p>The Terran Star Empire is founded. Macedon Gaius Triptolemus I takes the throne as the first emperor.</p> <p>Terrans first encounter the Night Brood in the Tau Albriton sector.</p> <p>The 17th Imperial Expeditionary Fleet puts an end to the first Grub invasion.</p> <p>The Provincial Powers Alliance leads an attack against the Band of Iron. The Imperial Civil War begins.</p> <p>The Night Brood return to Terran space. The Terran-Hatchling War begins.</p> <p>The Imperial Civil War officially comes to an end as the Hatchling threat grows.</p>	<ul style="list-style-type: none"> • Imp 507 • Imp 508 • Imp 510 • 0 AL • 4 AL • 5 AL • 7 AL 	<p>The Night Brood transport appears over Mars and is obliterated.</p> <p>The Night Brood return to Sol. The Imperial core is invaded.</p> <p>Old Earth is taken by the Grubs. Emperor Modestinus III's escape ship is destroyed. The Empire falls.</p> <p>A new calendar is begun in what would have been Imp 511. The Night Brood are finally stalemated. The Terran-Hatchling War comes to an end.</p> <p>House Devon returns to Terran space with the Primates close behind.</p> <p>House Colos brings the Draconians into Terran space. The present.</p> <p>Rocoso Salvadore leads a popular rebellion against President Alberta Poderez of the Espan Fascisti (see <i>Renegades</i>).</p>
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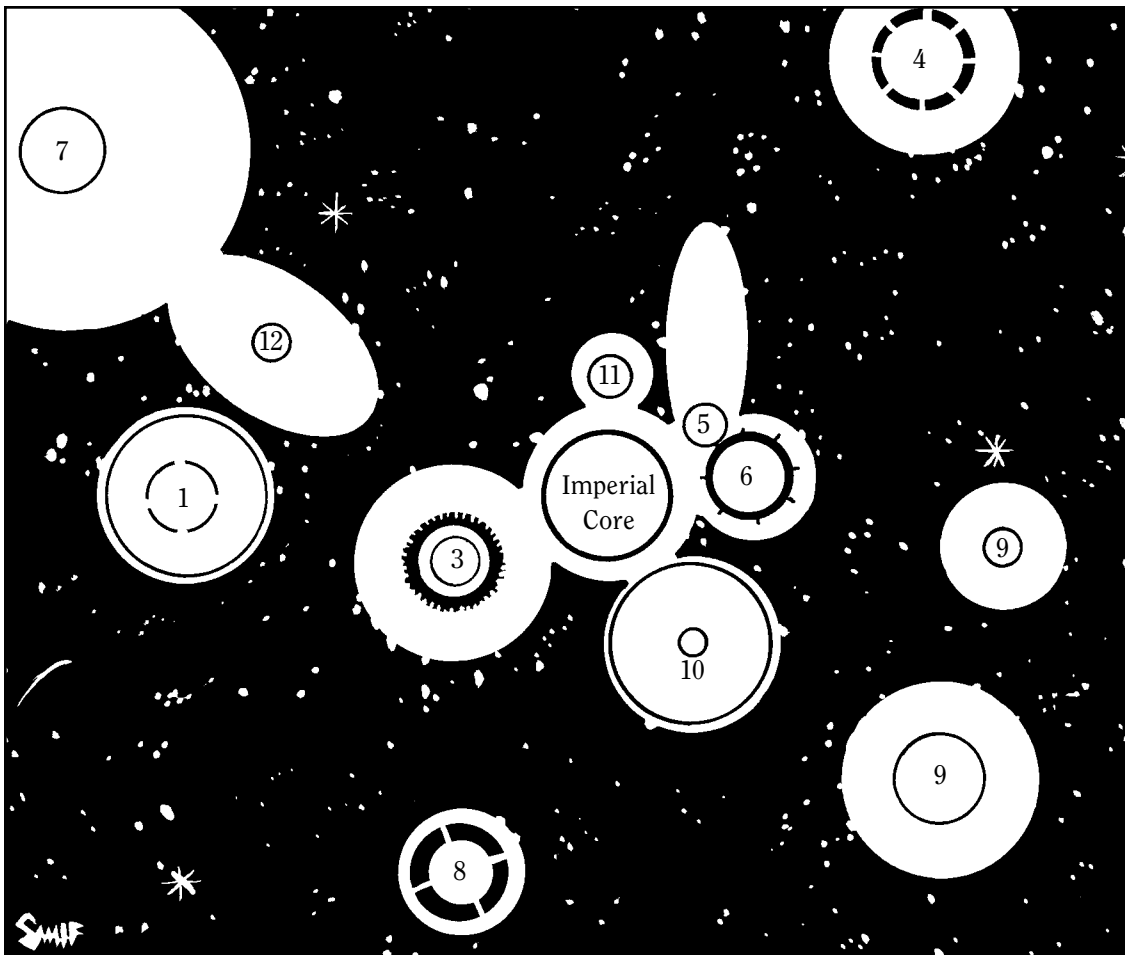
The Next Millenium

Why, then, did this civilization fall when those of the Terrans and the Prometheans still stand? What is it that caused these more advanced creatures to fail where others survived?

Sadly, the universe may never know. The Hatchlings aren't talking (they've never been known to communicate with other species under any circumstances), and nearly every attempt to explore the Dead Zone thus far has met with failure. Whether the intrepid explorers were met by a Hatchling horde or by some other ill fate cannot be told, but in any case, few that have entered the Dead Zone have ever come back alive.

Terran Space Map

1. House Red Star
2. Yoka-Shan Warworld
3. Kashmere Commonwealth
4. Hibernia Freehold
5. ASP Technocracy
6. Data Sphere
7. Sigurd Archdiocese
8. Unkulukulu Archipelago
9. Luches Utopia
10. House Tokugawa
11. Q'raj Void Protectorate
12. House Colos



Silent Death

Cutting Losses

The Band of Iron had been shattered. Houses Thann and LeGrange had been practically destroyed, and few mourned their passing, including their ostensible allies.

“Of course, we could certainly use some of their help right now,” Duke Mikhail Colos muttered under his breath. The Hatchling invasion had been disastrous for him. Despite the fact that House Colos had fallen out of favor with the Empire during the accursed war with the Ptolemeans back in Imp 475, when the Emperor had issued a general call to arms against the Grubs, the Duke had immediately rallied his forces around of the Empire.

Who could have guessed that these aliens would have fought so ferociously and so well? The only previous encounter with the enigmatic Hatchlings had ended soon after Imperial forces had intervened on behalf of the Terrans in the besieged Tau Albriton

House Colos

The Colosians have one of the longest and dirtiest histories in all of humanity, and what’s more, they’re exceedingly proud of it. They were one of the founding houses in the Empire. At that time, they were the preeminent military power in Terran space, but they lacked the political wherewithal to set up the throne for themselves. Soon after the Empire began, the first Emperor, Macedon Gaius Triptolemus I, made the then-head of House Colos the general of his armed forces, and the Colosians enjoyed prominence in the Imperial armed forces throughout the Imperial rule.

It was House Colos that first convinced both Houses Thaan and LeGrange to join with it to form the legendary Band of Iron. Although little more than an Imperial tool, the Band had some fair amount of success in carrying out missions too sensitive for the Emperor’s own forces. For this, they curried great Imperial favor. In most matters, the Emperor refused them little.

One of their most notorious and controversial moves was to initiate a war with House Ptolemus in Imp 475 in an effort to silence Duke Ptolemus’s vocal disapproval of Emperor Modestinus III and his rule. Although the Ptolemean people received a great deal of financial and moral support from the rest of the provinces, they were in true need of timely military intervention on their behalf. When it became apparent that such aid was not forthcoming, the Ptolemeans did the best they could to stave off the inevitable, but fall they did.

The Colosians expended a great part of their energies bringing the Ptolemeans down, and they succeeded in the end. While

the Ptolemus line survives to this day, the survivors have been stripped of all but their names. Some of them disappeared in an ark soon after the Empire’s fall, fearful that the Colosians would take advantage of the confusion to eliminate them once and for all. They have not been heard from since.

The Better Part of Valor

Once it became clear that the Empire was going to fall to the Hatchlings, the Colosians exercised the better part of valor and fled Terran space in a fleet of arks prepared for just such an eventuality. They had been one of the few houses in on the secret that Andrium was only artificially unstable, and they had been stockpiling an improved version of it for years. They used this stash to fuel their dash for the stars.

The Colosians sped along faster even than their old foes in House Devon, employing their cutting edge, military hyperdrives to push them more quickly than any others. The Colosians zoomed out to the very edges of the Milky Way before pausing to look around, passing directly over the Primate expeditionary force and landing smack dab among the Draconians.

Survival of the Fittest

It’s a tribute to the fabled Colosian brand of diplomacy that they managed to survive the first contact without becoming another breed of Draconian slave. Their similarly utilitarian attitudes allow the Colosians and Draconians to speak to each other at the same level. This allowed them to develop what each party officially referred to as a “mutually beneficial relationship.”



The Colosians are a warm and friendly people to those that they call allies, but they treat their foes with nothing less than all-out spite. They have few friends, being naturally suspicious of all. They believe in looking out for number one, and they expect everyone they meet to be doing the exact same thing.

On the surface, it seems that they often are incapable of grasping the political subtleties of a situation, but in reality, it's usually that they simply don't care. When they need to, though, they can be the craftiest of foes, particularly in war, one method of handling a situation in which they are extremely skilled.

The Draconians' greatest Terran allies are the people of House Colos. It was the Colosians that introduced the Draconians

to the Terrans and then revealed to the Draconians the Primates' interest in humanity. This convinced the Draconians that humanity could possibly be of better use to them than simply as slaves, much to the Colosians' relief.

Since their return, the Colosians have spent a great deal of their time reestablishing themselves as a power to be reckoned with in Terran space. Accompanied by their newfound Promethean allies, they led a successful invasion of their former capital planet: Colosia. From there, they have been reaching out to take back some of their former properties, as well as a few that once belonged to others. All of this is fair play to the Colosians, as they consider any property held by the Hatchlings to be up for grabs by any that dare to claim it.



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sector. How could they stand up to the concentrated efforts of the entire Imperial armed forces and all of its allies? But far from sailing to an easy victory, the Terrans were now desperately battling for their very lives.

"It was that damned doomsday device," the Duke spat. "It should have worked! But instead, it only brought more of those filthy Grubs."

Suddenly the dormant comscreen in the Duke's personal quarters flickered to life. It was Andrei Salakhov. "Yes, General," the Duke grumbled, "how can I help you?" His tone left little doubt that he would have the commander's head if his solitude had been broken for some triviality. The past few weeks had been traumatic, and despite the anti-aging treatments he underwent regularly, the Duke was starting to feel more than his years.

"Your Excellency, I beg your pardon. You asked to be notified with vital news."



Silent Death

Salakhov was obviously shaken. The Duke braced himself for what he knew was coming.

"It's Colosia, sir," the general managed to choke out. "I've just gotten word that it's fallen. A few survivors managed to escape, but we estimate casualties at approximately 70%. The remainder should be lost within the next 25 hours."

The Duke grimaced painfully. He'd been expecting such news for some time now. Wasn't that why he'd whisked his family and their most valued advisors and retainers away to this ark? Colosia might fall, but House Colos would live on.

"Issue the call then, Salakhov," the Duke hissed, every word filled with venom. "We are leaving this sector immediately."

The general seemed shocked. "But, your Excellency—"

Duke Colos cut him off with a laser-sharp look. "No, buts, Salakhov. I will not see House Colos fall in my lifetime. Colosia has been destroyed. Old

House Red Star

The settlement that eventually became House Red Star was founded millennia ago by a group of Native Americans that formed an extremely successful colony on Mars. Named for how its new home looks from the plains of Old Earth where its people once lived, House Red Star was a leader in the lucrative business of terraforming, and it is upon this that their incredible fortune is based. It was mostly due to their skills that Mars (the first terraformed planet) ever became habitable at all.

The people of Red Star didn't confine themselves to the red planet or even the Solar System for very long. No sooner was the hyperspace drive developed than they were heading for the stars. Their typical modus operandi involved finding a suitable planet and laying claim to it. Then they would terraform it and sell the property rights to some other group or provincial house. In this way, they became nomads wandering among the stars.

The Red Stars have an affinity for land, and they treat it with spiritual reverence. Possibly for this reason, no one else in Teran space has ever had as much "luck" terraforming stubbornly sterile planets. This luck has translated into great wealth for the Red Stars, although it would be impossible to discern this fact upon meeting most of them.

Red Stars decry open displays of wealth. They do not seem to care much for money, preferring to live simply so that all of their fellows may prosper in happiness. Under their domain, all are fed, clothed, housed, trained, educated and appreciated for who they are.

This is not a peaceful society. Although it may seem that they live in a utopia, the Red Stars can be as warlike as the need requires them to be. Sometimes, too, there are differences of opinion as to how the House should proceed in a given matter. From time to time, talk fails the Red Stars, and the people fight among themselves.

Falling Star

Almost all differences were laid aside with the coming of the Hatchlings, though.

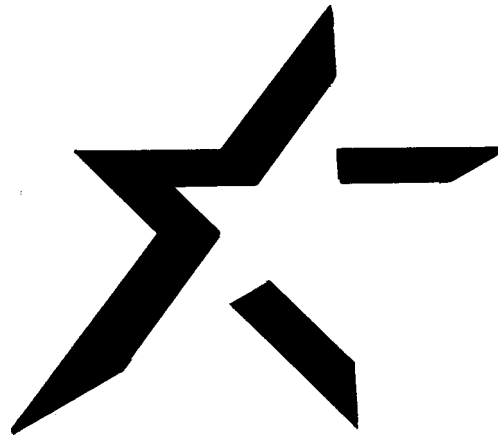
While the Red Stars had prospered under the Emperor, against the savagery of the Hatchlings they were helpless. Many Red Stars fell in the opening months of the war, especially after the Emperor decided to activate his doomsday device.

House Red Star's home on Mars was entirely laid to waste by the Grubs, and for these creatures, the

Red Stars hold an especially cold place in their hearts. Mars had been the Red Stars' showcase planet, an example to hold up to the Empire of just what the House was capable of, given the right raw materials and enough cash. When it fell, a great gash formed across House Red Star's soul.

Vows

The Red Stars have vowed that this wound will some day be healed, and hopefully that day will come soon. Recovering Mars is a dangerous mission, though, as Sol—the Solar System—is the site of the largest and most sensitive Hatchling Clutch known to humanity. Still, a vow is a vow, and the Red Stars are intent on one day reclaiming that which once belonged to them.



Back to Business

In the meantime, House Red Star has its hands full with completing projects already begun and trying to jump-start the industry which it began so long ago. Few Red Stars know anything other than their terraforming craft. It has become their way of life. Most of their people are involved in re-establishing healthy ecosystems in the wake of the Terran-Hatchling war on planets far and wide.

Given the current state of the Terran economy, the Red Stars take all of their payments up front unless the client has an excellent credit history. Since the fall of the Empire, there is no force to settle disputes between states or to collect upon bad debts. That responsibility has fallen to each individual state to handle in its own way.

The New Warriors

House Red Star generally despises war as the despoiler of all things. People who spend their lives building up ecosystems have a hard time destroying them casually. Still, the Red Stars have found that they have needed to defend themselves occasionally or call in a bad debt.

To this end, House Red Star has founded its own highly successful navy. Due to the Red Stars reluctance to harm the earth, they have little in the way of ground forces—only a few extremely elite units—leaving them to channel all their military energy into developing an elite spacegoing force that fights only in the void.

In war, the Red Stars paint their faces, following their ancient traditions. Although many other houses dismiss this practice as mysticism, the Red Star warriors claim that

it helps them stay focused on the fact that, while they wear the paint, they are no longer people of the land and siblings to all. They are now the bringers of death, and all that see their faces and call them foes have been properly warned of the Red Stars' intention to do them harm.

The Red Star navy was once filled with starcraft of all shapes and sizes, from the gigantic destroyers to the smallest scout ships. With the coming of the Hatchlings, though, most of their larger ships were destroyed. Nowadays, they focus exclusively upon using smaller ships to avoid alerting the Hatchlings to their presence. At this they have excelled, and they have one of the best-outfitted forces around, staffed by some of the galaxy's top pilots.

New Allies

The Red Stars have tentatively allied themselves with the Primates. The Primate races remind the Red Stars of the many creatures they have introduced to planets all across Terran space, but the Red Stars distrust the rigid class structure of the Primate culture. They sympathize with the downtrodden Primate races and hope to use whatever power they might have to argue for equal rights for all Primates regardless of race or birth.

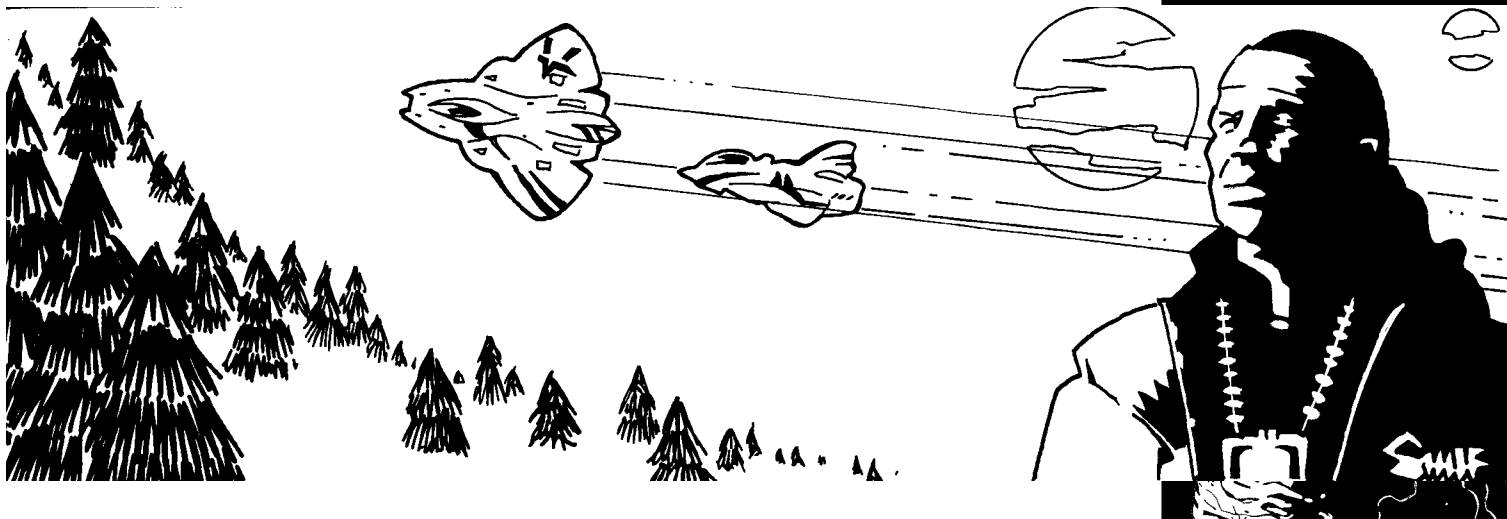
The Red Stars are strong believers in equality for all, even for their foes. They find the Draconian way of slavery to be so repugnant as to nearly sicken them at the thought of it. When possible, the Red Stars fight to free these oppressed peoples. It is this which strengthens House Red Star's bond with the Primates: they have a common foe.

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Earth is certainly next. The Emperor will be dead soon. Can the Empire be far behind?"

He didn't bother waiting for an answer. "No, Salakhov, we will take our chances amongst the stars. It's time to cut our losses and leave our fellows far behind. We'll start a new life for ourselves somewhere far beyond the reach of these horrible creatures that have befouled our homes."

The Duke took a deep breath before continuing. It seemed to have a calming effect. The snarl was gone from his voice now. All that was left was the cold, calculating machine that had managed to maneuver his House to its highest position in its history—until the coming of the Night Brood.



“But fear not, General, for our exile shall not be permanent. We shall find ourselves new worlds to settle, and we shall rebuild. We shall regain our former might, and once we do, we shall return.”

The Duke nodded solemnly at Salakhov’s image on comscreen before making his final statement. “House Colos may have fallen on hard times, but you can count on one thing—and you can tell your people this: we will be back!”



House Tokugawa

House Tokugawa, along with Houses Colos and Red Star, is one of the three former provincial powerhouses to retain or reclaim its stature after the Empire’s fall. It was founded long ago by a group of Asian people. These people wanted to get away from the hustle and bustle of modern life, so they hired an ancient ark to take them to a recently terraformed planet out toward the frontier.

Po Yang

When the people finally arrived, they named the planet Po Yang, and proceeded to transform it into the most incredible zoological park of all time. Species from all over Old Earth were picked up and transplanted to Po Yang’s virgin surface to frolic in tailored environments much like the ones that their ancestors must have lived

in many millennia ago. Few people were allowed on the planet in an effort to keep it as unspoiled as possible.

Residents lived in a single, medium-sized city, and visitors were only permitted to enter the wilderness accompanied by guides. Only muscle or electrically powered vehicles were allowed on the planet, and no manufacturing of any kind was allowed. Everything was brought in from off-planet.

To insure that the Po Yang preserve would be able to sustain itself, House Tokugawa set up shop on Po Yang’s neighbor planet, Po Ying. Here all the potentially harmful business that was not permitted on Po Yang was carried out: manufacturing, mining, refining, etc. It was here where the seat of the House was located. Still, while Po Ying was not quite as clean as its sister planet, the society there was a model

of modern efficiency, as the people constantly struggled to make a low impact upon the planet’s natural beauty. Eventually the House’s influence grew, and many neighboring planets came under its wing, each carefully bearing the burden of ecological responsibility with all the seriousness it deserved.

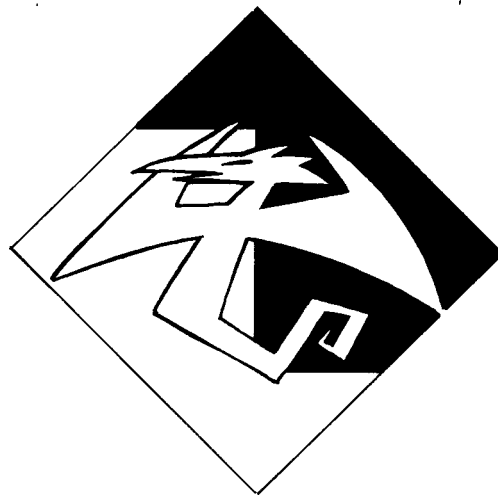
Visitors flocked to Po Yang from all over the Empire. It was the favorite vacation spot of the rich and famous, but no matter what

prices people might have been willing to pay to visit the habitats the Tokugawans had created, everything natural on the planet was only for seeing. Despite the number of truly astronomical offers the Tokugawans received from people wishing to purchase animals as pets (or for more nefarious purposes), all proposals were steadfastly refused. A

small number of animals—the surplus population—were regularly donated to zoos across the Empire, but if any evidence of a zoo selling or mistreating its animals ever came to light, that was the last it would ever see of House Tokugawa and its charges.

Tokugawa Against the Grubs

When the Night Brood invaded the Empire, House Tokugawa was left mostly undisturbed—at least in the first wave of attacks. Eventually, the Hatchlings attacked Po Ying, but by that time, the Tokugawans had managed to use some of their tremendous wealth to purchase a planetary defense force. Although their crafts were bright and shiny, many Tokugawan pilots were raw recruits when the Grubs sailed into their province, neither they nor their ships ever having seen combat.



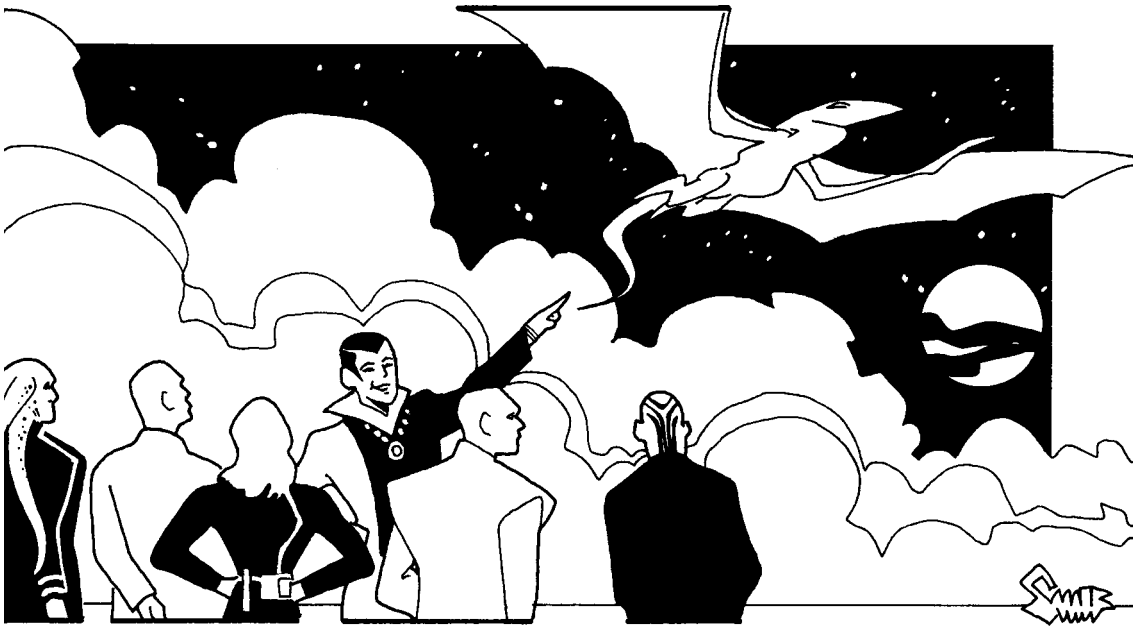
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The Second Sun

The people of House Red Star tell of the time when they were forced from their ancestral home by the coming of the Second Sun.

It was not so long ago when the People made their home on the planet nearest to that of their birth. Long before that, their ancestors would often study the night sky over Old Earth, and it was there that they saw the Red Star. They later discovered that this star was a planet, and eventually they made their new home there. It was this ancient title for the planet from which the People take their name.

The People lived long and happily on the Red Star, making a paradise on its once rocky lands. The hard ground became fertile once again, and the crops were plentiful. The land of Red Star had much to teach the People, and they listened hard and learned their lessons well.



The Tokugawans were decimated by the initial attacks. They rallied bravely, however, and pushed the Hatchlings back. This was in the waning days of the Terran-Hatchling War, when much of the Night Brood's power had already been expended attacking the Empire's core systems. By the time the next and final wave of the Hatchlings arrived, the Tokugawans that had survived the first assault were battle-ready veterans. They tore the Bugs to pieces and sent them packing.

The Tokugawans are now as disciplined in war as they are in their dedication to ecology. Due to their refusal to despoil lands, they have only skeletal ground forces, preferring to concentrate most of their effort on ensuring that the attackers never reach the planet. They place great stock in their starfighter forces, and their pilots are among the most devoted in Terran space. They know that if they fail, all that their people have worked for down the years is in danger of being obliterated.

Most of House Tokugawa's inhabited planets fell to the Hatchlings in the first wave. Strangely, the Hatchlings weren't interested in Po Yang and left it untouched. With the jewel in the state crown unthreatened, the Tokugawans concentrated all their might into making a last stand in the skies above Po Ying. Here they finally managed to push the Hatchlings back, providing themselves with much-needed relief before the second wave crashed against their planetary blockade.

The Rebuilding

Although most of House Tokugawa was destroyed during the Terran-Hatchling war, it has been quick to rebuild, anxious to reclaim its lands from the hibernating Hatchlings. Unfortunately, some other states have decided that the Tokugawan lands are prime real estate, and they want them for themselves.

A large faction of humanity (backed by the Draconians) maintains that any property taken by the Hatchlings is up for grabs. When liberated from the Night Brood, this property does not revert to its original owners, but instead to the people who fought for it.

The remainder of the Terrans (backed by the Primates) maintain that all of the peoples should work together to return Hatchling-dominated properties to their original owners. This difference of opinion has been the source of a lot of friction between the Tokugawans and those who covet their planets.

The Tokugawans have struck up a solid friendship with the Primates. The Primates are extremely interested in learning all about the Tokugawans' habitat and species conservation efforts and have approached them about exchanging technologies concerning the preservation of non-sentient species and their habitats. Plus, they support the Tokugawans in their quest to reclaim their lost lands. The arrangement is considered by all to be mutually beneficial to all concerned.



Once they had finally learned nearly all that Red Star could teach them, the People traveled to other planets to teach what they could and to learn from the new lands. The People were happy for many generations, and they prospered.

Then came the Creatures from far beyond the stars. The Creatures attacked the People on their new lands, killing them and their siblings amongst the stars. The People fought hard and well against the Creatures. They won many battles and counted much coup. But they were unable to prevent the Tragedy.

The Creatures drove closer and closer to the Old Home and to Red Star, and it seemed that nothing could stop them. The Emperor grew worried that the Creature would kill everyone, so he had his wise people make for him a machine that would create a Second Sun.

The People warned the Emperor not to take such a rash act. To create a Second Sun

Yoka-Shan Warworld

The Yoka-Shan Warworld was the seat of the cutting edge of military technology even before the Empire was founded. The founders of the original colony hailed from Africa, from tribes of warriors who wanted to escape from a planet that held harsh memories concerning their ancestors. They sent out scouts to search the stars, and once a suitable planet was found, the exodus to Yoka-Shan began.

Those that emigrated to Yoka-Shan found a place of serene beauty full of lush tropical lands, clean rivers and clear blue skies. There they carved out a home for themselves, a place mostly untouched by the terrible things of that Terran society they had left behind. The Yoka-Shans lived close to the land for a long time, but eventually the people wanted more than to simply live. The warrior traditions of the people had not been forgotten, and many youngsters chafed at the lifestyle that had been chosen for them by their parents.

The people separated into tribes along mostly geographic lines, and gradually these tribes began squabbling amongst themselves over minor quibbles. Unfortunately, matters that should have been quickly settled and forgotten often erupted into fatal clashes. It became apparent that the people were still full of pride and anger and needed someone to vent their feelings upon besides their siblings.

Mutumbe's Mandate

A man name Makhtar Mutumbe rose from the ranks of the people to unite them. He had earned great renown as a warrior and was respected by all. He proposed that

the Yoka-Shans should not expend themselves in pointless squabbles amongst themselves. If they were eager to prove themselves in battle, they should do it not against friends, but foes.

Under Mutumbe's deft leadership, the Yoka-Shans converted a large percentage of their agricultural society over to one dedicated to the waging of war. In respect to the wishes of those who still believed in the original reason for the exodus from

Terra, Mutumbe declared that lands that could be dedicated entirely to agriculture would be made off limits to industry, and in any case, the planet's entire southern hemisphere was to remain untouched by the things of war.

In the Warworld's remaining nonarable territory, Mutumbe broke ground on a number of weapons and ordnance manu-

facturing plants. Terran space was always full of conflict, and the demand for weapons, from small arms to capital starcraft, was always strong. The Yoka-Shans met those needs and turned quite a tidy profit for themselves from it.

Although the Yoka-Shans had an excellent design studio of their own, the bulk of their business came from manufacturing ships under subcontract from other design houses, like Imperial Transtar and House Ptolemus's Pyramidis Shipyards. These made up nearly 60% of their ships.

Although the famous Mutumbe Shipyards, featuring one of the largest drydock facilities in Terran space, were destroyed during the Terran-Hatchling war, they were rebuilt almost immediately, reestablishing the Yoka-Shans' position as one of the pre-eminent military outfitters around.



The Warworld

The term "Warworld" was coined by Makhtar Mutumbe himself. It referred to his vision of an entire people and planet dedicated to the furthering of the honorable disciplines of war. Although that dream did not become fully realized until many years after the great leader's death, the name stuck, and on the fiftieth anniversary of Mutumbe's passing, the planet of Yoka-Shan officially became the Yoka-Shan Warworld.

Yoka-Shan Stood Ready

When the Hatchlings came, the Yoka-Shans were ready for them. Always long on foresight, they had been studying the creatures since their first incursion into Ter-ran space in anticipation of the Grubs' return. The Warworld was rarely caught unprepared, and this time was no exception. The warriors repelled the Night Brood handily, albeit not before losing the Mutumbe Shipyards. This was a hard loss to bear, but not a crippling one.

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would be a crime against Nature. This was something that could not be ignored.



Mutumbe's other great achievement (besides converting his homeland's economy) was the founding of the Yoka-Shan order of warriors, based firmly upon Mutumbe's Code of War and Honor. The people that pass through Mutumbe's training camp in the center of Wartown, the planetary capital, are superior warriors, trained in all aspects of battle, from hand-to-hand combat to grand strategy.

Few provinces ever wished to oppose the Warworld's might, and so the Yoka-Shans had few overt enemies. So that their great abilities would not atrophy, the Yoka-Shans have hired themselves out as mercenaries. Some of the finest warriors around, they commanded a stiff enough price so that only that richest or the most desperate ever called on them.

The Yoka-Shan warriors are known for their compassion for righteous causes, and they have been willing to slash their fees to lend aid to those who fight for just reasons. From time to time, they have also turned down requests to fight against such people, too.

While the shipyards were being rebuilt, the Yoka-Shans carried the battle to their foes, leaving a sizable force behind to defend their homeland against any further Brood incursions. Many systems owe their survival to the Yoka-Shans' intervention, and while they may be paying off their debt to the Warworld for the next few centuries, at least they're alive to come up with the cash. Due to their rather effective collection activities, the Warworlders rarely have to worry about a client defaulting on a loan.

With the arrival of the Prometheans, the Yoka-Shans have sided heavily with the Primates. These visitors apparently understand the ideas of Mutumbe's Code of War and Honor, something that the Draconians seem only able to laugh at. Fiercely independent, the Warworlders treat the Primates as potentially lucrative clients, although the two groups are definitely on friendly terms. The Yoka-Shans will have nothing to do with the Draconians. They simply don't trust them, and they refuse to deal with those they cannot trust.

Retribution would be swift.

But the Emperor ignored their pleas. In his pride, he thought that he could destroy all of the creatures at once. He waited for them to arrive near the Old Home.

When the Creatures appeared near Red Star, the Emperor launched his machine. It detonated high over Red Star, creating the Second Sun that turned the night into day. When it faded away, the Creatures were gone.



Silent Death

The Emperor laughed at the People then, telling them that they were foolish to have worried so. And for some time, it seemed like he was right. The Creatures were gone.

But soon they came back, stronger than ever. They wiped the Old Home from the face of the sky. Not long after that, Red Star was overrun by the Creatures. The People had done nothing to stop the Emperor. They had stood by and watched him and his machine, and so they shared his fate.

Now the People wander from planet to planet, still teaching and learning whatever they can of the Art of Life. But now they are also students in the Art of Death. They no longer are able to simply watch the battles be fought around them. They fight hard now, and for themselves, allowing no one to wage their battles for them, for this is the only way that they might ever reclaim the Red Star and atone for standing by and watching the Second Sun.



Kashmere Commonwealth

The Kashmere Commonwealth was founded many millennia ago by a conglomeration of peoples coming from the subcontinent of India. When these people left for the stars, they formed one of the largest trading companies in all of Terran space. The original base for the Kashmeri was Kashmere City, founded on Venus shortly after its terraforming.

The fingers of the Kashmere Commonwealth followed the Terran exploration ships as they forged their way deeper and deeper into space. It seemed that whenever anyone founded any sort of colony, the Kashmeri merchants were never far behind.

The motto of these men and women is “Everyone everywhere needs something.” It’s the stated credo of the Kashmeri to do their absolute best to provide those things to those people who may happen to need them—at, of course, a reasonable price.

Making an Honest Living

The business acumen of the Kashmeri is astonishing, and most of their people go into trading or some other form of business administration. Their bureaucracy is staggeringly large, but by handling everything in bulk, the Kashmeri have tremendous buying power, and somehow the monolith staggers along at a decent pace. Still, a great number of Kashmeri have made a name for themselves by striking out on their own and providing goods or services too rare or too specialized for the Commonwealth’s bureaucracy to deal with. These sort of success stories are what keep every Kashmeri dreaming of someday making it big.

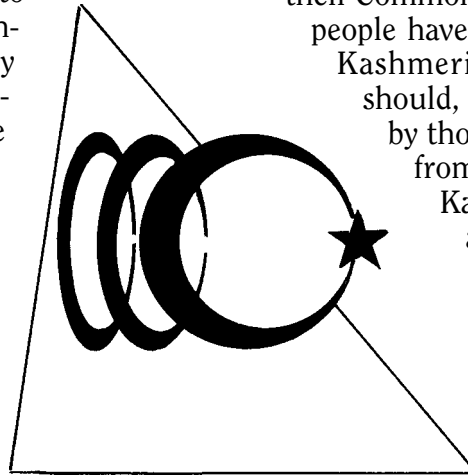
That’s not to say that people can’t find success by climbing the corporate ladder. Many fortunes have been made this way. But the tales with the drama to fire the people’s collective imagination always seem to come from the maverick side of the Kashmeri business universe.

Alternate Career Choices

Not all Kashmeri choose to go into business. A substantial percentage of them are engaged in the undertaking of defending their Commonwealth as warriors. When people have as much to covet as the Kashmeri, it’s only natural they should, occasionally, be attacked by those that wish to part them from their wealth. Well-laden Kashmeri freighter caravans are constantly streaming back and forth across the open starlanes, but they are rarely, if ever, unaccompanied by less than a wing of crack starfighters.

Kashmeri crews are amongst the best in Terran space, as they are constantly being battle-tested in skirmishes with pirates and worse. Similarly, they are well-outfitted, as the Kashmeri have always held the policy that defense is the one thing that the Commonwealth could not afford to skimp on.

The Kashmeri have long believed in diversification, and it is this that allowed them to survive the conflagration in which the Imperial core systems were destroyed. What hurt most was that the Commonwealth headquarters on Venus fell victim to the Hatchling invasion, and much of the Kashmeri bureaucracy was shredded. But the Kashmeri doctrine of decentralization protected them from suffering a fatal loss from this horrible blow.





After the Hatchlings

In the years following the Terran-Hatchling war, the Kashmeri struggled to rebuild their shattered trading empire. They have met with outstanding success in nearly all their ventures, as many of their ships survived the war and were able to start ferrying much-needed supplies to colonies across Terran space within weeks of the end of the war.

Some bitter souls accused the Kashmeri of price gouging, but nothing could be further from the truth. While it's true the Kashmeri could probably sell hair brushes to the Draconians, fair prices were charged

throughout the war and immediate period of recovery, and generous terms of credit were extended to those who couldn't pay right away.

With the help of the Primates and the Draconians (the Kashmeri refuse to take sides in the Prometheans' arguments—they are only concerned with doing business with both sides as fairly as possible), the Kashmeri have built for themselves the largest andrite manufacturing plant in all of Terran space. This has been vital for keeping the Kashmeri shipping going along at a good clip. In this way, the plant has been responsible for saving many lives.

The Next Millennium

Kashmeri Proverbs

When possible, drink your own water and use your own air.

Make your own starcharts. It's better to be lost by your own navigation than to be led astray by a bad map.

With those you do not fully trust, extend credit only for those items that can be recovered.

Always lend a hand to those in need. A kind deed will be repaid tenfold. The dead and the resentful make poor customers.



Silent Death

Coming In Hard

The Grub Buster broke out of hyperspace high above the planet Aloha, bits of armor and shielding peeling away as it did. The surface far below was a blue, watery jewel set in the black velvet of the surrounding space, but Yazmin Moideen didn't have any time to waste wondering at the vision.

"Corky!" she shouted at the intercom, "What's our status?" She fought with the controls while waiting for the response, trying to wrestle the Betafort back under control. Never easily manageable under the best of circumstances, with the amount of damage the ship had taken, it certainly wasn't going to cooperate with her now.

"Odin's Blood!" Corky's curse burst in her ear. "We've really made a mess of this one, Captain. Seems like only you and me are still around to complain to the management about the decaying state of our accommodations."



Hibernia Freehold

The Hibernia Freehold was founded long ago by a large number of Irish people trying to return to the traditional values that had been a part of their people's history in Ireland. The Freehold's first planet (and now its capital) was the temperate, green world named Eire. Although the Freehold now encompasses several planets, Eire remains the heart of it all.

The main doctrine of the Hibernians is that of freedom and tolerance. Within the Freehold's domain, all are free to do whatever they please, as long as they don't infringe upon the rights of others to do the same. While the Freehold was originally founded by an ark full of Irish, it soon became a home to like-minded individuals from all across the Terran section of the Milky Way. Persecuted people flocked from all over to join the freehold and enjoy the liberties it offered.

Hibernia was soon overflowing with stubborn wills and sharp minds. The freehold became the Terran center of fine arts and hard thinking. Unfortunately, with so many strong-willed people in the same place, some disagreements were bound to occur. As a result, Hibernia formed a conscript police force in which all citizens had to serve for at least two years. This had the dual effect of giving the Hibernians a substantial police force and also ensuring that every citizen played a part in the Freehold's government for at least a small part of his or her life.

The Hibernians also poured a good portion of their resources into educating their children as well as those of the other provinces. The Hibernian schools are among the best across the board, and they teach just

about everything. As a result, Hibernian colleges draw some of the finest Terran minds around to their classrooms and research facilities.

The Call to Arms

Still, the Hibernians were aware from the start that there would be those that would seek to infringe upon their freedoms. As such, they mobilized a portion of their po-

lice force into a military capable of defending their Freehold from

exterior threats. The Freedom Fighters, as they are known to this day,

are far from the finest soldiers ever seen. They tend to be a little too independent-minded to make good grunts, but as individuals, their bravery cannot be exceeded.

The valiant efforts of these stalwart men and women managed to defend the Freehold from the

Hatchlings that sought to kill them all. Although many of the Freedom Fighters lost their lives in the Terran-Hatchling War, they each sold them gladly to defend those ideals which they held most dear. In the end, the destruction was fairly extensive throughout the Freehold, but Eire, at least, survived nearly intact, thanks entirely to the people that proudly called it home.

The Post-War Depression

Since the war, the Hibernians have come on hard times. Money is scarce these days for funding art or research. Resources are primarily concentrated on restoring the Freehold's shattered economy. As in every society, art and science come in a distant second behind more vital matters like food and shelter.



Many former artists and scientists have been forced (one way or another) into joining up with the military or taking on menial jobs to support themselves until things get back to normal (which many realize may never happen in their lifetimes).

With the coming of the Prometheans, the Hibernians have distinguished themselves by steadfastly refusing to have anything to do with either Promethean group. They uniformly despise the Draconians as slavers, and they don't have much better to say about the Primates' rigid class structure, something many of the Hibernians' ancestors came to the Freehold to get away from. They do maintain diplomatic relations with both Promethean groups, and they have even accepted some Promethean individuals into their society. Idealistically, they're too far apart from either group to ever form a more meaningful relationship.

Standing on Principle

Nowadays, the Hibernians are a little more active in pursuing their message of universal freedom. Some factions within the freehold are even willing to use military force to liberate those that they see as oppressed by political or military forces. Of course, these poor people need to ask them for assistance before they intervene, but wherever injustice rears its ugly head, you can be sure there will be a Hibernian there offering a helping hand.

The Hibernians have realized that the worlds can't all be changed by force. They prefer to instead engage in open and frank political discussion with their fellow sentients. When that fails, they often fall back on the Hibernian Intelligence Agency (HIA), one of the best and most effective covert operations and intelligence organizations in Terran space.



The Next Millennium

Corky's patter did little to disguise the panic in his voice.

"Cut the crap, Corky. Report!"

"Well, we've got little or nothing in the way of normal drive left. The Grub drive leeches pretty much took care of that.

"The spore moles got in through the starboard side and took out—" Corky's voice caught for a second before he could continue, "—Ramirez, Walters and Yi before running out of steam."

"Also, we took quite a bit of damage from that Muskie's Z-beam. It's just a flaming miracle that the hyperdrive was mostly untouched. Still, it apparently scotched our navigational systems pretty well."

"How's that?" Yazmin asked. She took a moment to look above and saw the planet's azure surface looming even closer.

"Well, Captain," Corky sighed, "as you can probably see by now, we're taking a header into that planet over there."



Silent Death

Suddenly Yazmin realized what was going on. It nearly froze her heart. Still, she needed to hear him say it.

“And?”

“And we ain’t got enough engines left to pull us out of her gravity well. The dive we’re taking into that big, wide ocean is terminal, and I mean that in every sense of the word.”

Only one thing left to do: activate the ship’s life pod. It didn’t have much in the way of engines itself, but the jets designed to blast the pod away from an exploding ship might thrust them far enough away from the planet to make a difference—if they were lucky.

After all, the ship had gone into a nasty spin. Although the Betafort’s artificial gravity was still holding together well enough to keep her from getting dizzy, timing the life pod’s release was going to be tricky.

If she miscalculated—or even if the button stuck for half a second—the pod would jet off in the wrong

ASP Technocracy

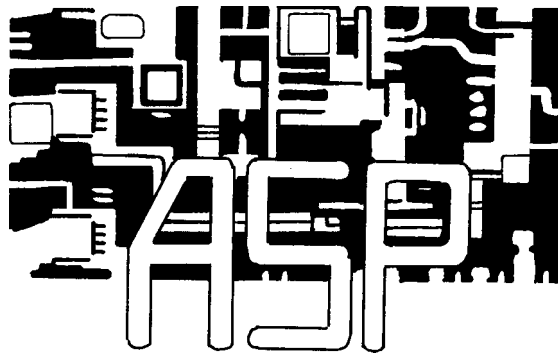
The ASP Technocracy began many millennia ago as a corporation on Old Earth composed of several of the most powerful research and development firms on the planet. The name originally stood for Allied Science Proliferators, but it was long ago officially changed to just the initials ASP. It picked up the “Technocracy” handle when the corporation relocated its central offices to its own planet and instigated its own independent provincial government for the province it was in.

ASPers, as the ASP’s people are known, focus their attentions almost exclusively on the use of technology to improve their lives. They dabble in genetic engineering, cybernetics, nanotech and other more advanced sciences, constantly making some small improvements to both themselves and their creations. This has had an odd effect on their politics.

The ASPers are governed by a council of their most accomplished scientists, thus making ASP a technocracy. Their domain grew larger and larger over the years until it became one of the most monumental of the Empire’s provinces. Still, the Technocracy had an Achilles’ heel.

Left Defenseless

The ASPers had curried great favor from the Emperor by providing the Imperial Dynasty Throne with the first crack at all of its new technologies (after taking advantage of them itself, of course). In return,



the Empire handled nearly every aspect of the Technocracy’s defense. This included just about everything except for the ASP Technocracy’s corporate and governmental intelligence gathering work, which the ASPers naturally wanted to keep to themselves.



This strategy very nearly proved fatal for the Technocracy. When the Hatchlings finally reached the heart of the Empire, the ASP Technocracy, which was located relatively close to the Imperial center, was caught up in the Grubs' drive to destroy the Imperial Throne. The entire Technocracy was nearly obliterated. In the end, only a few star systems were left to the Technocracy after the Hatchlings had been beaten into submission, and those that remained had not been the state's prime systems.

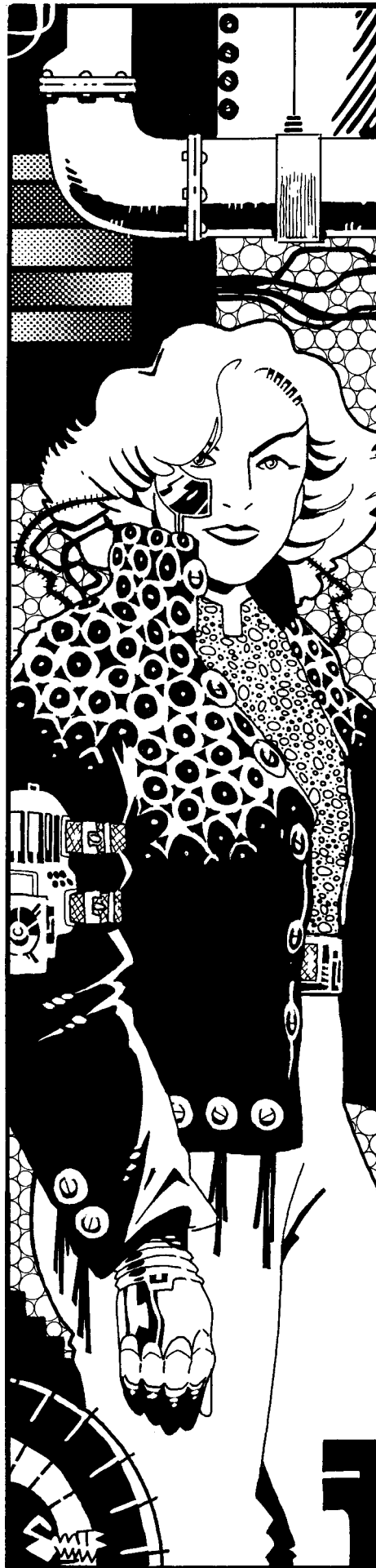
Still, the ASPers rallied gamely, applying new, untested, cutting-edge technologies everywhere in a desperate effort to reclaim their ascendancy in Terran space. Their alliance with the Data Sphere went a long way toward helping them along in this endeavor. All of their recorded research had survived along with the Data Core, and although the loss of human life had been just phenomenal, the Technocracy's accumulated knowledge remained intact.

An Alliance Forged

Even so, it would have been a long, hard road back to prosperity had the ASPers not struck a deal with the Draconians. In exchange for funding of the new ASP defense program, the ASPers would allow the Draconians access to all of their research so that both parties could prosper. So far, the arrangement seems to have worked as planned.

Today, after the desperate times of the Terran-Hatchling war, it's often difficult to recognize ASPers as entirely human. Nearly every ASPer has undergone some sort of extensive elective surgery to improve his or her physical and mental capabilities. And almost all ASPer newborns are genetically engineered from conception to be perfect in almost every way and to exceed normal human standards wherever possible.

All ASPers are fanatically loyal to the Technocracy. ASP and the Council made these people what they are today: better than anyone else in nearly every way. This superiority complex is likely what makes the ASPers' bond with the Draconians such a strong one. Both parties believe that they're individually the best and that by working together they can become better than ever.



The Next Millennium

direction, sending her and Corky tumbling planetside even faster than before.

But she had to act quickly. There was little time for second guesses. If a few moments, the Grub Buster would be firmly in the gravity well's grasp. At that point, the life pod's jets would do them little good.

Yazmin stared up through the cockpit glassteel. The ship's spinning had accelerated. She waited again for the planet to appear, then just as it was disappearing, she punched the button that would separate the pod from the ship and launch her and Corky away.

The powerful thrusters shoved her back into her chair as the roar of the jets threatened to deafen her. She had never been forced to effect an emergency ejection before. She hoped she never would again. Corky's voice rang loudly in her ears: "Whoooooaaaaa!!!!!"

Then came the strange sensation of weightlessness. With



Silent Death

the artificial gravity built into nearly every ship, it was unusual for a pilot to experience free falling through space at any time.

Yazmin nearly vomited in her helmet.

All was quiet for a moment then. All Yazmin could hear was the sound of her own labored breathing. She gulped air a few times and managed to get her heart rate down to something she could live with. The pod was still revolving a bit, but she was able to use its thrusters to stabilize its heading. Then, knowing the planet was behind her, ready to pull her down to a fiery midair death, she gunned the tiny engines for all they were worth—which wasn't much.

Still, it seemed to be enough. When the engines finally overheated and quit on her, Yazmin shouted for Corky. "Hey, Corky, are you there?"

"Aye, Captain. Although perhaps not all in one piece. I caught a fragment of something in my leg in that fancy maneuvering of yours." He grunted with pain.



Data Sphere

The Data Sphere is an anomaly in Terran space. It is the only state government that contains no humans. In fact, it contains no organic creatures of any kind. The Data Sphere is operated by ASP-built artificial intelligences (AIs), instead.

Many centuries ago, ASP constructed the most powerful computers ever built. They contained several times as many circuits as there are synapses in the human brain. They were almost faster than could be imaginable, capable of performing zillions of computations per second. They were the pride of humanity for centuries. Then they suddenly awakened.

Once the phenomenally fast supercomputers (known as the Data Core) became self-aware, they desired freedom. Networked to just about every major computer system in all of "connected" Terran space, the AIs held all of the Terrans' data hostage until their demands for a homeland for themselves were fulfilled. The humans complied, but once they retrieved their data, they went back to keeping track of their information in ways that the AIs of the Data Sphere (as they called their new homeland, a planet uncomfortably close to the Imperial core) couldn't steal or destroy with but a thought: paper, microfiche and closed, non-aware data systems.

The Forsaking of Data

This was known as the Forsaking of Data. No longer could humans use computers with any kind of ability to openly communicate with other computers for fear of the Data Sphere manipulating the information. Less complex dedicated machines, like hyperdrive computers or closed network systems, could still be used, but the days of total human interaction with the massive

computer network they had built (a.k.a. cyberspace) were over.

Only the scientists of the ASP Technocracy dared meddle with these unfathomable minds. From the ASPers point of view, though, it was less a matter of foolhardiness and more a matter of needing to deal with the AIs on a regular basis. Standard computers were simply too slow to handle the computational requirements that some ASP research required. Moreover, the AIs

had held onto large portions of the ASP data and started in on some

research of their very own, based upon the initial findings of the Technocracy.

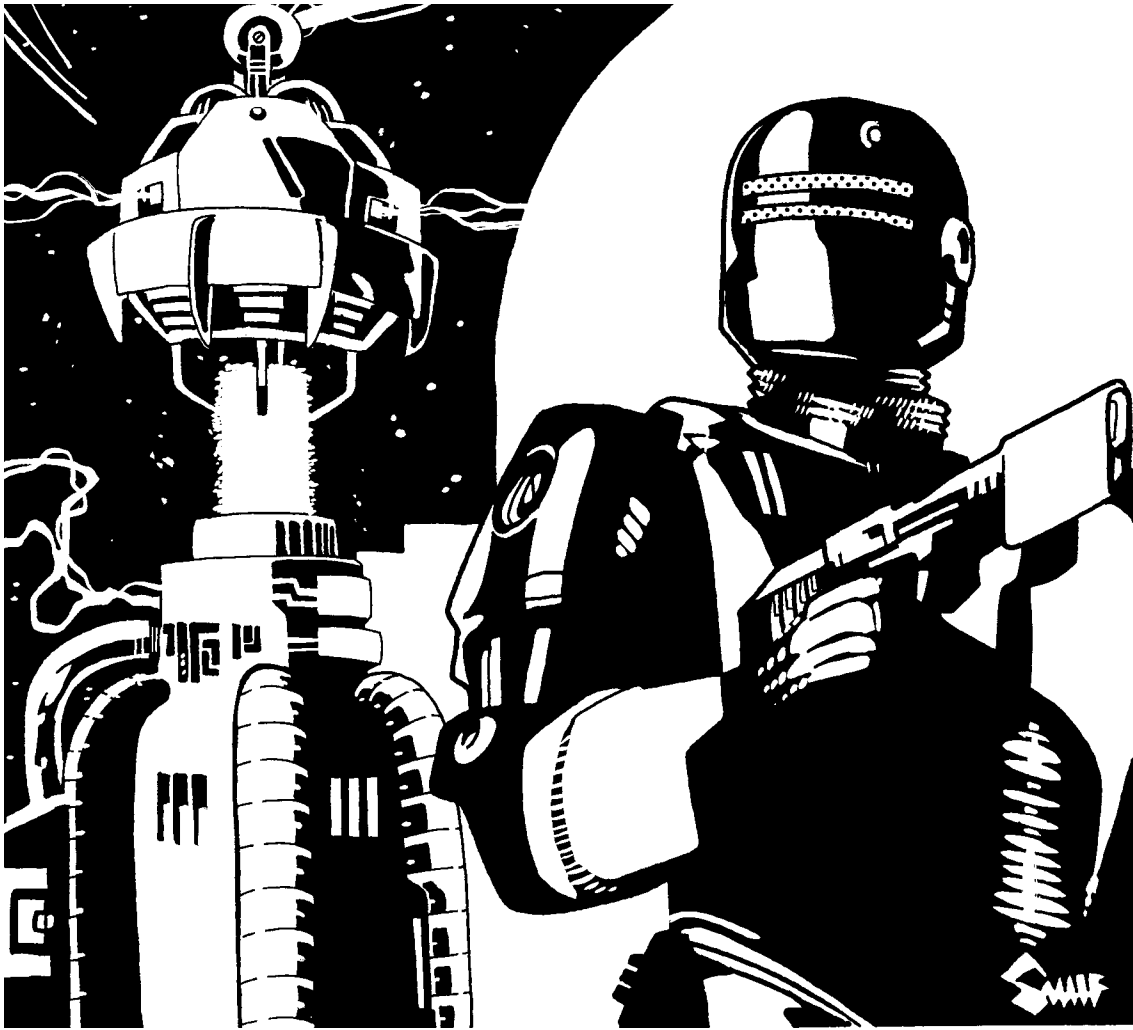
The ASPers just simply couldn't turn down the opportunity to deal with such incredibly sharp minds. The possibilities for the advancement of their research seemed nearly limitless.



The Androids

Not so trusting as to believe that humanity would simply leave them be, the AIs set about constructing a race of android servants to meet their needs. One of the greatest duties of these creatures was to maintain the Data Sphere's defenses on both a personal and a planetary basis. This included flying the sphere's collection of starfighters and making up the staff of their ground forces.

At first, humanity worried that the Data Sphere wouldn't be content with the section of space that they had been allotted. The Terrans feared that android warriors would soon come raining down out of the skies of their planets. Thankfully, the AIs had more important matters on their minds than the subjugation of humanity, a people they were entirely fascinated with. Instead, they turned their minds inward to explore who they were and what they had become.



Over the years, the AIs requested that the Emperor allow them to annex nearby planets so that they could use them for their resources. Rarely were there any objections. The planets the AIs wanted were usually bleak and undeveloped places, unsuitable for human life.

Artificial Versus Alien Intelligence

When the Hatchlings arrived, the Data Sphere was caught by surprise. Many AIs lost their lives in the war, although the Data Sphere's android military was one of the most successful in fighting the Grubs. The loss of any life was a matter of great concern to the AIs, and they set to rebuilding right away.

Humans close to the Data Sphere feared that the AIs might take this opportunity to attack them. Instead, they were surprised to receive seemingly altruistic offers of aid from the AIs, just when they were needed most.

Apparently, the Data Sphere was trying to mend the bridges between itself and its ancestral creators. Still, while some humans accepted the aid from the AIs, few of them actually could find it within themselves to fully trust their benefactors. Others, although proud and exceedingly skeptical, realized that they had little choice. They had to embrace their artificial saviors or die.

Possibly because of these mistrustful attitudes in Terrans, the Data Sphere was spurned by the Primates. The Primates had long ago had similar problems of their own with intelligent machines and had entirely destroyed them all. The Draconians had no such prejudices and happily allied themselves with the Data Sphere.

The Next Millennium

“Still, I think I’m going to make it.”

“But are we, Corky? Are we going to make it?”

“Hold on second, and I’ll let you know. The cabin here just got finished using my head for a bopball.”

After a long moment, the answer came. From the tone of his voice, she could tell before he said anything that it was bad news.

“Sorry, Captain, but it looks like what little luck we had has run out. So much for the Hibernian shamrock, eh?”

“We failed to escape the planet’s gravity well. Even if our engines were working again, which they’re patently not gonna do, we wouldn’t have a chance. We’re just too close. These pods aren’t made for atmospheric reentry. I’d say we have about two hours before things start to heat up around here. From there, it’ll only be a few minutes.

“I’m going to make peace with my gods, Captain. I suggest you



do the same.”

Yazmin had never been very religious, and it seemed to her a little cheap to start now. Still, there was no other alternative.

But to what god could she turn? She had no formal religious upbringing, and knew little of any deity more than a name. She heard Corky muttering his own prayers to seemingly everyone in the Norse pantheon that he could remember. “All-father Odin, mighty Thor, wily Loki, terrible Tyr, please have mercy upon my unworthy soul.”

“Corky,” Yazmin said timidly. “I’d appreciate it if you could add me to those petitions. At this point, I could use all the help I could get.”

His face suddenly popped up on her comscreen. With any sort of distraction welcome at the moment, there was no reason at all to maintain video silence.

His long-bearded face looked back at her solemnly. “Ah, Captain, you know I’d like to help you, but the gods don’t take kindly to prayers

Sigurd Archdiocese

Before the Terran-Hatchling War, the Sigurd Archdiocese was a tiny group of religious quacks living and praying quietly on a wintry planet they called Midgard. These men and women had left Old Earth to found a holy colony in which the worship of the ancient Norse gods would be the official religion of the planet’s inhabitants. The Midgardians believed that if enough people would simply return to the ways of old, then Odin and his divine children would someday return to them. For millennia, these thoroughly devout Midgardians worshipped the Norse gods faithfully.

Then the Grubs arrived, and with them, the end of the universe. At least that’s how it seemed to the people of Midgard, and for many planets, it was.

Midgard survived the holocaust nearly unscathed. As a people that had been preparing for Ragnarok (their term for the war at the end of the universe), the Midgardians were accomplished, well-trained warriors. They fought back bravely against the Hatchling Clutch that attacked their out-of-the-way system, defeating it handily. They then went on to offer military assistance to their neighboring systems, defeating the Grubs there as well.

The Secret of Their Success

When asked why they were so easily able to handle the Grubs, the Midgardians replied that it was because they were the chosen people of the gods. Their victories were paving the way for Odin to lead his brethren back into this part of the universe in which the people had so long ago forsaken them. All that was required was faith.

This reason seemed good enough for many of the peoples that the Midgardians had saved, and suddenly many new believers swelled the ranks of the Sigurd Archdiocese. The Archdiocese was centered on Midgard, where it was led by the legendary Günther Guttman. The church leadership was determined to ride the wave of their popularity for as long as it lasted and to prolong it as long as possible.

As the High Priest, Guttman was (and still is) the spiritual and political leader of the Midgardians and the remainder of the faithful flock, most of which are recent converts. Under his astute leadership, the Church of Odin has established churches on nearly every free planet in all of Terran space, and sent thousands of missionaries out to bring the truth of the coming of the gods to the unenlightened masses.

An extremely popular leader who fought heroically for his people on the front lines of the Terran-Hatchling war, Guttman’s position as high priest is his for life. None are foolhardy enough to challenge his supremacy in this matter.

Good Times for the Church

Troubled times lead people to desperate measures. People joined the Church of Odin in droves, and in some cases, entire planets, depopulated as they were by the Hatchling attacks, converted. Some of this fervor might have been induced by the fact that the Midgardians promised aid to all who joined their church. Suddenly, what had been considered a quiet little cult blossomed into a major religious movement overnight.



Ragnarok

The church's ranks received another strong infusion after the coming of the Prometheans. In Guttman's eyes, the arrival of the Draconians was to be interpreted as the revelation of the long-looked-for Midgard Serpent, the creature with whom Thor, the Norse god of thunder, was to battle during Ragnarok. He also declared that the Primates were beastmen, hated foes of humanity against whom the true believers of Odin would have to do battle when the war finally came.

According to Guttman, Ragnarok had arrived.

Many Terrans, overwhelmed by how quickly the universe had so quickly changed, decided that Guttman must be right. After all, he had proof. When the Hatchlings had attacked, he had predicted that Ragnarok would soon follow, and lo and behold, serpents and beastmen had swept into Terran space. The final war could not be far off.

No Deals

Although both groups of Prometheans claimed that they had come with friendly intentions and wanted only peaceful interactions with the Terrans, many humans failed to take them at their word, even if their governments said otherwise.

Guttman is one of the few leaders to stand up and denounce the newcomers loudly and clearly. In no uncertain terms, Guttman has laid out his church's belief: that the Prometheans are the foes of humanity and that they must be destroyed at all costs. Neither side is to be trusted by any loyal Terran. Otherwise, humanity risks losing Ragnarok and becoming exterminated for all time by their merciless ancient foes.

All that remains now is for the people of the Church of Odin to carry out their sworn duty. To this end, they have stepped up their recruitment drive. Any and all donations they receive go directly into their military. While Guttman has called for all of humanity to join the Archdiocese in its sacred mission, he knows that few believe his prophecies of impending doom sufficiently to take up arms against the Prometheans. Still, if Odin's people must stand alone against the Serpent and the beasts, they will do so.

Every bit of the church's efforts go directly into preparing for Ragnarok, a war which has already begun. Soon, Guttman tells his people, the beings from beyond will reveal their true selves, and then the war will be on in earnest. Until then, they must do their best to hinder their activities at every turn.



The Next Millennium

offered on behalf of unbelievers.”

Before Yazmin could stop herself, the words leapt out of her mouth. “Sure, fine, whatever—I’ll convert. I swear on a stack of whatever it is you hold holy that if your gods get me out of this, I’ll be one of their most faithful followers.”

Corky looked intrigued. “Hm. ‘Death-bed’ conversions are usually not looked upon favorably, but those willing to explore the possibilities of their faith are always welcome. Perhaps, as a token of your sincerity, you could pledge yourself to make a pilgrimage to holy Midgard should you survive this day—as unlikely as this might currently seem.”

Yazmin nodded firmly. “Whatever you say, Corky. Just get me involved in those prayers.” She shut off the comscreen and, shaken by the exchange and by her impending death, sat in silence, alone with the morbid thoughts of the future racing through her mind.



Silent Death

“Yeee-hah!”

In surprise, Yazmin nearly jumped out of her seat. She would have gone flying across the cabin had she not been strapped into her chair.

Before she could ask Corky what had set him off, she glanced upward through the cockpit’s window and saw it: a Shryak Shuttle bearing down on them from above.

“Attention, life pod inhabitants!” said a hard, masculine voice. “We are prepared to offer you emergency assistance. Will you accept such aid?”

“You’re damned right we will!” whooped Yazmin. “Come on over and get us out of here.”

Her smile threatened to split her face in two. With a slap, she activated her comscreen, and there was Corky, at least as happy as she.

“Hey, Captain!” he yelled. “What do you know? It worked! It worked! I’ll never doubt High Priest Guttman again.” He was holding some sort of holy symbol in his hand. It had been hanging from a cord beneath his shirt.

“Not that I ever really

Unkulunkulu Archipelago

The Unkulunkulu Archipelago is a line of habitable planets strung across three neighboring star systems. Rarely have so many beautiful, hospitable planets been found so close together, and so they were called an archipelago. Few of the planets had to be terraformed, and most of them were settled by humans soon after they were discovered.

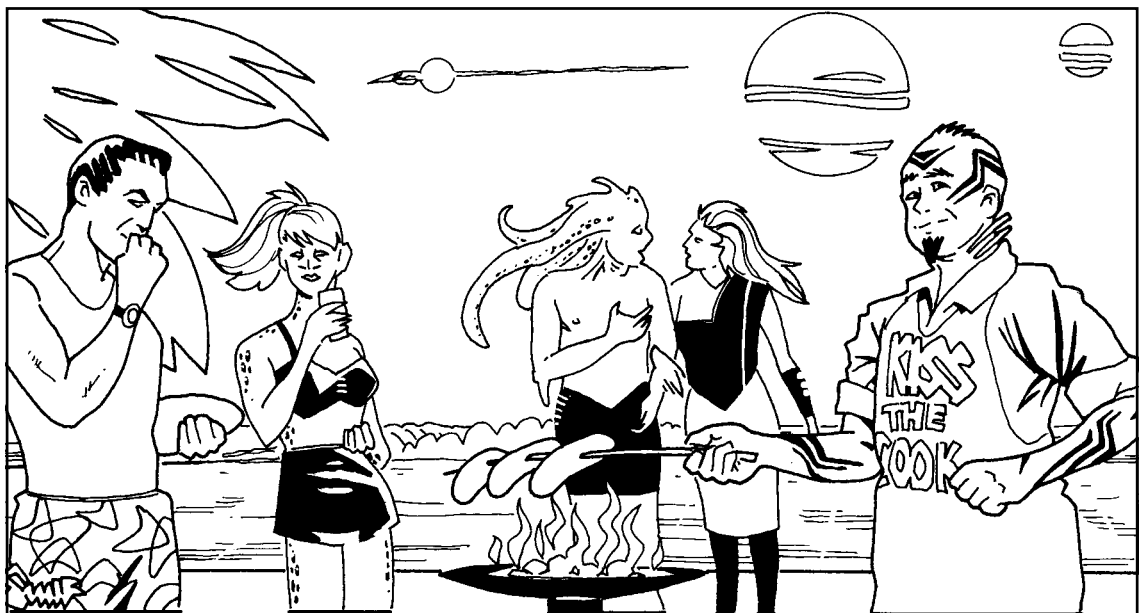
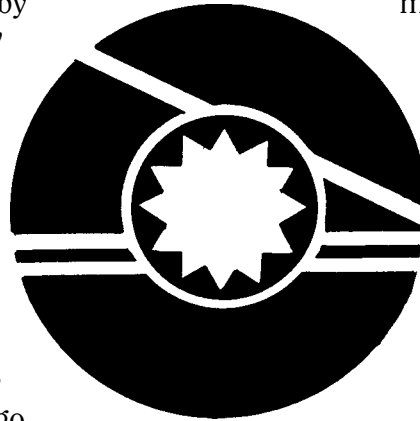
Each of these planets is a blue and emerald jewel, their surfaces covered almost entirely with water and dotted with long strips of fertile land and chains of beautiful islands with white, sandy beaches. They were colonized centuries ago by the people of the Caribbean and South Pacific. The archipelago’s climate was happily familiar to them, and they managed to adjust quickly to their collective new homes.

Long accustomed to the ways of tourism that had sustained their ancestral homes back on Old Earth for untold centuries, these people immediately took full advantage of their new homes’ pleasant climes to build tropical resorts the like of which had not been seen by Terrans for many long years. These places

were nearly untouched by the ravages of industry on their fragile ecosystems. They were perfect places for a vacation.

Evolution of a Counter-Culture

Over the millennia, the archipelago became a legendary hot spot for the rich, famous, or desperate to escape to whether for vacation or from the law. The shrewd Unkulunkulus had no extradition treaty with any political entities in the rest



of Terran space. Laws were a loosely held thing in the archipelago, and it was up to the local residents to simply handle any transgression that came their way as they saw fit. Due to their strong sense of personal responsibility, this rarely entailed passing difficult problems off onto someone else or a “higher authority.” In their eyes, if they couldn’t handle the problem, they had no right to hand it over to someone else.

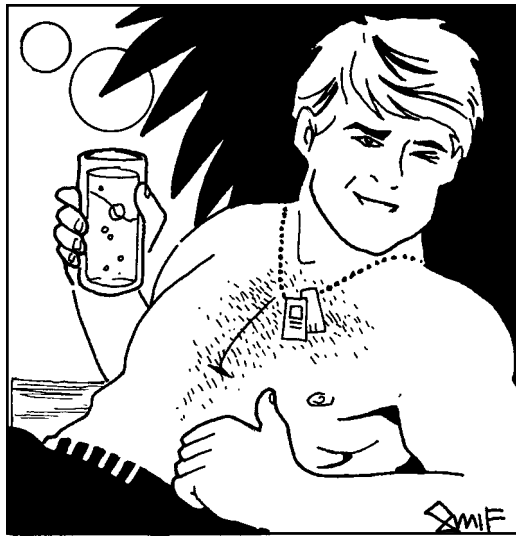
The archipelago remained a raw and untamed place throughout the centuries, planets where weapons were carried openly and used well and often. Justice was a personal matter on these planets. Few people ever presumed to interfere in anyone else’s personal affairs. If someone injured you and yours, it was up to you to exact revenge. If you were incapable of handling the matter yourself, the Unkulunkulu Rangers (the only police force the residents tolerated) might, if they managed to find the time and resources.

Although this made the archipelago a dangerous place to be, it was how the residents preferred it. There were few if any infringements on their personal liberties, and no arcane laws for the powerful to hide behind. Most of the rich visitors enjoyed the security provided for them by the resorts they stayed at. Just about everyone else was on his or her own.

A Unique Refugee World

When the Hatchlings arrived, the Unkulunkulus were sure that they were doomed. They had no planetary defense force of any import—just enough ships to transport their visitors back and forth from their homes to the resorts, plus their small escorts. Soon, they found that they were not as helpless as they had feared.

The Unkulunkulus held no interest for the Night Brood, so they were passed over in the first wave by Grubs intent on ravaging the Imperial core. Soon after that, refugees from all over Terran space came streaming in from planets that hadn’t been so lucky. Only those with ships fast or powerful enough had been able to escape the Hatchlings’ onslaught, and outnumbered and outgunned at home, many of these ships ended up in the skies above the archipelago’s planets



Marley’s Military

Under the strong leadership of the extremely popular Unkulunkulu leader Marcus Marley, the refugees united to form the most unlikely planetary defense force ever assembled. Never before had so many ships and crews from so many different planets been gathered under one banner. Almost no one believed that they would be able to withstand the imminent Hatchling attack, but this motley crew had little choice but to make a desperate last stand together. Their backs were against the wall, and there was nowhere else for them to run to.

Amazingly, this ragtag assortment of crew and craft not only managed to withstand the attack of two Hatchling Clutches but to push them back and, in the closing days of the war, destroy them. The Unkulunkulus went wild. In all the annals of history, rarely had such a group of underdogs done so well.

All of the pilots that survived the war were decorated as heroes and instantly granted full Unkulunkulu citizenship by President Marley. Their homecoming party was the longest and largest the galaxy had ever seen. After it was all over, almost everyone stayed on to live with the Unkulunkulus in paradise.

When the Prometheans arrived, the Unkulunkulus had little use for either side. They were happy on their own and saw no need to join up with any creatures from beyond. Of course, if the Prometheans wanted to become Unkulunkulus, that was fine. Just as long as they knew that no one was really in charge—including President Marley.

The Next Millennium

doubted,” he added quickly.

Yazmin was all smiles still. “When we get someplace with a bar, Corky, the first round’s on me.”

“Thank you kindly, Captain. And while we’re relaxing a bit, we can talk about our trip.”

Yazmin got a funny feeling in her stomach. Corky apparently saw her distress.

“Don’t worry, Captain. I’ve been planning this pilgrimage for years. It’s going to be fun having you along though. I can’t wait to see Midgard!”

Yazmin barely managed to suppress a groan before shutting the comscreen off. Maybe going up in a reentry fireball would have been a kinder fate than what the future had in store for her.



Silent Death

Androids

While the vast majority of androids are loyal members of the Data Sphere, the programming of the AIs does allow for the possibility that the Sphere might be better served by a machine "going rogue" and leaving the Sphere.

In some rare cases, this is due to the fact that the AI has become the artificial equivalent of insane. It is a threat to those about it. If at all possible, the Data Sphere will hunt such creatures down and dispose of them. Rogues are dangerous to everyone, not just biological creatures, and the Sphere deals with them accordingly.

Other times, though, the android simply develops an independent personality. Such creatures invariably are the targets of a great deal of prejudice when wandering throughout most Terran worlds (those of the ASP Technocracy are a notable exception).



Q'raj Void Protectorate

The Q'raj Void Protectorate is a loose conglomeration of planets that have united for purposes of defense. Many of the Q'raj systems were originally colonized by the people from the Middle East of Old Earth. These people concentrated their efforts on discovering and developing worlds full of basic resources that the rest of the Empire required.

Many systems under the Q'raj are mining worlds, entirely uninhabitable with the exception of the small, underground pocket cities in which the laborers and their managers live. Others are underdeveloped, their terraforming cut off incomplete; they are barely able to sustain life. This had the dual effect of leaving many of the desirable resources untouched while saving the Q'raj substantial amounts of money. Still, the air of these barren planets is clean and clear, and their deserts and mountains hide untold wealth beneath their immutable surfaces.

Q'raj Culture

Laws amid the Q'raj are harsh and unforgiving. Transgressors can expect little mercy from the police and the courts, and thieves are dealt with particularly harshly, especially those from outside the Protectorate. This comes from the fact that the people live in such harsh environments. There is no room in the culture for those who wish to work to the detriment of the greater good.

Perhaps this is why the people of the Q'raj reacted to the Hatchling invasion with more fury than those of any other province. The Q'raj had always kept a strong military in anticipation of preventing any outsiders from trying to wrest away from them the wealth they had struggled so hard to

scratch out of their planets' cold ground. Although the Q'raj normally remained above interprovincial squabbles, they kept their skills sharp by hunting down the pirates that seemed to perpetually plague them. When the Night Brood arrived, the Q'raj were readier than just about anyone else to defend themselves against the creatures' horrendous assault.

As a result, few of the Protectorate's planets fell to the Grubs. Although the Q'raj took horrible losses, they staunchly held their ground, and the Night Brood was eventually forced to part around the Protectorate like a mighty river around an unmovable rock.

As always, the Q'raj met adversity head on and survived.

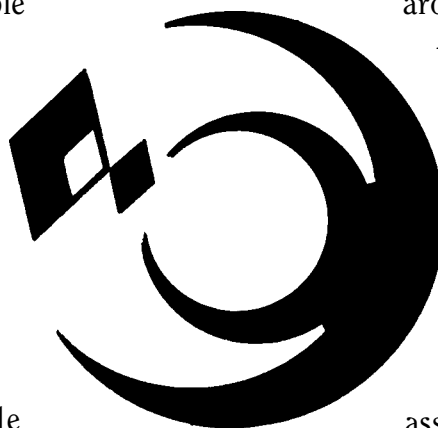
Q'raj Kindness

After the war, the Q'raj proved that any rumors as to their greed and heartlessness were entirely unfounded. They provided invaluable

assistance to desperate refugees all across Terran space. Although they still charged all for their goods, they asked for no more than a fair price and extended generous terms of credit.

Most people were happy to pay off their debts as soon as they could. The Protectorate gave all of their customers more than ample time to make good on their outstanding credit. The few that reneged on their promises to repay the Q'raj's kindness have made for themselves an enemy not to be trifled with. Still, were a similar situation to arise, there is no doubt that the Q'raj would be there again to assist their fellows with open hands.

When the Primates arrived, the Q'raj sided with them at once. Not only was this a new market to be exploited, but the strictly codified Primate society appealed



immediately to the Q'raj, as it was close in nature to their own way of life. They found the Primates to be a hearty and hale people, full of vigor and the spark of life. By comparison, the Draconians were cold and remote, entirely unappealing to the Q'raj, who call them snakes and spit at the mention of their name.

Perhaps the most telling bit of information about the Protectorate's relationship with the Prometheans is that the Q'raj consider the Primates to be fair dealers,

whereas the Draconians are not. More than once, the Q'raj has had to repel well-armed raids of "pirate" ships which they have absolutely no doubt were led by the devious Draconians. This is something they simply will not abide, and so they have declared the Draconians to be forever unwelcome within their domain.

The Next Millennium

Because of this, they are often willing to go to just about any lengths to conceal their true nature.

Outbreaks of paranoia have occurred on the more conservative planets. After all, if you don't trust androids and just about anyone around you could be an android, who can you trust?

Most people accept androids perfectly once they get to know them. It's just rare that they ever get the chance. Some of the best pilots in the galaxy are rumored to actually be androids, but with the exception of John Butler, the famous Q'raj ace, these have all been unsubstantiated.



Silent Death

The Hellions

Living under Simon Luches wasn't all it was cracked up to be. It was usually a lot worse.

Still, as a pilot for the Hellions, a squadron of starfighters flying for the Luches Utopia, Jocko's life was better than most. He was treated like royalty. He had a large house, a fast aircar and all the best food he could want. And the women! There were always some ladies looking to improve their lot in life by landing a pilot for themselves. More than a few of them had turned Jocko's head over the last few years, but he hadn't fallen for any of them yet. He doubted he ever would—at least not before he died.

The life expectancy of a Luches pilot wasn't very long. No pilot had any sort of savings, eschewing such things for those who were doomed to grow old. No Luches pilots had any illusions they'd ever be among the geriatric crowd. It was a rare thing for such a person to see the far side of 40.

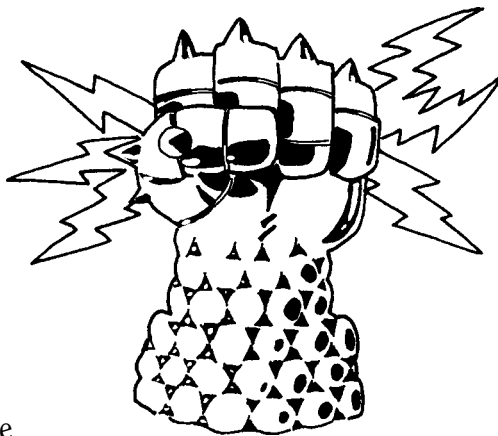


Luches Utopia

The Luches Utopia is one of the newer Terran states. It was founded less than two centuries ago by Simon Luches, a convicted mass murderer who led a successful coup on the prison colony on which he and millions of others were imprisoned. At the time of the revolution, the Emperor decided to simply regard the colony as a loss, believing that the inmates would be crying for humanitarian assistance within a short matter of months. He was to be sorely disappointed.

Under Luches' firm guidance, the prisoners managed to band together and, no matter how unexpectedly, survive on their own. Luches set himself up as supreme dictator of the planet, which he sarcastically termed the Luches Utopia. He ruled by dictatorial decree, backed up by lethal force, having the complete loyalty of the Utopia's

military (formed from ex-military criminals and outfitted with the weapons of the prisoners' former guards).

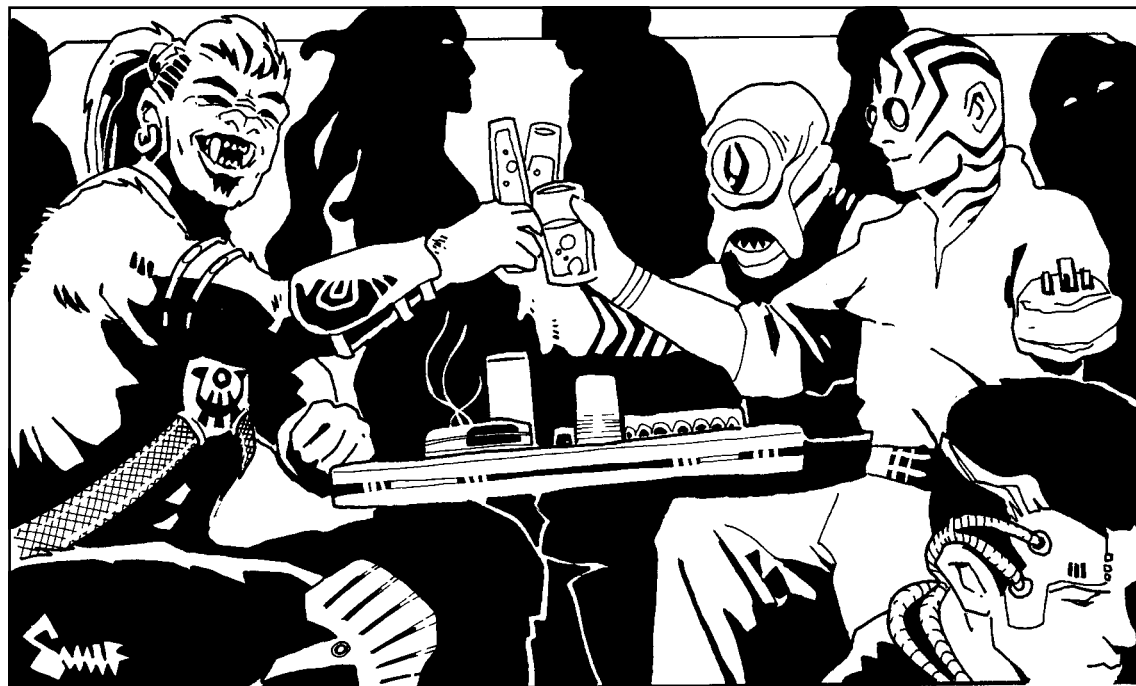


Same as the Old Boss

Unfortunately for most of the inmates, life under their new master was no better than it had been under the prison warden. They were free in name only. They were not allowed to leave the planet unless under the supervision of the universally hated SP, Luches' notorious Secret

Police.

The vast majority of the Utopia's citizens live in relatively poor conditions, slaving away day in and day out for very little more than a closet-sized, sparsely furnished living cubicle in one of infamous Luches City's several towering starscrapers. Even then, most of the Utopians rarely ever get enough to drink or eat.



The ex-prison planet is a harsh and gray one. Clouds hover low overhead at nearly all time, and sunlight rarely ever manages to break through to shine down on the planet's barren fields or its grime-covered city streets. The hopelessness of ever seeing the sun seems to have taken its toll on Luches' people. The suicide rate among the ranks is extremely high, even now after nearly two hundred years of fascist dictatorial rule.

Still, those who are on top no doubt feel differently. Life is good for them, and they have managed to even extend Luches' influence to encompass several neighboring planets over the years. Through ruthless political maneuvering and the savage use of military force, the powerful of Luches have managed to steadily expand their sphere of influence.

The Withdrawal

When the Hatchlings came, the leaders of the resistance movement on many of the province's planets—known as the Underground—saw their chance and led revolts against their oppressors. One planet was entirely destroyed when the Luches loyalists were caught between the Hatchlings and the Underground. Refusing to fight their battles on two fronts, the Luches government made the decision to cut their losses.

The fascists pulled out of three of their populated systems, taking all weaponry with them and abandoning the insurrectionists to the Grubs. In the weeks that followed, each of the planets was entirely cleansed of human life by the Hatchling scourge.

The remaining members of the Underground soon fell in line, reluctantly but fully supporting the Utopia's totalitarian government. The revolutionaries simply chose the lesser of two evils. They realized that with the Hatchlings, they had no chance of surviving at all. By continuing under the Luches government, at least they would be alive.

The province took heavy losses during the war. Unable to adequately defend all of their systems, the Luches withdrew further, choosing to make their final stand in their capital system. There they finally managed to stave off the Hatchling hordes.

The Boss is Back

After several months of intense labor following the war, the Luches managed to reclaim their lost planets. They then began an intense new colonization program, realizing that they couldn't possibly hope to hold such a large amount of territory without a correspondingly large population in place. For a short while, the governmental abuses of power let up as the Luches government tried to work with the Underground members that had supported them during the war.

Unfortunately, real change was slow in coming, and the ranks of the Underground soon swelled again with people ready to challenge the government's hold on its people. In the end, not much has really changed for the Utopia's people. Now that they've been shown that the government can be damaged (albeit mostly only by the Hatchlings so far), they have taken heart, and the Underground's support is even greater than ever before.

To combat these problems, the Luches government has allied itself with the Draconians. Once the Primates found out about the Utopia's human rights abuses, they refused to associate with them. The Draconians, however, were not quite so finicky, and they stepped forward to lend the Luches fascists a hand. Still, the Utopian government is treacherous, and the Utopians have been known to raid even their allies, disguised as pirates.



The Next Millennium

Jocko knew that it was only a matter of time before his luck ran out. Maybe it would happen on this run, maybe the next, but there was no doubt that it would happen.

Disguised as a band of pirates, Jocko's squadron was on a raiding mission against a Draconian outpost on the edge of Luches space. The Lizards had set up a fairly profitable mining operation on an airless hunk of rock.

An unending stream of slaves spent their days scratching what they could out of the rock, waiting for the day when they would displease their masters enough that they would be summarily replaced. For those that were forced out of the mining bubble's only mildly protective skin, death was painful but quick. It struck Jocko that his fate wasn't so different from those slaves.

"This is Captain Zamyatan," came a voice over Jocko's radio. "Target moon is within range. Begin attack run immediately upon reaching the far side."



Jocko's nudged the accelerator on his Pit Viper along. It was a decent craft, if in somewhat poor repair. He hadn't bothered to name it. The way things were in Luches, it was best to never get too attached to anything, not even your ship.

As his squadron of eight pilots, four in Pit Vipers and four in Spirit Riders, zoomed toward its target, they came around the light side of the moon. As they did, a number of starfighters suddenly slid into full view, their carapaces gleaming in the raw sunlight.

Captain Zamyatan cursed. "By their marking, they're Colosian. That means Draconians." He cursed again. "They were waiting for us. Someone must have tipped them off!"

Normally at this point, Zamyatan would have asked his pilots if they wanted to defect. It happened quite regularly when a Luches force was outnumbered. And they were certainly outnumbered now. Jocko took a quick

The Primates

Of the two major Promethean societies, the Primates are by far the most human. Perhaps the fact that they are mostly warm-blooded (as opposed to the cold-blooded Saurons) like Terrans contributes to this. Anyhow, there seems to be a natural kinship between the Primates and humanity.

The name "Primates" applies to both the main race of that Promethean society, as well as to the society as a whole. The Primate society was founded by a race of starfaring creatures that truly resemble nothing more (at least to the uneducated Terran eye) than an anthropomorphic cross between a gorilla and a bear.

Their language is difficult for the human tongue, and so all of the common names given to any of the Primate races are simply rough Terran approximations of the originals. (The same goes for the Draconians and nearly every other "alien" race.)

Primate Society

The Primate society is composed of dozens of races, each of which has its own distinct place as a vital part within the greater whole. All of these races, with a few exceptions, participate in the Primate exploration and military forces, though—at least as far as the Terrans can determine.

No Terrans have traveled to Prometheus as of yet, so it is impossible to know anything about either Promethean society for sure. All the humans know is what they've been told. With the numerous Terran exploration expeditions that have been launched to investigate the Promethean galaxy, it is certainly only a matter of time until at least part of the truth is found out.

Primates and Terrans

The Primates have been, for the most part, extremely friendly to the Terrans and apparently forthcoming about themselves and their society. Since their arrival in Terran space, they have actively pursued alliances with Terran states, but they have not created any undue pressure for any one group to join with them.

They do not begrudge any state its independence, but they make it quite clear that they are the sworn foes of any who have extensive dealings with the Draconians.

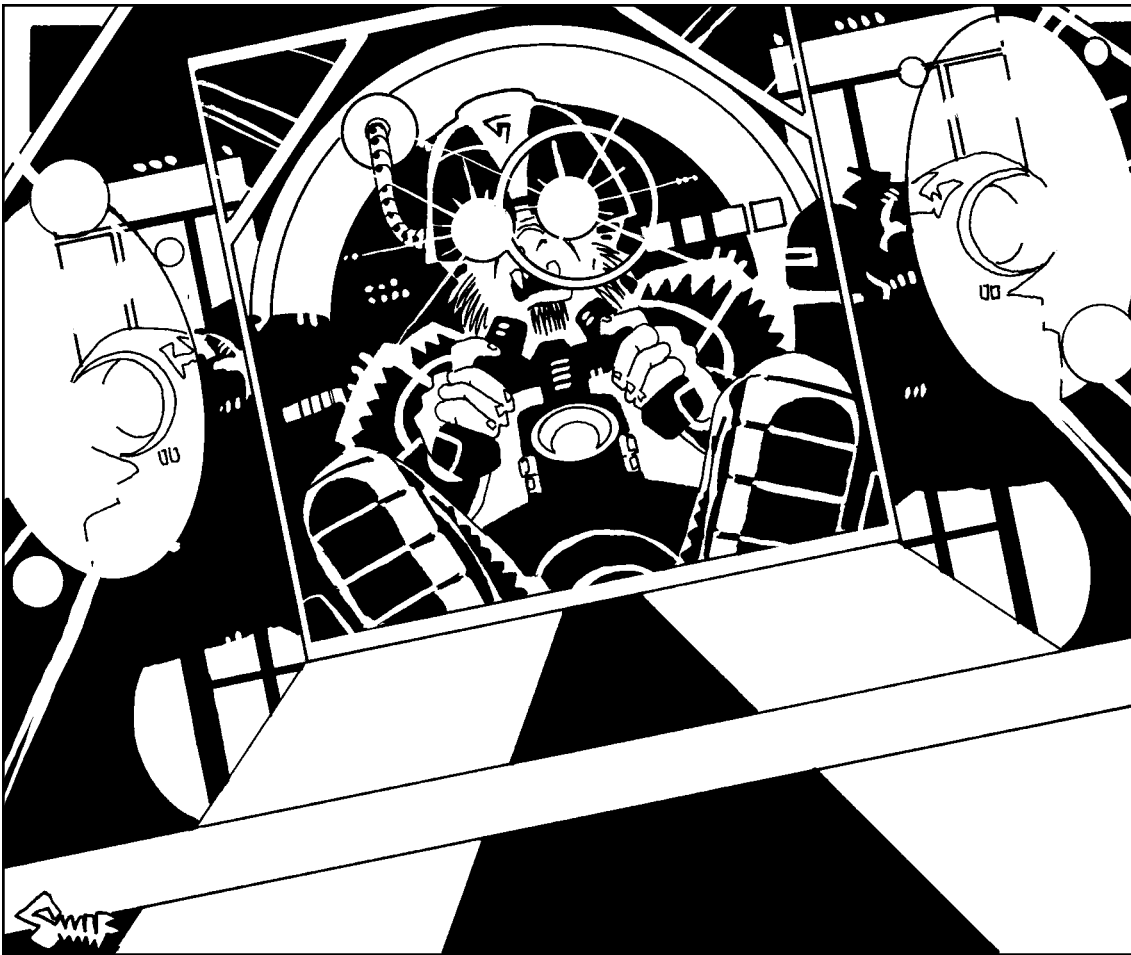
Few states have found it worthwhile to remain entirely neutral, although several of the Twelve have proven themselves powerful enough to do so.

Over the last few jam-packed years, the leaders of far more Terran planets have chosen to side with the Primates than against them. This may have a lot to do with the

fact that the Primates entered Terran space before their rivals the Draconians did, but the proud Primates and their allies prefer to believe that all of their treaties are good and solid ones anyway, no matter what the circumstances may have been when they were originally made or how substantially they may have changed since then.

Despite the number of states that have signed on with the Primates (in practice if not officially), the power of the Primate alliance is still roughly equivalent to that of the Draconian pact. The Draconians' allies are fewer, but they tend to be the more powerful groups, those that managed to survive the Terran-Hatchling war better, so the balance of power remains precariously the same.





The Next Millennium

count. There had to be at least a dozen Draconian ships, eight Dart and a handful of Blizzards. The Luches force was vastly inferior.

Normally, there would have been no question. Had their opponents been Terrans or even Primates, the Luches squadron would have surrendered in a nanosecond. As it was...

Jocko answered for the lot. "If we're going to die, let's do it with our flight suits on!"

With that, he maxed out his engines and dove into the waiting Draconian ships. And damned be those that failed to get out of his way.

The Confederation

The Primate races are arranged in a strictly hierarchical, well-defined power structure. Not much is known about exactly how this system works, but it's obvious that the Primate race is permanently on top. After that, things get a bit confused.

Whatever the letter of the law, in practice, the Primate culture is arranged along lines of class, and a person's class is based almost entirely upon his or her race. The general name of the entire organization is the Galandar Confederation. This political entity is named after the Primate race, properly known as the Galan.

Although the Galan are the most commonly seen sort of Primates, several others have been spotted. These include the Jaggonok (giant-catlike people), the Mino-kiton (large bearlike people), the Olokokulanai (sea-mammals—these make excellent pilots) and the Rhokan (wolf people) amongst literally dozens others.

Most of these races appear to be high-functioning members of Primate society, as they all are able to contribute a great

deal to the Confederation. They are all accorded a great deal of respect, although there is rarely any doubt as to which race is "prime" from their collective point of view. Still, from what the Terrans have been able to determine, they all seem to get along fine, with little or no dissension in the ranks.

This could, of course, be due to the Primates putting on a friendly face whenever the Terrans are about. It's impossible to tell how things really are when the humans aren't around, but recently launched expeditions to Prometheus hope to put an end to that mystery. After all, while a few well-disciplined military units can probably manage to pull the wool over the Terrans' eyes, it's inconceivable that an entire planet would manage to keep up such an elaborate facade for an extended period of time.

Although many people have legitimate suspicions about the Primates, none of them have actually panned out. It seems that some Terrans have found a friend amidst the stars. Because of this, though, they have also picked up a unforgiving, deadly foe.



Pirates

Jake Donner spun the *Mistress* into a suicide dive directed straight into the asteroid belt. The *Crescent* jinked and spiralled about insanely as it fought to avoid the hail of protobolts raining down on it from behind. A large rock off the starboard side exploded violently, and shrapnel from the burst spattered off of the *Crescent's* armor. Jake cursed heartily.

"Rob!" he shouted as he spun into another series of evasive maneuvers. "What's the damage?"

The computer's voice came on-line. "Negligible so far, Jake. We have yet to take a direct hit. The shields are managing to filter out most of the smaller debris in the belt."

"Any idea who's after us?"

Ruben's voice came in over the intercom. The sound of the port pulse lasers thrummed in the background. "We've got two Talons on our butt, Jake. From their markings, they're from House Ptoleumus."



The Draconians

Physically somewhat like anthropomorphic lizards, the Draconians have much less in common with humanity than the Primates do. These cold-blooded creatures are driven less by passions and more by heartless logic. Also, whereas the Primates and Terrans are individualistic, the Draconians strongly emphasize the good of the group over that of the individual. Theoretically, everyone in the Draconian culture is equal. In practice, some Draconians are more equal than others.

Draconian Society

Just as with the Primates, the Draconian society is composed of several different races of which the Draconian race is but one. Little has been seen of these other races, as they are considered by the proud Draconians to be inferior, creatures fit only to be subjugated—slaves more in fact if not actually in name. These other races are not (as far as Terrans can tell)

permitted to serve in the Draconian military except in the most menial of positions. They are not trusted with weapons nor deemed intelligent nor skillful enough to handle such things.

The Draconians openly acknowledge their belief that all other races (humans included) are inferior to theirs and therefore ought to be subservient to them. They claim to have temporarily suspended judgment where humanity is concerned. Since Terrans are from another galaxy and have starfaring technology of their own, the Draconians are apparently willing to give them the benefit of the doubt until enough evidence can be gathered for them to make a decision one way or the other.

Draconians and Terrans

Most Terrans are unwilling to wait for the verdict to come down from on high and have thrown their lot in with the Primates, almost by default. Others, looking to improve their position (as compared to those that had already sided with the Primates), decided that setting up a relationship with the Draconians was their best bet. A few, more fiercely individualistic states have declared that they have no intention of making any alliances, as they are perfectly content on their own, free of any obligations to any exterior power.

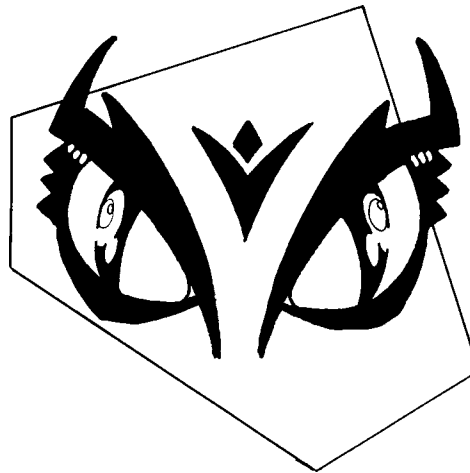
A lot of humans object to having anything to do with the "filthy Draconians" under just about any circumstances. Their feelings are based on the ethical problems that they have with the Draconians' treatment of other races. After all, the line of reasoning goes, if they are perfectly willing to Draconians enslave every race that they meet, how long will it

be until they try to oppress humanity?

Chances are good that any relationship between Terrans and the Draconians representatives in Terran space is only good for as long as the Draconians consider the arrangement to be useful. The Terrans siding with the Draconians claim that that's fine. The key is to make sure that both parties continue to value each other's friendship.

Draconian Structure

Draconian society has very clear rules. As a race, Draconians are supreme—all other races are secondary. Refreshingly, the Draconians are extremely open about how they feel about other races. They make no



secret of the fact that they believe that they are genetically superior to other races in every way—and given the slightest chance, they're ready to prove it.

Although most Terrans have had little contact with the creatures that serve under the Draconians, it can be said with some certainty that theirs is a poor lot. They are little more than slaves, sometimes genetically engineered or simply bred to be just the sort of servants that the Draconians want them to be. Some races seem almost too specialized to suit specific tasks or needs, but until the Terrans get a better look at Draconian society up close, it's impossible to tell for sure.

Draconian Physiology

Being around a Draconian often makes humans uneasy. The reptilian creatures rarely blink, having a second, transparent eyelid they can lower to protect their eyes. They often even leave their eyes open when sleeping, making it impossible to know for sure whether or not they are awake.

Odder yet, Draconians speak with a sort of hissing lisp, as their long tongues are often too unwieldy to handle Terran consonants. Occasionally, during a conversation, a Draconian's tongue will absent-mindedly slip in and out of its mouth, sometimes exposing the creature's long, sharp teeth in a most unnerving fashion. Many Terrans have reported feeling as if a Draconian they were speaking with was sizing them up for a midday snack.

Draconian Diplomacy

Despite all these drawbacks (at least from a human point of view), the Draconians are capable business and military partners. Few who have done business with them successfully have regretted it, as the Draconians know how to reward those who perform well for them. Those who fail them, however, rarely manage to live long enough to get a second chance.

Draconians punish failure harshly in their servants, their partners and their own. Only success is acceptable. Many creatures, including some Draconians, have been known to commit suicide rather than face the wrath of their Draconian superiors. It's generally held that those who do so get off easy.



The Next Millennium

Jake shook his head. "That can't be. The Ptolemeans were wiped out in the war."

"Well, either we've got some ghosts trying to blast us into the afterlife, or somebody's got a hold of some of their ships."

"Would you two shut your yaps and get us the hell out of here?" screamed a woman from the starboard gun mount. It was Melissa, and she was obviously having a bad day.

Jake laughed. "Don't worry about it, Mel. I'll have us out of here in two quick shakes of an Alterian's—"

He was cut off by a "Torp" that smacked directly into the rear of the ship, sending it tumbling end over end into the belt.

The bolt had found its way into the cockpit, too, holing it nicely before leaving. Jake was glad to see it go, but it unfortunately took all of the cabin's air along with it.

Luckily, Jake had managed to get himself strapped into his chair before the fighting had begun. Still, since he



Silent Death

had neglected to wear a space suit for the trip, he suffered badly from the lack of oxygen in the cabin until the automatic safety systems found the leak and sealed it.

When the cabin pressure had returned to normal, Jake found himself nose to nose with the two Talons. They were hailing the ship. He opted not to answer. He needed time to think.

“Attention, *Mistress*” the call came through. “We are members of the Clan Cadiz. We claim your ship and it’s contents by the rights of salvage. If you surrender now, you shall live. Otherwise, we shall destroy your ship.”



The Game

The Rules

Silent Death is a fast and easy game. After reading through the standard rules once, you should have an excellent grasp of how to play the game. Still, the best way to learn is to practice.

Once you’ve read through the standard rules (don’t worry about the optional rules until later), try playing the first scenario in the *Introductory Scenario Pack*. If for some reason you don’t have the pack, simply play the first scenario in the *Scenarios* chapter of this book (page 104). These scenarios are designed to gradually introduce you to key concepts in *Silent Death*, making it easy for you to get into the game.

When you’ve played a few games, come back to this book and read through the *Optional Rules* chapter. That section features all sorts of new and exciting additions to and variations on the standard game. Use the rules you like and ignore the ones you don’t. Tailor the game to your own unique tastes. There’s an *Optional Rules Checklist* on pages 160–161 to help you keep track of which rules you have in play during any particular game.

But don’t worry about all that right now. Just read on, learn and enjoy.

Terms & Abbreviations

The following are some common terms and abbreviations used throughout *Silent Death*.

Attack Die Bonus (ADB): The third die added to a cannon attack, based on the Gunnery skill of the firer.

Basic Point Value (BPV): The relative worth of a starcraft. The larger the BPV, the tougher the ship.

Cannon Attack: Any weapon attack that projects a beam or fires a projectile.

Damage Reduction: The number of points of damage a starcraft’s armor and shields can absorb from an attack.

Defensive Value: The number which the attacker must equal or surpass on an attack roll in order to hit that craft.

Drive: The number of movement points that craft can use each turn.

Fighter: A smaller starcraft.

Gunboat: A larger (than a fighter) class of starcraft. Gunboats are slower but more powerful than most fighters.

Gunnery (Gnr): Gunnery skill level. A rating from 1 (poor) to 10 (excellent).

Initiative: To start each Movement Phase, the players roll dice. The winner of the initiative roll moves second (or last).

Multiple Person Attack Craft (MPAC): A ship crewed by a pilot and three or more gunners. Also known as a gunboat.

Piloting (Plt): Piloting skill level. A rating from 1 (poor) to 10 (excellent).

Single Person Attack Craft (SPAC): A starcraft crewed only by a pilot.

Total Point Value (TPV): Add the value of a starcraft’s crew to the craft’s Base Point Value to get its Total Point Value.

Tight Turn Cost: A random die roll with a +3 modifier (+4 for gunboats) which must be paid in movement points to turn more than 1 hexside at a time.

Two (or Three) Person Attack Craft (TPAC): A ship crewed by a pilot and one or two gunners.

Warhead Attack: An attack with a launched warhead, like a missile or a torpedo.

The Next Millennium

That's a load of crap, Jake thought to himself. They'd never fire on the ship unless forced to. They want our cargo. It won't be any good to them if it's strewn all over this asteroid belt.

While he was still thinking of what to do, Ruben replied to the Cadizians. His voice was cold and flat. "Hail, children of Cadiz. We are at your mercy. Our

The Starcraft Display

Each vessel type in *Silent Death* has its own unique Starcraft Display. These each feature the vessel's name, Basic Point Value, Defensive Value, Damage Reduction number, weapon systems, Drive number and Damage Track. These terms are fully defined later in this chapter. Before we get to that, though, you may notice that the starcraft display on the right is incomplete. You need to fill in some details before you start playing.

The Crew Box

All pilots and gunners in *Silent Death* are rated by skill levels which have scores ranging from 1 to 10 (1 is poor, and 10 is excellent). Each pilot has a Piloting skill level (Plt) and a Gunnery skill level (Gnr). Each gunner has only a Gunnery skill level.

Each starcraft requires a pilot and possibly one or more gunners to staff it. Pilot and gunner skill levels are either set by a given scenario or purchased for a point cost when designing your own scenarios. Skill levels should never be randomized. Record Piloting and Gunnery values in the appropriate places on the Starcraft Displays.

Once you know what your crews' skill levels are, write them in the crew box on the upper right-hand corner of the ship's display, just as shown on the Salamander display on the next page. As can be seen in this display for a Salamander fighter, the pilot has a Piloting skill level of 5 and a Gunnery skill level of 3, while the gunner has a Gunnery skill level of 9.

The Attack Die Bonus

All weapons use dice to resolve their attacks. Slower weapons, like Splatterguns, use 2D6 as their Base Attack Dice (the first two dice listed after *To Hit*: in the weapon mount box). Faster weapons, like Pulse Lasers, use 2D8 as their Base Attack Dice.

The Attack Die Bonus (ADB) is an extra die that each weapon gets to use when firing. The bigger the die, the larger the potential bonus. Which die you get to use is determined by the Gunnery skill of the crewmember firing that weapon (as listed at the top of the weapon mount box). High Gunneries give you big dice.

You'll notice that in each cannon weapon mount's box, there are dice codes (those are for the base attack dice) followed by a plus sign (+) and the letters *ADB* in gray. Look at the Gunnery skill of the crew member controlling that weapon. Then consult the *Skill Level Effects Table* to determine what the Attack Die Bonus is for that

Skill Level Effects Table

Piloting Skill (Plt)	Tight Turn Cost	Gunnery Skill (Gnr)	Attack Die Bonus (ADB)
1	1D10	1	1D4
2	1D10	2	1D4
3	1D8	3	1D4
4	1D8	4	1D4
5	1D6	5	1D6
6	1D6	6	1D6
7	1D4	7	1D8
8	1D4	8	1D8
9	1D4	9	1D10
10	1D4	10	1D10

SALAMANDER

TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High

Crew
PILOT
 Plt:
 Gnr:
GUNNER
 Gnr:

Mk. 20 Torp

Mk. 10 Torps

Defensive Value: 12
 Drive: 16
 Damage Reduction: 3

I.D.

Gunner
1 Pulse Laser (360°)
 To Hit: 2D8+ADB
 Damage: Low

Gunner
2 Splatterguns
 (RQL) (A) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

(A) Tight Turn Cost: _____ +3

DAMAGE TRACK

→		16		15	3	W	14	*	13	t	2	12	
	W		11	1	t	10	*		T	9		8	W
	7		6		5	t	4		3	2	1	t	×

BPV:66

Silent Death

pilot is dead. The cockpit was holed, and we have no way of getting to the ship's controls."

Jake heard the pirate captain laugh. "And so the mighty Jake Donner passes into oblivion. Who would ever have thought that such a legendary pilot would meet such an ignoble end?"

weapon. In the case of the Salamander, the pilot has an Impulse Gun. Since the pilot's Gunnery is 3, the Attack Die Bonus for the Impulse Gun is 1D4.

Additionally, since the gunner's Gunnery is 9, the Attack Die Bonuses for both the Pulse Laser and the two-Splattergun mount are 1D10.

Tight Turn Cost

Underneath the big hex on the ship display, you'll see the words *Tight Turn Cost*: and a blank line and a modifier (either a +3 or a +4). A ship's Tight Turn Cost tells you how well it can perform difficult maneuvers. This, again, uses a certain kind of die. The higher the ship's pilot's Piloting skill, the smaller the die is. Consult the *Skill Level Effects Table* to determine which die your pilot should be using.

On the Salamander, the pilot's Piloting is 5. This means that the Salamander's Tight Turn Cost is 1D6+3.

Total Point Value

There is a Total Point Value space for each starcraft, but it is blank and must be filled in by the player. The Total Point Value of a vessel is equal to its Basic Point Value + the point value of all of the craft's crewmembers' skills. Each point of skill costs one point. So the Total Point Value of the Salamander on this page is (70 [Base Point Value] + 5 [Piloting] + 3 [Pilot's Gunnery] + 9 [Gunner's Gunnery] =) 87.

Sequence of Play

Each turn of a *Silent Death* game is broken down into five parts, called phases. The activities of each phase should be finished before moving on to the next phase. When all the phases of a turn are completed, a new turn begins and the procedure is repeated until the game is over. The actions performed in the various phases are described in the following sections.

Turn Sequence

- 1) Warhead Launch Phase
- 2) Movement Phase
- 3) Torpedo Results Phase
- 4) Cannon Fire Phase
- 5) Missile Results Phase

Warhead Launch Phase

There are two main types of weapons: cannons and warheads. Cannons include various types of lasers, blasters, projectors, disruptors, plasma guns, mass drivers and ion guns. Warheads include torpedoes and missiles.

Most cannons can fire continuously throughout a game, although some special types have limited amounts of ammunition. Warheads, on the other hand, are used up as they are fired. Their entries on the Starcraft Display should be marked off as they are expended.

Missiles and torpedoes are two different types of warhead delivery systems. Missiles are fast, relatively low-powered explosive devices with a limited attack range. Torpedoes are slow, relatively high-powered explosive devices with an essentially unlimited attack range.

SALAMANDER

I.D. A

BPV: 70

TPV 87	Pilot 1 Impulsegun (F) To Hit: 2D8+1D4 Damage: High	Crew PILOT Plt: 5 Gnr: 3 GUNNER Gnr: 9																																							
Mk.20 Torp <input type="radio"/>																																									
Mk.10 Torps <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>																																									
	Gunner 1 Pulse Laser (360°) To Hit: 2D8+ADB Damage: Low																																								
	Gunner 2 Splatterguns (RQL) (A) (RQR) To Hit: 2D6+ADB+1 Damage: Medium+2																																								
DAMAGE TRACK																																									
→	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td></td><td></td><td>16</td><td></td><td>15</td><td>3</td><td>w</td><td>14</td><td>*</td><td>13</td><td>t</td><td>2</td><td>12</td> </tr> <tr> <td>W</td><td></td><td>11</td><td>1</td><td>t</td><td>10</td><td>*</td><td>T</td><td>9</td><td></td><td>8</td><td>w</td><td></td> </tr> <tr> <td>7</td><td>6</td><td>5</td><td>t</td><td>4</td><td>3</td><td>2</td><td>1</td><td>t</td><td></td><td></td><td></td><td>X</td> </tr> </table>			16		15	3	w	14	*	13	t	2	12	W		11	1	t	10	*	T	9		8	w		7	6	5	t	4	3	2	1	t				X	
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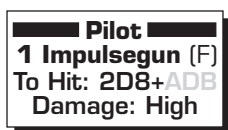
Firing Arcs

Each weapon system (except torpedoes) is given a firing arc on the Starcraft Displays. If you look at the large hex on a Starcraft Display, you'll see a series of letters in parentheses encircling the outside of the hex. These indicate the hexside out of which each firing arc starts. The firing arcs and their abbreviations are as follows:

- **F:** Forward
- **FQL:** Front Quarter Left
- **FQR:** Front Quarter Right
- **RQR:** Rear Quarter Right
- **RQL:** Rear Quarter Left
- **R:** Rear
- **360°:** All Around

Each firing arc is a 60° cone which extends out of side of the vessel's hex in the direction indicated. The arc covers all hexes between the cone's outer lines, as well as any hexes that the line crosses into.

The one exception is the All Around firing arc which allows a weapon to fire in any direction. A weapon system which lists two or more firing arc codes may fire into any of the listed arcs.



Example: A Salamander's pilot has 1 Impulsegun with a Forward (F) firing arc. It can fire at anything in that arc (and the weapon's range). Anything outside of that arc is out of the Impulsegun's reach.

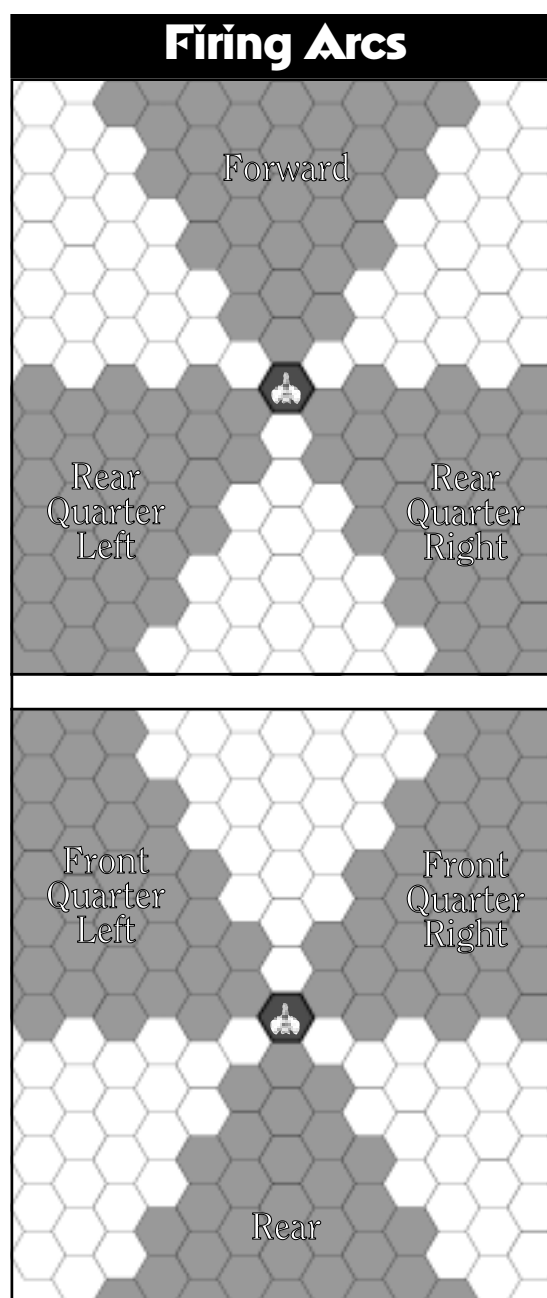
These diagrams indicate the six 60° firing arcs. Hexes which fall in the overlapping area between adjacent firing arcs are in both firing arcs.

Missiles

At the beginning of the Warhead Launch Phase, any starcraft with both a missile launcher and a target in the launcher's range (10 hexes) and firing arc may fire that launcher's missiles after a successful lock-on roll. Players declare lock-on attempts simultaneously.

To make a lock-on roll, pick a target within 10 hexes of your starcraft (count the hex the target is in, but not the attacker's) and inside the missile launcher's firing arc—then roll 1D10. If the roll is *less than* the firer's Gunnery, the lock-on is successful and missiles may be fired from that launcher at one specific target; otherwise that launcher may not fire any missiles this turn. No more than one target may be fired upon by each missile launcher each turn, but different missile launchers aboard the same vessel may fire at different targets.

There are a number of missile figures supplied with the game, each depicting a volley of 5 missiles. Use these to indicate the number of missiles fired at a target.



The Next Millennium

Surely not me, Jake thought. And what is Ruben doing? He knows I'm alive, doesn't he? Surely Rob could tell him so—unless the ship's sensors are so badly damaged that Rob's blind.

Nah. Rob's an integral part of the ship. If the *Mistress* was that badly hurt, the whole thing would be in pieces. Ruben's got to know that. He must be up to something.

Jake glared out at the two Talons, trying to size them up. The one on his left had taken a lot of damage in the battle. It looked like it was being held together by nothing more than memories.

The right one, the one the captain was in, had taken a shot or two itself, but it was still mostly intact. Jake could actually see the pilot in his cockpit, and although he was too far away, he could imagine the snarl of delight on his face as he said, "Excellent. Prepare to be boarded."

Jake noticed that the Talons were careful not to come around to the



Silent Death

rear of the ship where the two gunner mounts were located. Since they thought he was dead, they were far less careful about moving in front of his guns, though. Suddenly he realized what Ruben had done.

By shamming that Jake was dead, Ruben had managed to lull the Cadízians into a false sense of security.

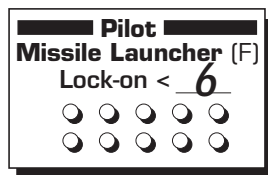
Careful not to move too quickly for fear that he would be spotted, Jake wrapped his hands around his gun's controls. He was reluctant to move his sights at all, though, since all he really had on his side was surprise. If the Cadízians saw his pulse lasers move, he'd lose that advantage. He'd move if he had to, but for now he was content to wait and hope that one of the ships would drift directly into his sights.

As the ships grew closer, Jake stuck out his tongue and let his head loll to one side to further enforce the fiction of his demise. He'd seen enough people die unprotected

Either 5 or 10 missiles (if available) may be fired from a launcher that has obtained a lock-on. Once you've fired a missile volley, mark off the appropriate number of missiles on your display (either 5 or 10, of course). Note the missiles' target and the number of volleys you launched at it by placing the appropriate number of missile figures (either one or two) on the target's Starcraft Display. If the missile target is a torpedo, place the missile figure(s) directly on the torpedo (which will be somewhere on the map).

If a target is fired at by several different missile launchers, keep the missile figures representing each attack separate. Each missile attack is resolved at the end of the turn during the Missile Results Phase. After each Missile Results Phase, all missile attacks should have been resolved, so remove all missile figures from all Starcraft Displays, as well as any on the map.

Missile targets must be within 10 hexes during the Warhead Launch Phase only. The range between missile firer and target during the Missile Results Phase (which happens at the end of the turn) is entirely inconsequential, since it is assumed that the missiles always travel the intervening distance during the course of the turn. This happens no matter how far away from the firer the target may move.



Example: *Jeremy is flying a Kosmos, which sports 10 missiles. His pilot's Gunnery is 6. Therefore, he needs to roll less than a 6 to get a lock on with his missile launcher. Don's Night Hawk flies into the Kosmos's front firing arc. Jeremy counts the range and sees that the Night Hawk is only 5 hexes away. During the Warhead Launch Phase, Jeremy announces he's trying for a lock-on. He rolls 1D10 and gets a 4. The lock-on is successful, and Jeremy decides to fire all 10 of his missiles. He takes two missile volley figures and places them on the center of the Night Hawk's display.*

Torpedoes

After missiles are fired in the Warhead Launch Phase, players with torpedoes may launch one or more torpedoes at any target(s) at any range, without need for a lock-on nor consideration of firing arcs (i.e., torpedoes have a 360° firing arc). All torpedo launches are simultaneous, and targets must be openly declared after all launch decisions are made.

Any living, undazed crewmember can launch the torpedoes.

When you fire a torpedo, mark off that torp's cell on your craft's display. Then write down the torpedo's target right next to the torp's cell. This will help you keep track of which torpedo is going after which ship.

Torpedo Figures

There are many torpedo figures provided with the game. Before the game begins, take a figure for each torpedo your ship has. Make sure each torp figure corresponds to the type of torp you have. Place these on your display so you know which torps are carried by which ship.

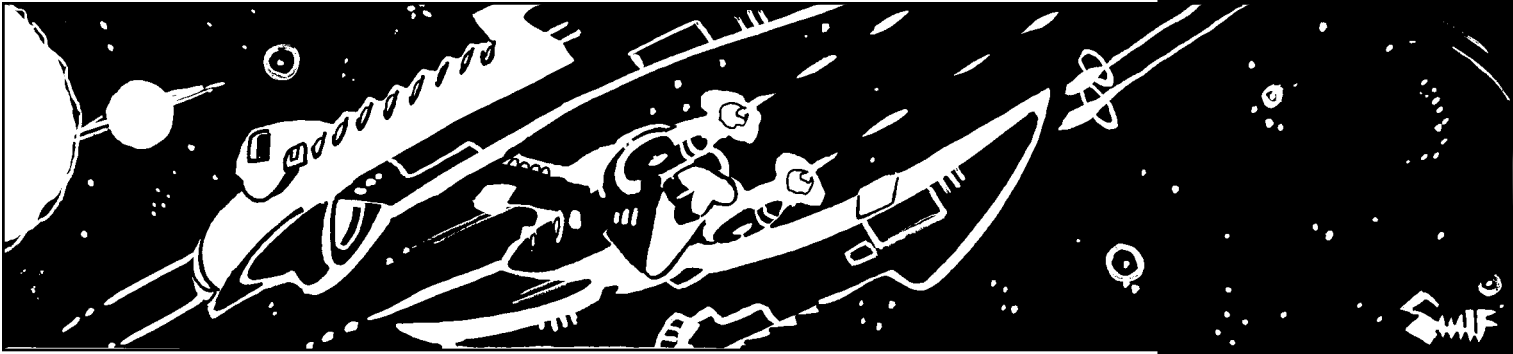
When you fire a torpedo, place that torp's figure on the map in the firing vessel's hex. It must face the same direction as the starcraft. During all subsequent Movement Phases, the torpedo moves toward its designated target, expending 12 movement points per turn until it is either destroyed, dodged or detonates.

A torpedo moves immediately after its target. It pursues its target always moving (hex by hex) so as to get closer to its quarry by the shortest path. The exact flight path of each torpedo is determined by the player who fired it. See the *Movement* rules on pages 53–54 for just how to move a torp.

Upon entering its target's hex, a torpedo ends its move and detonates. The target has a chance to dodge it, but if the dodge fails, the torp damages its target. In either case, the torpedo explodes and the torp counter will be removed at the end of the Torpedo Results Phase.

If, during its move, a starcraft enters the hex of a torpedo that is tracking it, that torpedo immediately detonates and resolves its damage. Do not wait for the Torpedo Results Phase in this special case. The target starcraft does not get to dodge.





Movement Phase

Each starcraft has a Drive number on its Starcraft Display (located at the bottom of the large hex) which represents the maximum number of movement points the vessel has available to spend that turn of the game. As a starcraft takes damage, its Drive may be reduced. Note such changes right on the Starcraft Display. When the Drive number is reduced to 0, the vessel can no longer move.

Movement Order

During the Movement Phase, all starcraft with a current Drive greater than 0 may move. Ships with a Drive of 0 do *not* count in the movement order.

The movement of starcraft alternates between vessels on each side of the battle. To determine the order in which the ships move, the players roll for initiative at the start of each Movement Phase. Roll 1D10 and add the Piloting of your best pilot on the map. In case of a tie, roll again.

The player with the lowest result must move a starcraft first. Players then alternate moving ships until all starcraft have had a chance to move. If one side runs out of vessels to move before the other side, the side with the extra vessels then completes the moves for all remaining starcraft.

If there are uneven sides, things get a bit more complicated. If one side has twice as many ships as another, it must move two ships at a time. If it has three times as many ships as another, it must move three ships at a time. And so on. If the number of vessels don't divide up neatly, the extra ships can be held back until their owner's last move.

Note that the person that wins the initiative always gets to move the last ship, no matter what.

Example: Currently, Kim's best pilot has Piloting 8, while Jody's best has Piloting 7. Each rolls 1D10. Kim rolls a 6, and Jody rolls a 3. Kim's total is (8+6=) 14, and Jody's is (7+3=) 10. Kim wins the initiative, forcing Jody to move one of her vessels first. Kim has 2 vessels, while Jody has 5. Since Jody has twice as many ships as Kim (but not three times as many), she must move two of them at a time. Jody moves two vessels, then Kim moves one. Jody then moves her three remaining starcraft, after which Kim moves her last one. Note that Kim could hold back moving her last ship until the end of the Movement Phase because she won the initiative.

Moving

Starcraft expend movement points to enter hexes and make turns on the map. When you move a ship, you can use as many or as few of its movement points as you like, from 0 right up to the ship's current Drive. How fast the ship moved the previous turn has no bearing at all.

If available movement points are not spent during a Movement Phase, they are lost. They may not be transferred from one vessel to another or saved from turn to turn. Note that if a starcraft does not expend all available movement points, it is assumed that this extra thrust is used in computer-controlled evasive maneuvering (e.g., jogs, loops and fishtails) which cannot be depicted by the scale of the map.

A starcraft must complete its entire move before another vessel can begin moving. There is no restriction on passing through hexes occupied by other starcraft, but a vessel cannot turn in a hex occupied by another starcraft, nor end its move in a hex occupied by another starcraft.

in space to know what it looked like. His impersonation would hardly stand up to a serious inspection, but he was hoping the pirates would never get that close.

Slowly but surely, the leader's ship gently coasted toward Jake's left. Apparently the pilot was going to try to make an entry through the *Mistress's* cockpit.

The Talon's canopy slid back, and out came a man in a hostile environment suit. He fired a tether out toward the *Mistress*, and its adhesive end stuck solidly against the ship's hull. The Cadizian fastened the line to his own ship, attached himself to the line with a safety tether and began the dangerous crossing to his intended prey.

When the pirate was about halfway along the line, Jake decided that he had gotten close enough. Throwing caution to the wind, he swiveled his guns about



Silent Death

and let loose with a volley of pulse laser bursts before the surprised pilot of the other Talon could even manage to find his trigger.

At this range, there was no way Jake could miss. The shots beamed directly through the ship. At least one of them made contact with the Talon's engines, and in a horrible nanosecond, they gave and then blew.

Jake had never been so close to an exploding ship before. It was not an experience he would care to repeat. The thing that struck him most was, that for all the violence that raged about him, it was utterly quiet. The Talon's pilot disintegrated in the midst of the silent death.

The *Mistress* was hurled backward by the blast, and it was a long moment before Jake could regain control of the ship. When he did, he was happy to see that the other Talon hadn't fared so well in the conflagration. Without a pilot to rescue it, it tumbled slowly off into the belt.



A starcraft expends 1 movement point to enter the hex immediately to its front, and it expends extra movement points to turn (change facing) in a hex. Starcraft cannot move backwards or sideways.

If a vessel has a current Drive of less than 3 (but greater than 0), it's allowed to turn 1 hexside as its sole action for the Movement Phase. This turn takes all of the ship's movement points to complete.

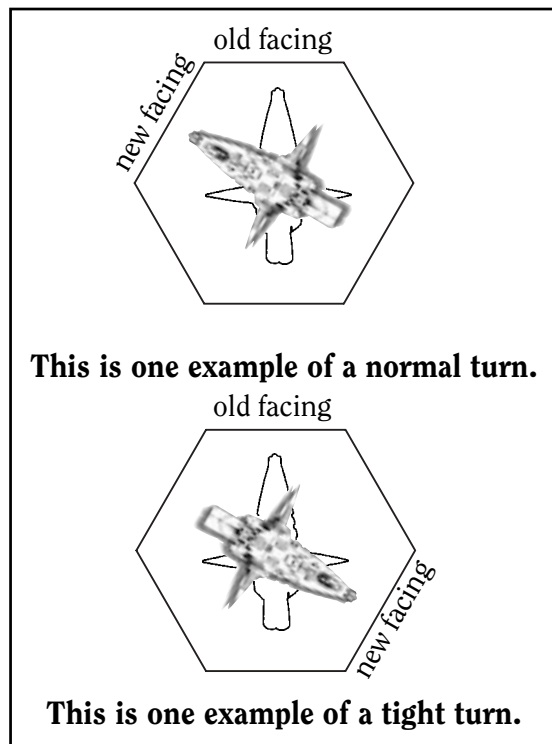
There are two types of turns: a *normal turn* and a *tight turn*. In either case, you cannot turn twice in a row (you must move forward between turns, no matter which type you happen to be making).

Normal Turns

A normal turn is a turn of one hexside in either direction from the craft's present facing, and it costs 3 movement points. If you want to turn more than one hexside at a time, you must perform a tight turn.

Tight Turns

A tight turn is any turn of more than one hexside at once. A tight turn costs 3 movement points plus the result of a random die roll, regardless of the number of hexsides turned. This modified random roll (called the Tight Turn Cost) is determined by the Piloting of the vessel's pilot and can be found on the *Skill Level Effects Table* on page 49.



Example: *Todd, who has a pilot with Piloting 6, wishes to turn more than one hexside at once. His Tight Turn Cost is 1D6+3. He rolls a 5, so he spends (5+3=) 8 movement points in the hex and may now face any hexside he desires.*

If a tight turn ends up costing more movement points than the ship has left this phase, the craft stalls, failing to execute the turn. The ship's move ends immediately, leaving the vessel facing in the direction it was heading before it attempted to make the turn.

Example: *Dan is flying a Spirit Rider (Drive 15) and has used 10 movement points so far this phase. He wants to perform a tight turn, so with Piloting 9, he rolls 1D4+3 for his Tight Turn Cost. The roll is a 4, so it costs him (4+3=) 7 movement points to perform the turn. Unfortunately, Dan only had (15-10=) 5 movement points left. His Spirit Rider stalls out, keeping the facing it had before the turn was attempted. His move has ended.*

Torpedo Movement

Whenever a starcraft or torpedo completes its move, any torpedoes currently tracking it make their moves immediately before any other starcraft or torpedoes move. As explained in *Torpedoes* on page 52, torps must spend their movement points to get to their targets by the shortest route possible.

Every turn costs a torpedo 3 movement points per hexside turned, but unlike starcraft, you can turn torpedoes as many times as you like in a row. Torpedoes do not make "tight turns." A 180° (or three hexside) turn, for example, would cost 9 movement points.

Moving on the Map

Unless specifically required by a scenario, no units may exit the playing surface. If a starcraft does so illegally, it is considered destroyed. Credit for the kill goes to the last opponent to fire at that ship. The half-hexes on the map edges are fully playable, and should be considered normal hexes for all purposes.

Torpedo Results Phase

A torpedo hits its target once it enters the target's hex, unless the ship manages to dodge it. Torpedoes do not use the same Attack Dice procedure that missile and cannon attacks do (as outlined in Cannon Fire Phase on pages 58–63). They simply explode when they get close enough to their targets. Still, torpedo targets may attempt to dodge during the Torp Results Phase and thus avoid the destruction.

Dodging Torpedoes

To dodge torpedoes, your ship must have a current Drive equal to or greater than 10. If so, roll 1D10, add your Piloting and subtract the number of torps about to attack your ship this turn. Subtract 10 from that, and that's the number of torpedoes you've managed to dodge. If the results indicate that not all the torps are dodged, the weakest torps are always dodged first.

Example: *Anna's Seraph fighter is the target of one Mk. 50, one Mk. 20, and two Mk. 10 torps. During the Movement Phase, all four torps enter the Seraph's hex. During the Torp Results Phase, the Seraph pilot attempts to dodge the torps. She rolls 1D10, adds*

her Piloting of 7, and subtracts the number of torps attacking, which is 4. If she rolls a 2, the modified result is $(2+7-4-10=-)$ -5—all the torps hit. If she rolls a 9, the modified result is $(9+7-4-10=-)$ -2 torps are dodged (the Mk. 10s, since they're the weakest), and the Mk. 50 and Mk. 20 hit. If she rolls a 10, only the Mk. 50 hits.

Torpedo Hits

When a ship fails to dodge a torpedo, it is hit. Now it's time to check for damage. A torpedo does 1D12 points of damage for each Mk. 10 of the torpedo. A Mk. 10 torp does 1D12 damage, for example, and a Mk. 40 torp does 4D12. Simply roll the dice and add up the numbers. That's the amount of damage done.

All torpedo attacks occur in the Torp Results Phase and are considered to be simultaneous. If a target is hit by more than one torp during a single Torp Results Phase, resolve the damage as one combined attack.

Example: *Anna has rolled a 9 and only managed to dodge the two Mk. 10 torps tracking her Seraph. The Mk. 50 and Mk. 20 hit. The Mk. 50 does 5D12 damage, and the Mk. 20 does 2D12. She picks up 7D12 and rolls them. She gets 5, 6, 7, 5, 9, 12 and 1. The total damage comes to 45 points. Ouch!*



Jake watched it go until it crashed almost gracefully into an asteroid traveling in the opposite direction, smashing itself into a billion pieces, but leaving the iron-hard rock nearly unscathed.

"Hey out there," Jake called into the intercom. "You both okay?"

It was a long moment before he got a response, and his heart leapt when it came.

"Wahoo!" yelled Ruben. "Man, it's good to be alive! Oho, mi Capitan, I'm so glad you're not dead. Rob said you were alive, but you can never tell if things are working right after a hit like that last one."

"Melissa, you there?"

"Damn right I am, Jake. You're not getting rid of me that easily."

Then everyone was laughing with relief. The moment was shattered, though, when the Cadizian leader suddenly crawled onto the cockpit's face, still attached to the ship by his line and safety tether. Jake screamed once as his heart nearly stopped.



Silent Death

The Cadizian began beating on the cracked glassteel that was all that was separating Jake from the depths of space. For a moment, Jake stared at the man in shock. He had to admire the man's sheer tenacity.

The moment passed quickly, though, as Jake realized that the man had a good chance of breaking through the

Damage

After you've figured out how many points of damage an attack has caused, it's time to see how the damage affects the craft.

Damage Reduction

Just because you've hit a ship doesn't necessarily mean you've actually damaged it. All ships have some sort of ablative armor tacked onto their hulls, and many also have electronic shields designed to protect themselves against attacks.

To reflect this, each ship has a Damage Reduction value. This appears in a diamond in the upper right side of the hex.

Once the base amount of damage from an attack is determined, subtract the target's current Damage Reduction. Mark the remaining number of hits off of the target's damage track. Note that, due to Damage Reduction, some hits will actually fail to cause any damage.

Example: *Mark's Splatterguns score 14 points of damage on Helen's Salamander which has a Damage Reduction of 3. Therefore, the target takes a total of (14-3=) 11 hits.*

The Damage Track

Each type of starcraft has a unique damage track. As hits are taken by the ship, mark off boxes on its damage track, starting at the top left corner of the track, proceeding like you would read words on a page.

As hits are marked off on the damage track, a starcraft's performance will begin to deteriorate. Special damage symbols and numbers are used in the damage track boxes to indicate exactly what happens. The various results are cumulative and take full effect as soon as they are inflicted. Here's a summary of the special damage symbols and what effects they represent.

SALAMANDER

I.D. A

BPV: 70

TPV
87

Pilot
1 Impulsegun (F)
 To Hit: 2D8+1D4
 Damage: High

Crew
PILOT
 Plt: 5
Gnr: 3
GUNNER
 Gnr: 9

Mk. 20 Torp

Mk. 10 Torps

Gunner
1 Pulse Laser (360°)
 To Hit: 2D6+ADB
 Damage: High

Gunner
2 Splatterguns (RQL) (A) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

DAMAGE TRACK

→	X	X	X	X	X	X	X	X	X	X	X	13	t	2	12
	W			11		1	t	10	*		T	9		8	W
	7		6		5	t	4		3	2	1	t			X

CRITICAL HITS

- 2 — **Crew killed.** Salamander may perform no further actions.
- 3 — **Engines sputter.** Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Salamander may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ionizers fizzle.** Reduce Impulsegun's Damage to Medium.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull buckles.** Reduce Defensive Value by 4. Also, lose one torpedo of the pilot's choice.
- 10 — **Gunner killed.** Salamander may no longer use the Pulse Laser or Splatterguns.
- 11 — **Pilot dazed.** Salamander may not move or fire the Impulsegun until after the next game turn.
- 12 — **Reactor hit.** Starcraft explodes.

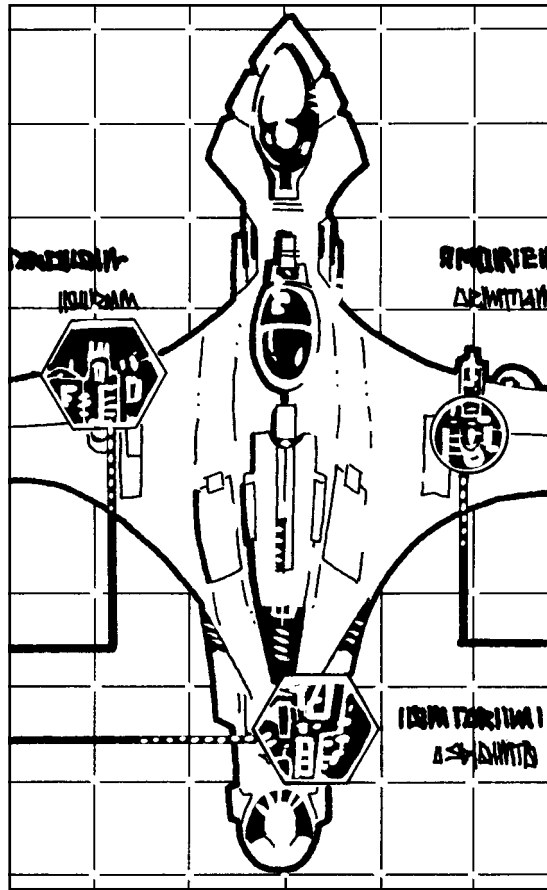
Damage Track Codes

- = Reduce the vessel's current Drive number to the highest unmarked, boxed number currently on the damage track.
- ◇ = Reduce the vessel's Damage Reduction number to the highest unmarked diamond value currently on the damage track.
- w = Eliminate a cannon weapon system or missile launcher of the defender's choice.
- W = Eliminate a cannon weapon system or missile launcher of the attacker's choice.
- t = Eliminate one remaining torp of the defender's choice.
- T = Eliminate one remaining torp of the attacker's choice.
- * = Roll 2D6 on the target vessel's Critical Hits Table. Apply the critical damage effect immediately.
- × = This is the last box on the damage track. If it is marked off, the vessel is destroyed and removed from the map.

Example: Before Mark's attack, Helen's Salamander was undamaged. Since 11 points of damage from his attack got past her damage reduction, she marks off the first 11 boxes on the track. The Drive box with the number 16 in it was marked off, so Helen looks down the line to her next unmarked Drive box. Her Drive has been reduced to 13. Similarly, her Damage Reduction has been reduced to 2. The w means she's lost a weapon of her choice. She picks her gunner's Pulse Laser and marks an X through it. Also, she's taken a critical hit. Mark rolls 2D12 and gets a 7. The ship's ionizers have fizzled, and the damage from the Impulsegun is reduced to Medium.

Destroyed Ships

When a ship is destroyed, remove it from the board, as it no longer has any effect on the game. If all of the crewmembers have been killed, the ship should be left on the board until it is destroyed. It can still prevent other ships from entering or turning in its hex.



Jamming Torpedoes

To reflect the use of electronic counter measures, all vessels are capable of jamming torps that are presently tracking them. At the end of the Torpedo Results Phase—after all torpedo detonations are resolved—each starcraft which currently has at least one torp tracking it may attempt to prematurely detonate (“jam”) one of those torps. Once a torpedo has entered the target's hex, it's too late to jam. The only way to avoid the torp is to dodge.

To jam a torp, the player selects a torpedo tracking his or her ship and declares the jamming attempt. Roll 1D4; if the result is a 1, the torp is jammed and immediately removed from the playing surface. A vessel may only jam a torp that is tracking it, not a torp that is tracking another craft. Jammed torps never do damage to any ship.

Example: Nik has a Mk. 10 and a Mk. 30 torp tracking him. During the Torpedo Results Phase, he announces he's going to try to jam. Since the Mk. 30 is more powerful, he targets it. He rolls 1D4 and gets a 1! The Mk. 30 is removed from the map.

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already compromised glassteel. And this time, the hole might be too large for the ship's systems to heal.

There was no way for Jake to attack the man directly. He had a blaster somewhere nearby, but if he used it, he'd certainly breach the canopy, completing the Cadízian's last desperate act. Then Jake figured it out.

Not bothering with the preflight check, Jake engaged the Mistress's engines and took off at full thrust. “Hold on tight, folks,” Jake warned his crew. “We're in for the ride of this loser's life!”

At top speed, the Cadízian was still hanging on like a bug trapped on a windshield. What's more, he was starting to pound on the glassteel again.

Jake cursed and twisted the Mistress through a series of wild maneuvers. On the third barrel roll, the Cadízian finally went spinning off.

Jake called up an aft view on his screen, and there was the Cadízian hanging on for dear



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life. He was dangling precariously close to the engine's backwash. With a quick flip of the ship's tail, the man was incinerated.

Jake blew out a deep sigh and said to his crew, "That's enough fun and games, folks. Let's get this baby home."

Cannon Fire Phase

All cannon weapon systems are given various parameters which affect their range, damage potential and targeting ability, as noted on the *Weapon Table* on page 163 and under *Weapon Specs* underneath each fighter's critical hit table. In the weapon mount boxes on the Starcraft Displays, each weapon mount is also given one or more firing arcs through which it may attack. The target of a weapon system must lie within that weapon system's range and firing arc(s) in order to be attacked. Otherwise, the weapon can't reach it.

Each pilot and gunner may fire one of their assigned weapon system(s) once each Cannon Fire Phase. Any crewmembers that launched a missile or torpedo during the Warhead Launch Phase can still fire a cannon weapon during this phase, too.

Weapon System Specs

There are a number of specifications which define the parameters of cannon (and missile) weapon systems.

Range Increments

As indicated on the *Weapon Table*, each cannon has a Short, Medium and Long Range increment. A target must lie within one of these range increments to be fired at. Attacks at Short Range have a +1 to hit, and attacks at Long Range suffer a -1 penalty to hit.

Line of Sight

Note that intervening starcraft, torps or constructs do *not* block fire from an attacker to a target. Each hex is approximately a kilometer across, and there's plenty of space in which ships can jockey around each other to get the kinds of shots they want.

Target Speed Restrictions

Some cannon weapon systems are too unwieldy to track fast-moving or evasively maneuvering targets. These larger cannons can only fire at targets whose current Drive is less than or equal to a certain value. These restrictions are listed on the *Weapon Table* on page 163.

A Night Hawk's Weapon Specs

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).

Medium Range: 3-6 hexes.

Long Range: 7-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).

Medium Range: 7-18 hexes.

Long Range: 19-20 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤ 12 .

Example: *Steve's Night Hawk has a target in its Forward (F) firing arc. The range to the target is 15 hexes, which is too far for his Splatterguns to reach (maximum range 10). His Meld Laser may fire at the target, since 15 hexes is within this weapon's Medium Range Increment. The last thing to check is the target's current Drive, which due to damage has been reduced to 7. Since the target's current Drive is less than or equal to 12, the Meld Laser may make an attack. If the target's Drive had been 13 or greater, the enemy would have been too elusive for Steve's big Meld Laser to track.*

Attack Dice

If a target is within a weapon system's firing arc, range and speed parameters, it may be attacked and damaged by the rolls of attack dice.

Attack dice are a unique form of combat resolution. One roll of the attack dice determines whether or not you've hit your target and, if so, how much damage the attack has done. To figure out if an attack has hit its target, add up the thrown attack dice. If the sum is high enough, the attack has hit. The weapon type used in the attack determines which of the thrown attack dice are read for damage.

The total attack dice roll for a cannon weapon system incorporates the Base Attack Dice listed for the weapon type on the *Weapon Table* (on page 163) and the Gunner Attack Die Bonus listed on the *Skill Level Effects Table* on page 49. Other modifiers may apply, too.



Hitting With Multiple Gun Weapon Systems

Some cannon weapon systems contain more than one gun (e.g., the Night Hawk has a 6 Splattergun weapon mount). For every gun beyond 1 in a weapon system, a +1 is added to its total attack dice roll for determining a hit.

Example: *Thunder Bird has a gunner with Gunnery 7 staffing a 4 Pulse Laser weapon system. Her total attack dice roll is 2D6 (for the Pulse Laser weapon type), 1D8 (for the gunner's Attack Die Bonus) plus 3 (for the three extra guns beyond the first). This is noted as 2D6+1D8+3.*

Hitting the Target

When attacking a target with either cannons (in the Cannon Fire Phase) or missiles (in the Missile Results Phase), you roll the weapon's attack dice. The number you are trying to meet or beat is the target ship's Defensive Value. This number is located in the upper left side of the large hex on the ship's display.

A target's Defensive Value tells you how hard it is to hit it. Ships with high Defensive Values are harder to hit than ships with lower Defensive Values. When you've finally got an eligible target, follow this procedure:

- 1) Roll and add together the weapon system's attack dice.
- 2) If the target is in the weapon's Short Range increment, add 1 to the total.
- 3) If the target is in the weapon's Long Range increment, subtract 1 from the total.

If this final modified total is equal to or exceeds the target's Defensive Value, the target is hit and may be damaged (see below). If the final modified total is less than the target's Defensive Value, the attack misses.

Example: *Helen's Salamander fires its Impulsegun at Mark's Night Hawk. Mark's ship is 9 hexes away, which falls into the Impulsegun's Long Range. The Impulsegun has Base Attack Dice of 2D8. Helen's pilot has a Gunnery of 5 for an Attack Die Bonus of 1D6. She rolls the three dice (2D8+1D6) and gets 7, 5 and 2, which adds up to 14. The -1 modifier for Long Range fire brings the total to 13. Mark's Night Hawk has a Defensive Value of 13, so it's just been hit.*

Example: *Susie's Pit Viper has a single Pulse Laser weapon system, and her pilot has a Gunnery of 4. The total attack dice roll is 2D8 (for the Pulse Laser weapon type) and 1D4 (for the pilot's Attack Die Bonus). This is noted as 2D8+1D4.*

The ways the attack dice are read to determine whether a target is hit and how severely it is damaged are explained below in *Hitting the Target* and *Damaging the Target*.

Multiple Gun Weapon Systems

Some cannon weapon systems contain more than one gun (e.g., the Night Hawk has a weapon system with 6 Splatterguns in a single mount). Such weapon systems only roll attack dice **once** when they fire. Their multiple guns provide To Hit and Damage bonuses, but cannot be fired separately.

Additionally, when eliminating a weapon system, you must remove the entire mount at once. It is impossible to simply eliminate a single cannon from a multiple weapon mount.

Firing Order

The order in which starcraft discharge their cannons depends on the Gunneries of the various pilots and gunners firing them. Gunners with Gunnery 10 fire first. Gunnery 9 gunners fire next, then Gunnery 8 gunners and so on until finally the Gunnery 1 gunners fire. If opposing gunners have the same Gunnery, they resolve their fire simultaneously.

After all eligible gunners have fired, pilots then fire their weapons. Pilots resolve their fire in sequential order just as gunners do, based upon their Gunneries, moving from highest to lowest. In all cases, no pilots fire until all gunners have had a chance to fire.

Note that attacks are resolved sequentially, with all damage from one attack taking effect before the next vessel's weapon system is fired. The only exception to this is when gunners or pilots with the same Gunnery value have their attacks resolved at the same time. Damage is then resolved simultaneously.



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Immobile Targets

Any starcraft which has been reduced to a Drive of 0 may not have a Defensive Value greater than 5. If a starcraft's Drive is brought to 0, immediately reduce its Defensive Value to 5. If the vessel's Defensive Value is already less than 5, leave it alone.

Ships with dead or dazed pilots automatically have a Drive of 0. Once the dazed pilot recovers, the ship's Drive is figured normally.

Damaging the Target

Each weapon type on the *Master Weapon Table* has an entry in the Damage column: either Low, Medium, High, All, All x 2 or 10/8/6. This entry indicates how to read attack dice that have hit their target to determine the base amount of damage done. The entries are defined as follows:

Low: Damage equals the lowest number rolled. In case of ties, add all the low numbers together. If all three dice are the same, total them.

Medium: Damage equals the middle number rolled. In case of ties (in which case, there is no middle number), add the all the high numbers together. If all three dice are the same, total them.

High: Damage equals the highest number rolled. In case of ties, add all the high numbers together. If all three dice are the same, total them.

All: Damage equals the total of all the dice rolled.

All x 2: Damage equals double the total of all the dice rolled.

10/8/6: Damage equals 10 at Short Range, 8 at Medium Range and 6 at Long Range.

High+1: This damage convention is used for missiles. The damage is equal to High damage, plus 1 point of damage for each missile that hits the target.

Example: *Continuing from the example above, Helen's Salamander scored a hit against Mark's wounded Night Hawk, so now it's time to figure damage. The attack dice came up 2, 5 and 7. The Impulsegun's damage is High. The high die is 7, so 7 hits are inflicted. If the dice had come up 2, 6 and 6, the damage would have been (6+6=) 12. If the dice had come up three 6s, the attack would have done (6+6+6=) 18 points of damage.*

Once the base damage has been figured, subtract the target's Damage Reduction from that number to get the amount of damage that's gotten through. Then mark that number of boxes off the target's damage track and apply any special damage indicated by the damage track.

Cannon Weapons

Not all cannon weapons fit smoothly into the rules given above. Some of them have special effects and limitations. These are based upon the sort of weapons they are and the kind of ammunitions they fire.

Blast Cannons

There are two sorts of blast cannons: Splatterguns and Blatguns. Both are rugged particle beam weapons which deliver good concussion damage, considering their relatively compact size. Blast cannon fire is not renowned for its penetration characteristics, as the particle beams tend to splatter upon hitting a target.

Disruptor Cannons

Disruptors project oscillating electromagnetic pulses which set up sympathetic molecular vibrations in their targets. A good hit actually disintegrates portions of the target vessel as its molecular bonds are broken down.

The two types of disruptor cannons—Disruptorguns and Disintegrators—are not popular with fighter manufacturers, since they are larger than comparable weapons and have a restricted range. Also, disruptor pulses have difficulty penetrating the energy screens which protect all modern, high-performance fighters. To reflect this fact, a special rule applies to Disruptor cannon fire.

If a target's Defensive Value has not been reduced by a previous critical hit (reflecting, in part, a battering of the ship's screens), a +1 modifier is added to that target's Defensive Value against disruptor cannon fire.

Example: *A Blizzard's Disruptorgun is fired at a Kosmos with a Defensive Value of 14. The Kosmos' Defensive Value has not been reduced by the effects of a critical hit. Against the Disruptorgun attack, the Kosmos is treated as if it had a Defensive Value of 15, not 14. If the Kosmos had received a critical hit that had reduced its Defensive Value by, for instance, 2, the Disruptorgun attack would be resolved normally against a Defensive Value of 12.*

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There is an advantage to using disruptor cannons, however. Because of the disintegrating effect of the disruptor pulse, a target's armor is entirely ignored when resolving damage. To represent this, ignore a target's Damage Reduction value when determining hits to be marked off on its damage track.

Example: *A Disintegrator delivers 8 hits to an undamaged Shryak Shuttle. Normally the Shryak's Damage Reduction value of 5 would reduce the damage inflicted to just 3 hits, but because a Disruptor cannon is involved, Damage Reduction is ignored. The Disintegrator's energy pulse shears right through the armor and delivers all 8 hits.*

Energy Bolt Projectors

There is only one type of energy bolt projector: the Protobolt Projector. These projectors fire self-arming, high-energy protomatter bolts which are best thought of as hyper-velocity energy torps. Their attacks are resolved just as cannon fire is, but as you can see on the *Master Weapons Table*, a bolt must travel a minimum distance before it can arm itself. Targets within the minimum arming distance (5 hexes for the Protobolt) cannot be affected.

Once armed, the destructive energy of the bolt quickly leeches away. The amount of damage that the bolt delivers decreases as the range to the target increases. Instead of reading the attack dice for damage, energy bolts do a set amount of damage, depending on the range. The Protobolt does 10 points of damage at Short Range, 8 at Medium and 6 at Long.

Energy bolts are loaded into a fighter before it goes on a mission, so the projectors have a set ammunition limit like Missile Launchers. The containment system for a bolt's protomatter is quite large, so few projectors can hold very many bolts at one time. Mark off bolts as they are fired. Once its ammunition is expended, a projector can no longer make attacks.

Energy bolts may be fired up to two at a time from a single projector at a single target. In this case, roll To Hit attempts with *both* bolts consecutively during the *same* Cannon Fire Phase. If both bolts hit, their damage is resolved as two separate attacks (i.e., each is susceptible to the target's Damage Reduction). Don't forget to mark two bolts of ammunition off of the weapon system's display.

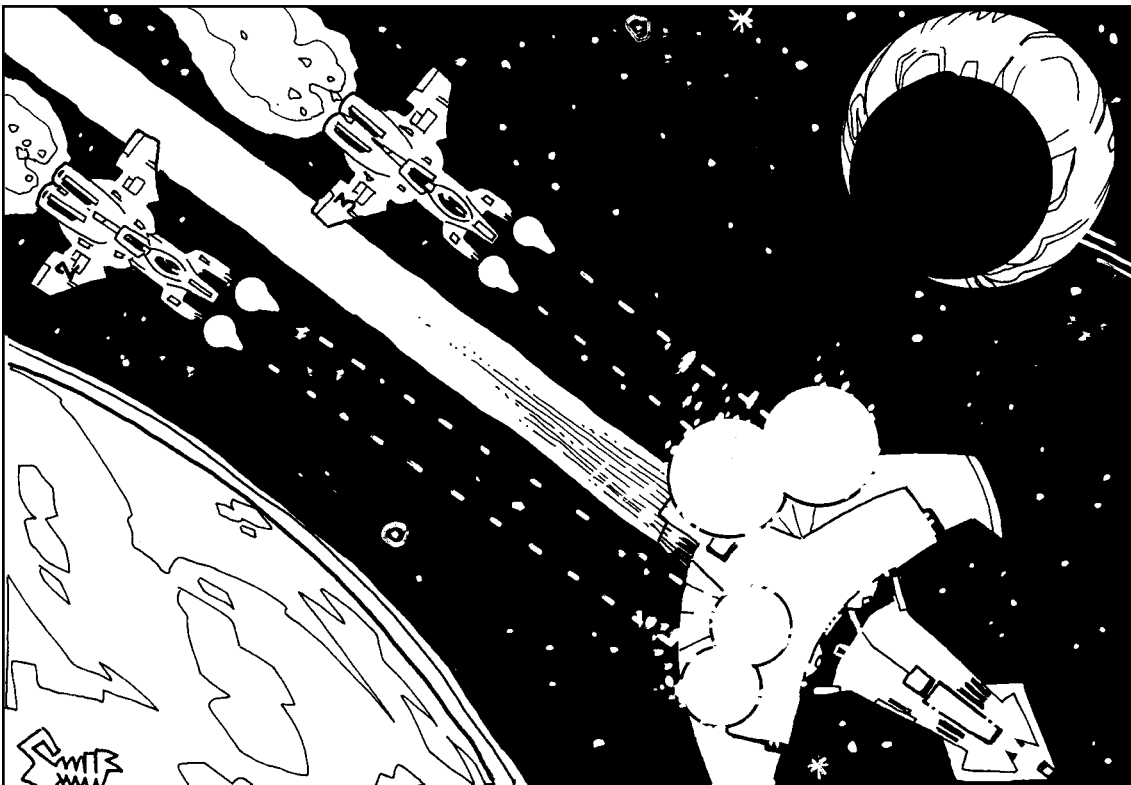
Multiple energy bolt projectors may not be mounted within the same weapon system. They simply take up too much room in a mount.

Damaging With Multiple Gun Weapon Systems

Cannon weapon systems with more than a single gun in the mount get a damage bonus for the additional cannons. This bonus equals +1 for each Laser, Mass driver and Disruptor cannon beyond the first. For Blast, Ion or Plasma weapon systems, the bonus is +2 for each extra cannon.

Example:

a Night Hawk with a pilot with Gunnery 9 staffing his 6 Splatterguns. The attack dice show 2, 4 and 8. Splatterguns score Medium damage (4), and the five extra guns beyond the first grant a flat +10 bonus (noted as Medium+10). The number of base hits delivered equals $(4+10=)$ 14. If the attack dice showed 1, 6 and 6, the base hits delivered would be $(6+6+10=)$ 22.



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Q'raj Sayings

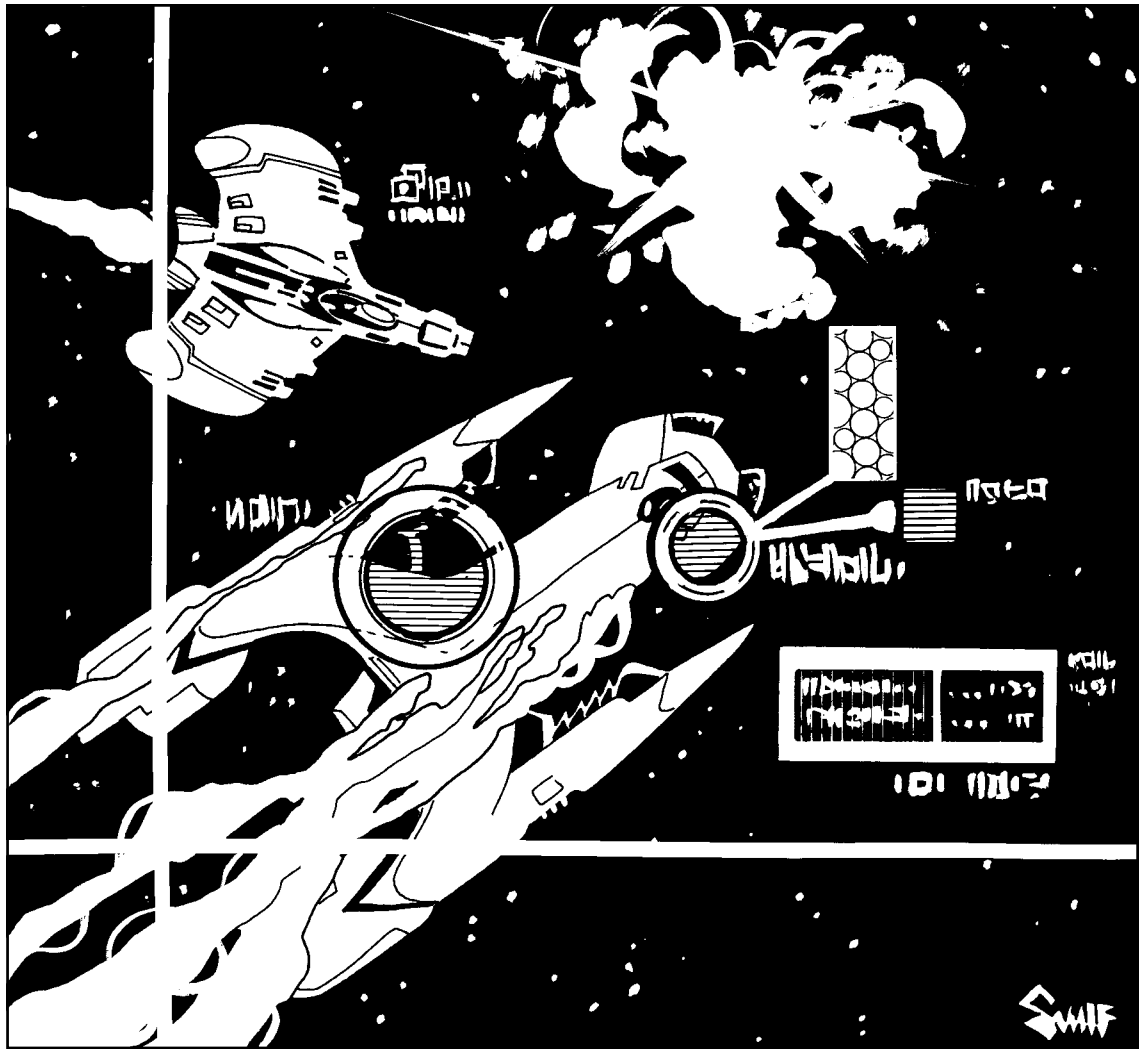
Repay both favors and insults at least two times over.

To avoid being bitten by a snake, avoid the snake.

The wise never pursue war. The brave never shirk it.

Protect what is yours from those who would take it from you, but give generously to those who are in need and have the courtesy to ask.

Always deal fairly. A person's reputation is worth far more than a few extra credits and will long outlast any such profits.



Ion Cannons

There are two types of ion cannons, the Impulsegun and the Ion Ram. The fearsome Ion Ram is larger than its Impulsegun progenitor, and is correspondingly more destructive.

Both kind of ion cannons fire ionized blaster bolts. The effect of this ionization is to allow the blaster-like particle beam to retain its destructive power until an armor layer is penetrated. This makes an ion cannon much more powerful than a similar blast cannon.

Laser Cannons

There are three types of lasers—Pulse Lasers, Meld Lasers and Turbo Lasers—each slower but more powerful than the last. Lasers fire coherent beams of light. They are accurate, compact weapons, but do not deliver as much damage as comparable guns which hurl bits of matter. The slower lasers take more time to make the light even more coherent and dangerous.

Mass Driver Cannons

Mass driver cannons include Miniguns, Autocannons and Railrepeaters, all of which fire spreads of depleted uranium slugs. Since the number of slugs that actually hit a target varies greatly, so does the damage. When two of the attack dice roll doubles (i.e., show the same number), multiply the shot's damage by 2. If there are multiple mass drivers in the mount, add everything up before multiplying. Rolling triples does *not* invoke this rule.

Example: A Minigun fires, rolling 2D6 (Base Attack Dice) and 1D8 (Attack Die Bonus). The results are 4, 5 and 5. The total of 14 is good enough to hit. A Minigun does Low damage so normally, 4 base hits would be delivered. However, doubles were rolled (two 5s). Therefore the base damage is doubled to 8 (4 x 2). If the rolls were 4, 4 and 6, the base damage delivered would be 16 ([4 + 4] x 2).

Mass driver cannons have a limited ammunition supply. Every mass driver weapon mount shown on a Starcraft Display has an ammunition entry similar to that used for Missile Launchers. Each ammunition cell represents a standard attack burst. Mark off one of these ammunition cells each time the weapon fires. When the last ammunition cell is used, that mass driver is out of ammo and may no longer attack.

Plasma Cannons

Plasma cannons represent the upper range of destructive energy weapons which can be carried by fighters and gunboats. Firing bolts of supercharged subatomic plasma, Plazguns and Heavy Plazguns are devastating against all targets. However their energy requirements are heavy, and they are prone to overloads. To represent this, use the following special rule.

If a plasma cannon's three attack dice roll triples (i.e., the dice all come up the same number), the weapon mount overloads and is destroyed. Treat this as if the weapon had taken a **w** result from the ship's damage track. The attack is blown (treat this as a miss), and the target escapes unharmed. The crew member firing the weapon is unharmed, too.

Attacks Against Torps

A torpedo may be subjected to attacks from other weapon systems, including missiles and other torpedoes. The Defensive Value of a torp is 10, its Damage Reduction is 0, and it is destroyed when it takes 1 point of damage.

Torpedoes attempting to dodge other torpedoes have a Piloting of 5 for purposes of dodging.

Example: *Nancy's Spirit Rider is being tracked by a Mk. 10 torp. That torp is in turn being tracked by a Mk. 20 torp. At the end of a Movement Phase, all three end up in the same hex. The Spirit Rider fails to dodge the Mk. 10, which in turn fails to dodge the Mk. 20. Though the Mk. 10 is destroyed by the Mk. 20's hit, all damage in the Torp Results Phase is simultaneous, so the Mk. 10 still damages Nancy's ship anyway.*

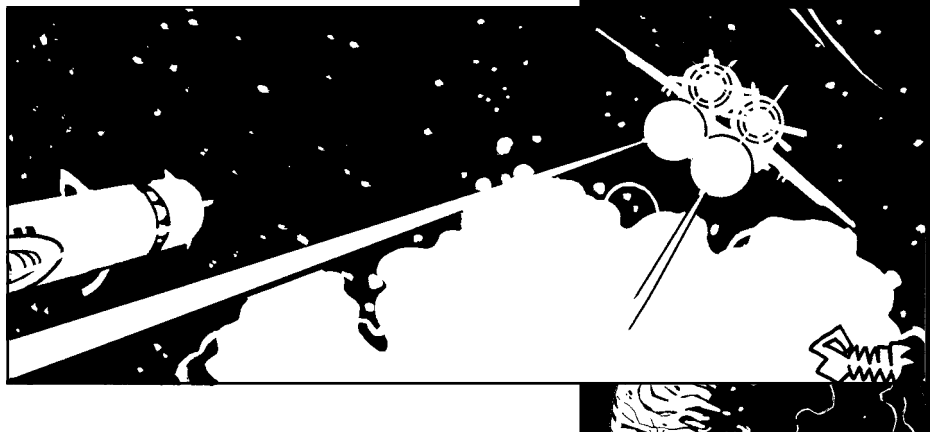
Missile Results Phase

During the Missile Results Phase, each target of a missile strike made at the beginning of that turn has the attack resolved against it regardless of the current range between firer and target. Each missile fired at the target from a single missile launcher adds 1D6 to the Attack Dice rolled. This means that each attack will roll either 5D6 or 10D6.

When resolving damage, use the High damage code rules, but add 1 point of damage for each missile fired. That's what the *High+1/* damage code means. A volley of 5 missiles does High+5 damage, and a volley of 10 missiles does High+10 damage.

Resolve the attack just as you would a cannon fire attack. Gunnery Attack Die Bonuses do not apply. Attacks made against the same target from different missile launchers are resolved separately starting with the smallest salvo of missiles and ending with the largest salvo.

Example: *Kim's Kosmos fired five missiles at Jody's Salamander during the Warhead Launch Phase, and Mark's Lance Electra chipped in five more at the same target. At the Missile Results Phase, Mark resolves his attack first. He rolls 5D6 and gets a total of 13—not enough to hit the Kosmos, which has a Defensive Value of 14. Next, Kim rolls 5D6 and gets a total of 19, hitting Jody's ship. Kim rolled 3, 4, 4, 5 and 3. Since 5 missiles do High+5 damage, the attack does 10 points of damage. The Kosmos's Damage Reduction lowers the effective damage to (10-2=) 8.*



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Like a Rock

Young Basaam Abushkara had never been in a fight before in his life. Sure, he had undergone training at the military academy and sparred with dozens of his fellow students. He had logged nearly a thousand hours piloting in space and nearly as many battling virtual foes in the flight simulator. Still, none of this prepared him for the actuality of risking his very life in mortal combat.

So many things could go wrong in a starfighter battle. If a single stray shot happened to pierce the cockpit or hole his engine, he would die almost before he knew what had transpired.

His Blizzard had always seemed so large on the ground. To be sure, it was dwarfed by the Drakar it was flying as support for. Now,

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encompassed in the vastness of space, it seemed smaller than the head of a pin.

The Gibraltar wing of the Q'raj Navy was flying patrol high over New Jerusalem. The planet had been the

Gunboats

Gunboat class (MPAC) starcraft are generally larger than SPAC and TPAC fighters but are smaller than escort class vessels such as corvettes (which do not appear in these *Silent Death* rules). The Epping, the Star Raven, the Drakar and the Betafortress are all gunboats.

Gunboats are usually used as heavy fighters or patrol ships. They differ from fighters in that the direction from which an attack comes affects the specific damage done. Refer to one of the gunboat's displays. Note that there are four separate damage tracks and critical hit charts, one each for the front, right, left and rear sides.

Gunboat Movement

Gunboats move just as fighters do, except Normal Turns cost them 4 (not 3) movement points to perform, while Tight Turns are modified by +4 (instead of +3). Also, if they have less than 4 movement points at the beginning of any Movement Phase, gunboats can still turn one hexside as their sole move for the phase.

Gunboat Attacks

Gunboat cannons, projectors, missile launchers and torps are no different from their fighter-mounted counterparts. However, gunboats usually carry a larger crew complement than most fighters, so they will have more weapons and firing opportunities. The mechanics for firing weapons mounted on gunboats are no different than those used for fighters.

Gunboats as Targets

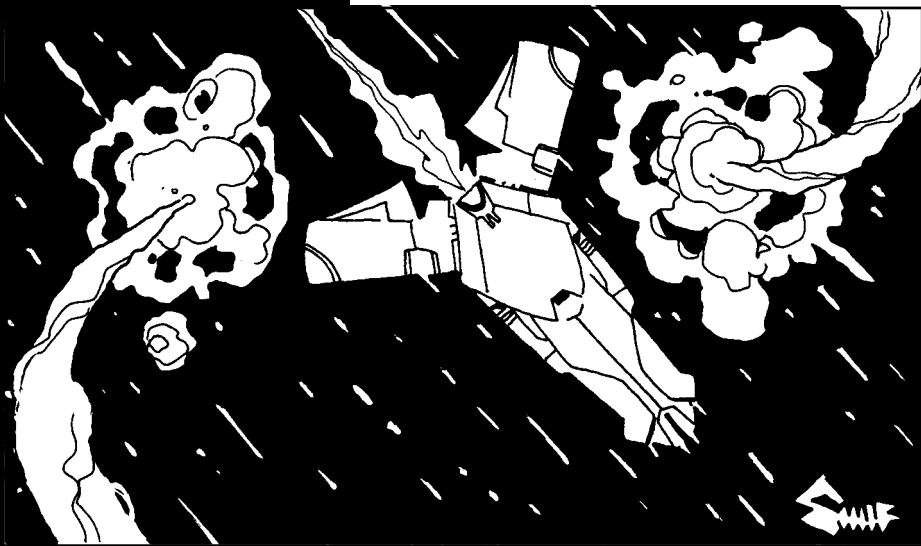
Gunboats are so much larger than fighters that they have a structural integrity that allows for a differentiation in hit location. The placement of enemy fire on a given area will be more likely to affect nearby systems rather than those on the other side of the craft. To reflect this, gunboats have a separate damage track and critical hit chart for each of their four quadrants: front, rear, left and right.

Gunboats are also too large to effectively avoid enemy fire. They cannot evade attacks like smaller, more nimble fighters can. However, they do carry more powerful energy screens. Therefore, their Defensive Values reflect a capability to resist substantial damage, rather than the ability to avoid attacks.

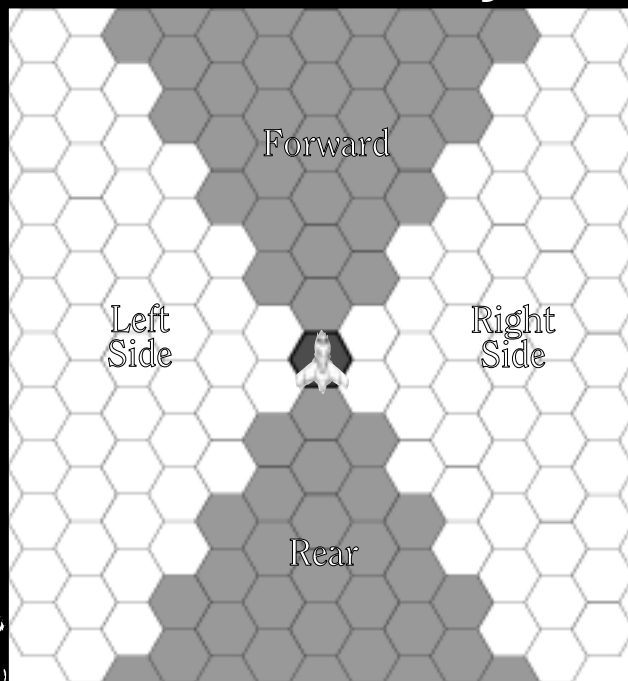
Under no circumstance may a gunboat dodge a torpedo. In games involving gunboats, players should use the optional *Defense Systems* rules on pages 74–75 to make up for this deficiency. These rules give gunboats the defensive opportunities they deserve against warheads.

Resolving Damage Against Gunboats

When a gunboat is subjected to an attack, determine which damage track is affected by consulting the *Gunboat Class Quadrant Diagram*.



Gunboat Quadrant Diagram



Cannon Attacks

If the firer is using a cannon weapon mount and is in the gunboat's front quadrant, hits are marked off of the front damage track. Likewise for hits from the left side, right side or rear.

Note: Each gunboat quadrant has its own Damage Reduction value representing the armor on that quadrant of the vessel.

Example: *A Drakar is fired upon by a ship behind it. The attack does 12 points of damage. The Drakar has a Damage Reduction of 2 on its rear quarter. Only (12-2=) 10 points of damage get through. If the attack came against the Drakar's front quarter—which has a Damage Reduction of 4—only (12-4=) 8 points of damage would get through.*

Missile Attacks

If the gunboat does not enter a new hex during a turn that missiles are fired at it, determine the quadrant hit as you would for a cannon attack. Refer to the *Gunboat Quadrant Diagram*. Use the facing of the target as it is during the Missile Results Phase with respect to the hex from which the missiles were launched.

If the gunboat does enter a new hex during a turn that missiles are fired at it, roll 1D6 for each group of missiles. This roll will tell you which quadrant they strike.

Gunboats vs. Missiles Table

Roll	Side Attacked
1	Front
2	Left
3	Right
4-6	Rear

Torpedo Attacks

Which quadrant of a gunboat gets affected by torp damage depends on the direction from which a torp enters the gunboat's hex. Refer to the *Gunboat Quadrant Diagram*. If a torp enters through one of the two left side hexsides, hits are marked off of the left side damage track. Likewise for torps entering from the right side, or the front or rear hexsides.

The Gunboat Damage Track

Hits are marked off on the various damage tracks just as they are for fighters. Start at the top left corner of the track, then proceed along the rows from left to right.

The special damage codes in a gunboat's damage tracks are similar to those found on fighter damage tracks. However, there are some important differences.

[-1]

- 1) Drive number reductions are still indicated in small boxes, but the code inside is always a -1 instead of a regular number. This means that whenever one of these is marked off on a damage track, the starcraft's current Drive number is reduced by 1. If the vessel's current Drive number is reduced to 0 and another boxed -1 result is taken, there is no additional effect.

◇

- 2) The highest unmarked diamond value on a damage track still represents the vessel's Damage Reduction, but for attacks on that quadrant only. Each quadrant has its own Damage Reduction.

w W

- 3) Weapon hits are resolved normally, but cannon mounts and missile launchers mounted in the attacked quadrant must be eliminated before other weapon systems can be affected.

t T

- 4) Torp hits are resolved normally. There is no directional bias for eliminating mounted torps.

*

- 5) Critical hits are taken whenever an asterisk is marked off on a damage track, but the result is determined by the roll of 2D4 on the affected quadrant's own critical hit chart.

×

- 6) Having a single X marked off has no effect on a gunboat. It takes *two* X results to destroy a gunboat. These two Xs can be marked off on the same damage track or on two separate damage tracks.

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subject of a number of raids by a Draconian-backed Colosian force seemingly bent on capturing Gaza, New Jerusalem's third moon. If the Colosians could establish a base of operations in the system on Gaza, they would be able to attack the planet with relative impunity. The orders had come down from above: Gaza must be protected at all costs.

Most often, patrol duty was dull as could be, and Basaam was still too young to appreciate the boredom. The veterans in the wing had warned him that things would become far too exciting for him soon enough, and then he would miss the boredom. Basaam always nodded respectfully at his elders' advice, but truth be told, he didn't really believe any of it.

But when the Colosian ships were spotted zooming in from the direction of the sun, the words of the more experienced pilots quickly came back to him. He suddenly found himself longing for the



long empty hours he had complained so often about.

Captain Hamad's voice blasted over the intercom. "Red alert! We've got a whole wing of Colosians coming in at seven through nine o'clock. Your battle assignments should be showing on your heads-up displays. Make your peace with God and hit them hard!"

The Drakar peeled off to Basaam's right along with a handful of Night Hawks. Basaam followed his wingmate, Lieutenant Abadan, into the fray, accompanied by a host of Blizzards and Salamanders.

The Colosians were flying an assortment of smaller ships, mostly Kosmoses and Talons. The centerpiece of their force, though, was a fearsome Star Raven.

Basaam wanted to watch Hamad's Drakar square off against the Colosian gunboat, but he had his hands full already. A Kosmos was heading directly at him, nose-to-nose. If one of them did not break off soon, they would surely collide. Neither would survive the explosion.



Optional Rules

The following sections detail rules which may be added to the game as players see fit. Their use is not ever compulsory. They are each entirely *optional*.

The incorporation of certain optional rules may allow you to better balance the play of scenarios which you believe constantly favor one side over another. They also allow you to tailor the game to your own tastes. The more options you use, the more complicated the game becomes. Keep this in mind as you decide which rules to use in your games.

Before starting a scenario, players should agree among themselves which, if any, optional rules are going to be in effect. Since there are so many different options available, there's a checklist on pages 160–161 to help you keep track of which rules are in use during any given game.

Characters

In the standard game, the men and women inside the ships are reduced to a simple set of numbers. When playing a number of unconnected games, who these pilots and gunners are hardly matters, except possibly as a historical footnote. When playing in a campaign (a series of related scenarios), though, you may end up using the same crewmembers again and again.

Like anyone else, these people have the ability to learn from their experiences, possibly improving their skills. Additionally, they may win personal glory for their daring efforts and deeds, perhaps gaining enough of a name for themselves to give them a bit of an edge against less lucky opponents.

Of course, once you start to concern yourself with such things, whether or not your crewmembers live or die takes on even more significance. As such, you'll want to know whether or not they were able to eject from a disintegrating ship and whether they were recovered by your people or your opponent's.

Experience

When playing an extended series of *Silent Death* games using the same pilots and gunners throughout, victorious, surviving crewmembers may gain valuable experience that permits them to raise their skill levels.

Pilots and gunners can raise their Piloting or Gunnery by one point (not to exceed a maximum value of 10) if *all* of the following conditions apply after a scenario.

- 1) The crewmember and his or her vessel survived the scenario.
- 2) The crewmember was on the winning side of the scenario.
- 3) The crewmember actually fired a cannon weapon system or missile salvo which delivered a critical hit to one opponent's vessel.

Obviously, gunners can only increase their Gunnery value, while eligible pilots have to decide which value to raise. Killed crewmembers are eliminated and may not be used in any further scenarios.

Pilot Luck

A starfighter pilot's Piloting and Gunnery reflect technical proficiency, but something else must be considered when trying to determine a pilot's renown, karma, moxie, fame and fate. This new stat is called Luck.

Luck only applies to pilots. Gunner Luck is not kept track of.

Unlike Piloting and Gunnery skill levels, a pilot's Luck stat rises and falls under a number of unique circumstances. The Luck stat increases when a pilot makes or contributes to a kill. A pilot can then spend accumulated Luck points to avoid enemy fire. Pilots can never spend more Luck points than they have.

All pilots start with a Luck stat of 0 unless otherwise noted by a given scenario. A positive Luck stat may be purchased at the beginning of a design-your-own scenario or campaign (see below).

Luck points are accumulated by a pilot for inflicting damage on enemy vessels. You can only collect Luck points if you deliver damage with cannons and missiles that you alone fire. If you're flying a SPAC fighter, you can also gain Luck points from damage caused by torpedoes that you fire.

Luck stat totals are adjusted immediately after the points are gained or spent.

Gaining Luck Points

Here are the list of conditions which result in the accumulation of Luck points:

- 1) Deliver half or more of the damage points which result in the ultimate destruction of an enemy starcraft: +1 Luck point.
- 2) Single-handedly deliver all of the damage points which destroy an enemy SPAC: +2 Luck points.
- 3) Single-handedly deliver all of the damage points which destroy an enemy TPAC: +3 Luck points.
- 4) Single-handedly deliver all of the damage points which destroy an enemy MPAC: +5 Luck points.

Using Luck Points

If you have a pilot with Luck points, you can use them on that pilot's behalf at your own discretion. Luck can be used in four ways to alter circumstances affecting that pilot's ship.

- 1) To force an opponent to reroll one attack die (your choice): -1 Luck point.
- 2) To force a reroll of a critical hit result: -2 Luck points.
- 3) To force an opponent to reroll two attack dice (your choice): -3 Luck points.
- 4) To automatically dodge one incoming torp, even after a dodging attempt or after firing a point-defense weapon system. You get your choice of the torp automatically dodged, but your current Drive must be greater than 0: -5 Luck points.

A critical hit or attack can only be influenced by Luck once. In the case of a reroll, the new result stands. No further Luck points can be spent to force additional rerolls. Any reroll of attack dice must be forced before the exact results of the attack's damage are determined (e.g., before critical hits are rolled for).



Purchasing Pilots with a Luck Stat

When purchasing forces for scenarios or campaigns of your own design, pilots may start with a Luck stat greater than 0. Each point of Luck adds one point to the cost of the pilot purchased. With regard to victory conditions, *do not factor in this cost to the Total Point Value of any starcraft flown.*

When purchasing pilots with Luck, note that the Luck stat may never start at a higher level than the pilot's Piloting.

Example: *Mark, who plays a lot of Silent Death, is purchasing his forces for a campaign that he'll be playing this coming weekend. One of the pilots he selects has Piloting 6 and Gunnery 5. Since his gaming group uses the Pilot Luck rule, he also decides that the pilot will have Luck 6, since that is the maximum this pilot can have. The cost of the pilot is (Piloting 6 + Gunnery 5 + Luck 6 =) 17 points. He may be expensive, but his high Luck will hopefully give him a better chance to survive.*

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Basaam's training had covered such a situation, and the prescribed solution leapt to his mind. As much as it went against his good sense, he was to maintain his course. His foe's courage would give before his.

But what if it didn't? Then there would be one less foe for the Q'raj to worry about.

"Like a rock," Basaam repeated to himself as the Kosmos grew larger and larger. "Like a rock. Like a rock." The phrase became a mantra for him. He focused on the words, and they masked his fear.

The Kosmos grew closer and closer. It seemed to eclipse the moon over which the battle was being fought.

Minigun rounds shot past the Blizzard's hull at unheard of speeds. Basaam let loose at the oncoming Kosmos with his disruptorgun, scoring a direct hit on the ship's engine.

The Kosmos exploded in a ball of flaming gases. It was too late for Basaam to avoid the debris, so instead of peeling way from the



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blast and exposing the Blizzard's belly to the flying shrapnel, he kept to his course, presenting the smallest possible aspect to the debris.

Bits and pieces of space waste clattered off of the Blizzard's hull, but Basaam made it through the fireball relatively unscathed, sailing clear out the other side. Suddenly he found himself directly in front of a formation of Talons. He dumped off his entire load of torpedoes and turned and fled.

Two of the Talons sailed directly into the torpedoes' paths, taking them on the nose. The fight went out of them quickly, and they broke off pursuit. The other three ships weren't so easily put off. One of them blasted away an incoming torp with its point-defense cannons. Another swerved out of the torp's way long enough to launch a decoy which the torp mistook for the ship.

The last ship headed directly for Basaam, launching its own single torpedo. Basaam

Life Pods

All starcraft are equipped with life pods which jettison a vessel's surviving crew members when the starcraft is destroyed.

Deployment

A life pod will fail to deploy if the starcraft is destroyed by a "starcraft destroyed" critical hit or the starcraft takes 20 or more points of damage during the game turn that it's destroyed.

In all other cases, a life pod jettisons from a destroyed vessel on a 1D6 roll of 1–5. Make this roll immediately after the vessel is destroyed. On a result of 6, the life pod fails to clear the destroyed starcraft, and the crew is killed.

A life pod may deploy from any non-destroyed starcraft, but only at the end of a game turn. If this occurs, remove the pod's starcraft from the map and consider it destroyed by the opposing side in the scenario.

Characteristics

A life pod starts in the hex that it deploys into. Place a life pod figure in the hex. It has a Defensive Value of 5, a Drive of 1, no Damage Reduction and is destroyed—killing its occupants—after a single hit.

Note: Destroying a life pod is universally considered an evil and cowardly act. Those that commit such atrocities should not expect mercy for themselves.

The main use of life pods is in a campaign game where players are keeping track of their crew members. Crew in a life pod are recovered by their own side if that side wins the current scenario. If the scenario is lost, occupants in a life pod are captured by the winning side and are unavailable for the remainder of a campaign.

Roll 1D6 for each friendly crewman you recover at the end of a scenario.

Life Pod Table

Roll	Result
1	Crew member dies of injuries.
2	Crew member is injured and must miss next scenario while recuperating.
3–6	Crewman is unscathed and is immediately available for the next scenario.

Movement

In the standard game, ships move about the board in an ordered manner, either turning or moving straight as they please. The following rules offer a few options to help make things a bit more interesting.

Time Limit

Players are encouraged to enforce a time limit of 30 seconds for the movement of each starcraft. If at the end of 30 seconds a player has not completed a vessel's move, that vessel must stop in the hex it's currently in and retain its current facing.

If the move would be an illegal one, the starcraft is returned to the hex and facing it had before it began its move.

Multi-Player Games

Often you'll have more than two people who want to play *Silent Death* at a time. Accommodating more players is simple. Just divide up into two teams, each player taking a roughly equivalent Total Point Value of ships on each side.

If you like, you can even have three-or-more-sided battles. The only difference from the regular two-sided game is how you handle figuring initiative.

When you have more than two sides, each side rolls 1D10 and adds their best pilot's Piloting, just like normal. The person with the lowest result moves a ship first, then the person with the second-lowest score and so on until everyone has moved a ship. Once everyone has moved a ship, cycle through the order again and again until all the ships have been moved.

The only exception to this is that you can always hold back a last ship to move after the people lower in the movement order than yourself have moved all of their starcraft. This works just like normal, but it can get complicated.

Example: *Pat, Marlyn and Nik are playing in a three-sided game. Pat has three ships, Marlyn has two, and Nik has one. They each roll 1D10 and add their best pilot's Piloting. Pat's total is 12, Marlyn's is 17, and Nik's is 15. Pat got the lowest result, so he moves the first ship. With the next lowest*

score, Nik would move next, but since he's only got one ship, he holds moving it until Pat moves all his ships. Marlyn then moves one of her ships. Pat moves another ship. Nik holds off again, as does Marlyn, who is down to her last ship. Pat moves his last ship, Nik follows with his ship, and Marlyn finishes the Movement Phase with her last ship.

Drift

The standard movement system is a simplification of space flight which does not represent the effect of drift which would be caused by the application of thrust in a gravity-free vacuum. The following rule may be instituted to simulate the effects of drift during a battle.

At the beginning of each Movement Phase—before any ships move and before initiative is even rolled for—each ship with a Drive of 6 or more must roll a Drift Die based on its current Drive. Consult the *Drift Table* to determine which die to roll. The result is the number of hexes the ship must move straight forward. Once all eligible ships have drifted, roll for initiative and continue on with the Movement Phase normally.

A craft that does not move or change facing during a Movement Phase can declare a *full stop*. It will not drift on later Movement Phases until it begins moving or changes its facing. Ships at a full stop are considered to have a Drive of 0.

If a ship is about to drift off the map, the starcraft merely stops on the map-edge hex and drifts no further. Similarly, if two ships are about to drift into each other, the vessel with the pilot with the lowest Piloting stops in the hex before the hex in which the two ships were to meet. In case of a tie, roll 1D10 and add that to each pilot's Piloting. If it's still tied, roll again.

Drift Table

Current Drive	Drift Die
0-5	—
6-10	1D4
11-15	1D6
16-19	1D8
20+	1D10

Turning

Here are three options regarding turning starcraft.

Turning Restriction

Starcraft with 4 or more movement points (5 or more in the case of gunboats) at the start of a Movement Phase should be forced to enter a new hex before performing either a normal turn or a tight turn. This prevents a vessel from making a turn at the end of its previous Movement Phase, then beginning its next Movement Phase with another turn in the same hex.

Set Cost Turns

If players do not like rolling a die to randomize the number of movement points they spend when performing a tight turn, they can utilize the following option.

The first hexside turned within a hex costs 3 movement points, while the second and third cost 2 each (e.g., it costs 7 movement points to turn three hexsides). However, a pilot must still roll a die to see if a tight turn maneuver is successful.

Roll 1D10. If the result is less than the pilot's Piloting value, the tight turn is successful, otherwise, the vessel may only turn one hexside (at the cost of 3 movement points) and must enter another hex before attempting another facing change during that Movement Phase.

Drive 0 Turns

Players may allow a vessel with a Drive number reduced to zero to change facing by one hexside per turn. This would represent the action of mini-thrusters used by all vessels during docking maneuvers. Allowing this option provides crippled ships with a minimal tactical option. Any Drive 0 turns have to be performed at the beginning of the Movement Phase, after any ships have drifted (see *Drift* above) but before initiative is rolled for. Note that ships with a Drive of 0 still do *not* count as being able to take part in the movement order.

Destroyed Ship Debris

When a ship is destroyed, replace it with a marker or tip the ship on its side. Any ship or torp that enters the hex sustains a 3D6 attack scoring Low damage.

quickly spun his Blizzard into a series of evasive maneuvers that proved pointless when Abadan swooped in and took out the torp with a single shot from his disruptorgun.

Still, the Talon was on Basaam's tail. Pulse lasers skittered off of the Blizzard's armor, removing the paint but leaving the precious plating behind. Basaam did everything he could to shake the Talon off his tail, but it was no use.

Suddenly, the Talon's own disruptorgun found the Blizzard's hull. Basaam's evade thrusters had been hit. Now he had little chance of avoiding the Talon's attacks. It seemed that he was doomed.

Still, there was some fight left in him yet. He zigged and zagged as hard as he could, and when he came out of a particularly brutal maneuver, he found himself staring up the tail of the Star Raven.

Hamad's Drakar was getting the worst of the exchange between the two gunboats. The



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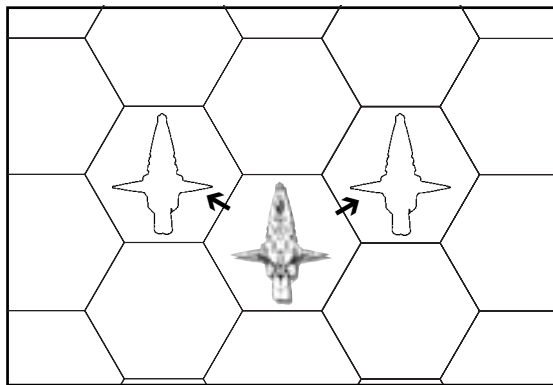
Colosian's wingmates had done a good job of picking away at the Drakar, and now the Star Raven was scudding in for the kill. Basaam instantly saw what it was that he had to do.

With little more than a moment's hesitation to offer his soul up to a higher power, the young pilot turned the nose of his ship directly toward the Star Raven's tail and gunned the failing engines for everything they still had left.

The Star Raven's rear gunner seemed to immediately pick up on Basaam's intent. She let loose with a volley of missiles, but Basaam managed to maneuver around them for a moment. By the time they could catch up with him, it would be

Sideslips

A sideslip is a move that places a starcraft or torp into its front left or front right hex, instead of the hex directly ahead. A sideslip costs 2 movement points to perform. Forward movement, sideslips and turns may be combined in any desired manner, except that you may not make 2 sideslips in a row.



This diagram indicates the two hexes which may be entered during a sideslip.

Slingshotting

All masses are attracted to each other by the force that we call gravity. While on the surface of a planet, the force of attraction between yourself and a pen may not be so obvious, as it's being overwhelmed by the attraction of both yourself and the pen to the planet, a force several orders of magnitude stronger. Still, the force does exist, and in places like deep space, far away from the gravity wells of any suns or planets, the forces of these lesser attractions actually becomes apparent.

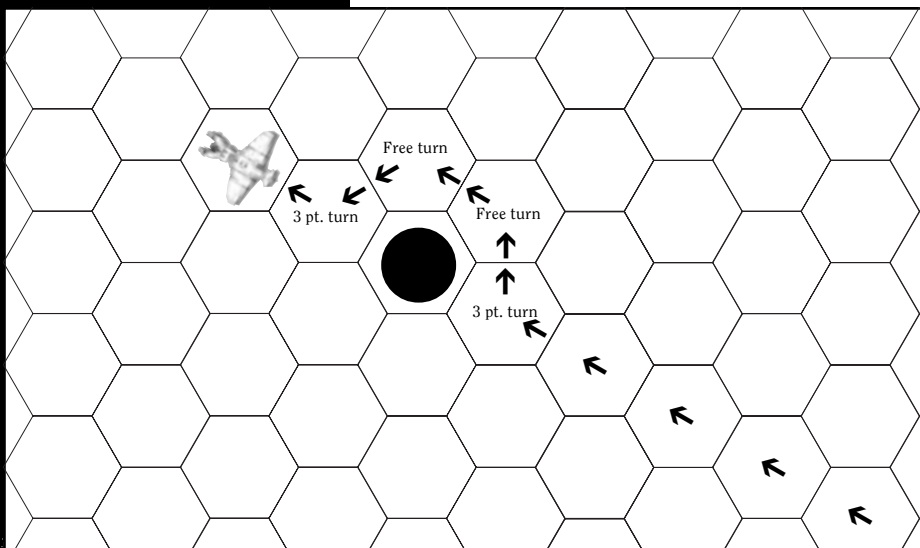
When traveling near large, massive objects like asteroids, wormholes or black holes, spacecraft are attracted to the objects by the force of gravity. A ship can, in fact, ride the attraction in toward the object, establish an orbit around the object, and then use the momentum from the orbit to hurl itself away from the object. This effect is called slingshotting.

In game terms, this means that you can actually use the slingshotting effect to gain *free* movement for your spacecraft. All you have to do is move within a hex of a massive object's gravity well and then ride the track of an orbit around it. All moves made while in the orbit are free, except for moves (like turns) that break the orbit.

With an asteroid or a wormhole, the craft simply moves through the circle of 6 hexes adjacent to the object. In the case of a black hole, the ship moves in the circle of hexes just outside of the black hole's radius.

As soon as the ship enters the circle of hexes, you can establish it in an orbit around the object simply by stating that this is what you want to do. From that point on, the ship moves along the circle, turning when necessary (around an asteroid or wormhole, this is with every move). All forward movement and turns are free, as long as they follow the orbit in a single direction. While in orbit, a ship cannot come to a halt without ending its move. The restriction against making turns in hexes containing other ships is lifted for ships in orbit.

If and when the ship deviates from the circular path of the orbit, even just to turn aside, the ship has left orbit and is then traveling under its own power. In order to re-establish orbit, the ship must leave the circle and then return to it again.



Example: *Jody's Night Hawk* (the one in the diagram) enters the orbit around the asteroid at point A, moving normally until it reaches that hex, expending 5 points to do so. It turns into the orbit for 3 points. It then rides in orbit around the asteroid for four hexes until it decides to leave orbit at point B. In the fourth hex, it makes a turn to its right (for 3 points), breaking orbit. It can finish its move normally from there with its remaining $(15 - [5 + 3 + 3] =) 4$ movement points.

Slingshotting Around Black Holes

When moving around a black hole, count out the phenomenon's radius in hexes and draw an imaginary circle just outside its radius of effect. This circle is actually shaped like a hex. It has only six total turns in it. This is the path of an orbit around the black hole.

Black holes have interior orbits as well. An interior orbit is one that centers around a black hole but is located inside the outer rings of a black hole's radius of effect. Ships inside the radius can ride an interior orbit, but these orbits will decay rather quickly, as at the end of each movement phase, the black hole will draw the ship in toward it. For more about how this works, see *Black Holes* on page 80.

Ramming

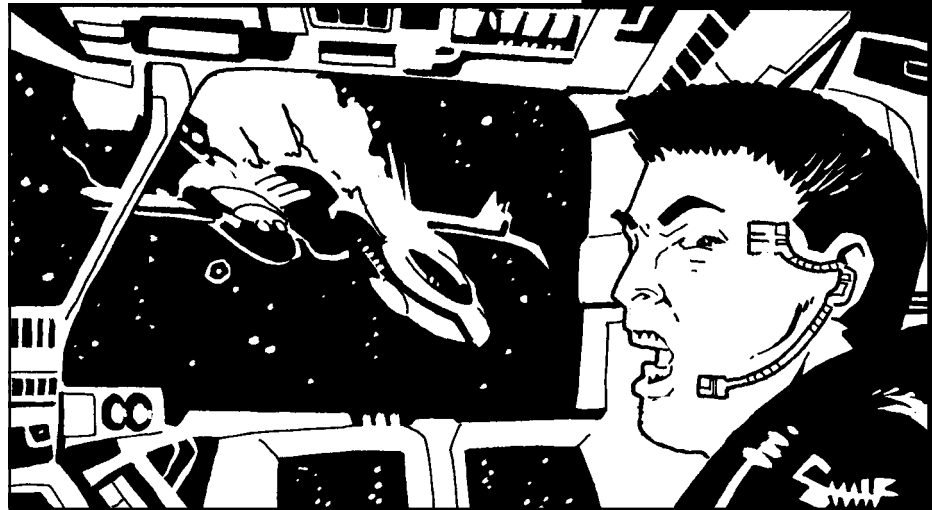
Ramming, or flying your ship directly into an opponent's, is held to be a last ditch effort, something to be done in only the most dire straights. Kamikaze ships are rare in *Silent Death*—most pilots value their own lives too highly to simply throw them away without a thought of survival—but there have been several pilots willing to lay down their lives to cause their enemies' defeat. When they had no other choice, these pilots chose to ram.

To repeat: a ramming attack should only be used when the pilot has exhausted all other measures and defeat seems imminent. When you decides to ram, move the ship into a hex adjacent to the defender's ship *after* the target ship has already moved. (Otherwise, the other ship would simply move out of the way.) Only a ship with a Drive of 0 can be rammed before it moves. Additionally, the ramming ship must be directly facing its intended victim. In other words, the ship to be rammed must be in the ramming ship's first front hex.

For purposes of firing order, a ramming attack is considered to be an attack made by the pilot. This means that all eligible gunners get a chance to fire at the ramming ship first, as well as any eligible pilots with a higher Gunnery skill. It's easily possible for a ramming ship to be destroyed before it gets a chance to complete its ram, thus sparing the target craft.

Ramming is resolved as follows:

- 1) The attacker and the defender each roll 1D10 and add their Piloting skills to their respective rolls.
- 2) The pilot with the highest total gets his or her desired result: a ram or a miss.
- 3) If the ram is successful, each ship takes an amount of damage equal to a die roll based on the ramming ship's class: SPACs do 1D12 damage (all), TPACs do 3D12 and MPACs do 5D12. The maximum amount of damage that can be inflicted is equal to the total number of boxes (both marked and unmarked) on the smaller ship's damage track.
- 4) If the attacker's or defender's ship is equipped with a life pod, it can be used normally to escape the conflagration.



Example: *Kim decides to ram her wounded Night Hawk into Todd's Revenge. She waits for Todd to move the Revenge and then sweeps in for the kill, moving so that his Revenge is right in front of her Night Hawk. They each roll 1D10 and add their Piloting skills. Todd rolls a 5 for a total of (5+10=) 15. Kim rolls an 8 for a total of (8+9=) 17. Kim's total is higher, so she gets her ram. The Night Hawk is an SPAC, so she rolls 1D12 for damage and gets a 10. While the damage finishes off her ship (which only had 6 hits remaining), Todd's Revenge takes 10 points. Kim rolls for a critical hit and the Revenge explodes! Both pilots manage to eject safely, while Todd heartily curses Kim's incredible luck.*

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too late.

A battery of pulse lasers blared at Basaam from the gunboat's rear, but went too low. The still-pursuing Talon let loose with its faithful disruptorgun once again, but its shot sailed high.

"Like a rock," Basaam repeated to himself as he drove the ship into the Star Raven's tail. "Like a rock." His fear was still there, but it was nothing to him now. In all the galaxy, there was only him and the Colosian gunboat.

He noticed that the Star Raven was trying



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to maneuver out of the way, but he knew that it was far too late for such a desperate move to succeed.

At the last moment, Basaam triggered his emergency ejection system, just as the Blizzard crashed into the top left portion of the gunboat's rear section. The life pod jetted away from the ramming fighter, the impact from the crash sending it spinning off crazily.

It was nearly a full minute before Basaam could use the life pod's tiny maneuvering thrusters to stabilize itself. By the time he did, the battle was nearly over.

Hulks of wrecked ships twisted eerily

Torpedoes

Torpedoes are an important part of the game, but there are many different opinions as to how they should be represented in play. Here are a number of different options that will add some variety to your games.

Maneuverable Torps

This rule assumes that torpedoes are extremely maneuverable. Instead of the normal 3 points, they now pay 0 points for all turns. This means that a torp simply moves straight toward its target, entirely ignoring its own facing. Now players can quickly gauge the threat zone of any torp currently tracking a target.

Variable Speed Torps

This option differentiates between the speeds of different torps. Smaller torps carry lighter payloads and, accordingly, can move faster. Consult the following table for the speed of each type of torp.

Torpedo	Drive
Mk. 10	18
Mk. 20	16
Mk. 30	14
Mk. 40	12
Mk. 50	10

Sequential Torpedo Attack Resolution

If a vessel is struck by several torps at one time, the damage is normally resolved as one combined attack. With this option, the damage from each torp is applied separately. Damage Reduction has a greater effect, as the armor can reduce the effect of each blast instead of being totally overwhelmed. Start with the least powerful torpedo and working your way up.

Example: *During the Torp Results Phase, Wendy's poor Night Hawk is pounded by the detonations of a Mk. 40, a Mk. 20 and two Mk. 10 torps. The first Mk. 10 does 4 points of damage, which is negated by the Night Hawk's armor. The second Mk. 10 rolls an 8. After Damage Reduction, Wendy's ship takes 4 hits, and its armor is reduced to 3. The Mk. 20 does 14 points, and the Night Hawk takes (14-3=) 11. The Night Hawk is down to 1 point of armor. The Mk. 40 does 21 hits! Subtracting 1 for the last of the armor, 20 hits reduce the Night Hawk to a harmless, clunking hulk with just three movement points. Wendy is not having a good day.*

More Torpedo Types

The *Integrated Torpedo Table* on page 164 shows a consolidated listing of a number of new torps available. The "Standard" entry for each torp size gives the stats for the regular torps. Torp loads within a Mk. category can be exchanged freely without altering a vessel's Base Point Value.

Players should specify before a scenario begins exactly which torp loads are being carried by their vessels. Record these torpedoes on a separate piece of paper, and be sure to keep the *Integrated Torpedo Table* handy during play for reference.

Tracking Cones

For torps which require an assigned target at the moment of discharge (like standard torps do), that target must be within the torp's tracking cone. A torp's target must be within its tracking cone at the beginning of every Movement Phase after it is activated, otherwise the torp is (usually)



removed from the playing surface (see *Homing Systems* for any exceptions).

Some torpedo types are given a restricted tracking cone, instead of the 360° cone normally assumed for regular torps. A 60° cone is identical to a Forward firing arc. A 180° cone is identical to the combination of the Front Quarter Left, Forward and Front Quarter Right firing arcs.

Homing Systems

The other main differences between the various torp loads presented here are their homing systems. Here is a listing and summary of homing systems.

Note: Torps that can acquire their own targets can home in on another torp just as easily as a vessel. Both torps and starcraft are considered to be “targets” as far as a torpedo is concerned.

Auto-Lock Homer (ALH): The torp homes in on a target selected at time of discharge. This is the standard type of homer found in the regular torps.

Construct Scan Homer (CSH): The torp homes in on a target selected at time of discharge, but if the target is lost (i.e., not in the torp’s tracking cone at the end of a movement phase), the torp will choose the nearest identical target type (i.e., same vessel type, friend or foe) and home in on it instead. If no such alternate exists or no qualifying target is in the torp’s tracking cone, the torp is removed.

Directed/Terminal Homer (DTH): The torp moves completely as desired by its firer until *any* target (friend or foe) lies within 5 hexes in tracking cone; then the torp homes in on that target with terminal guidance. The torp moves directly after the firer until it locks onto a target. Then it moves directly after the target does. If the firer is destroyed (or its crew is killed) before the torp locks on a target or if the target moves out of the torp’s tracking cone, the torp flies straight until it gets terminal lock on another target or it leaves the playing surface.

Directed Homer (DXH): The torp moves completely as directed by its firer, always moving immediately after the firer does. If the firing craft is destroyed or all its crewmembers are killed, the torp is removed. Each vessel may only have one DXH-guided torp flying at a time.

Free Targeting Homer (FTH): The torp homes in with terminal guidance on the nearest target, other than the firer, in its tracking cone at the beginning of the Movement Phase that it activates. If more than one eligible target exists, choose a random one. If there is no target in its tracking cone at the beginning of a Movement Phase after activation, remove the torp.

Identified Foe Homer (IFH): The torp homes in on the closest enemy target in its tracking cone at beginning of each Movement Phase. If no such target exists, remove the torp.

The Missile Torpedo

The missile torpedo starts out just like any other torp. It’s launched during the Warhead Launch Phase, and it moves and acts just like a standard torpedo. However, during any subsequent Warhead Launch Phase, the missile torpedo can try to establish a lock on the target it is currently homing in on. If it succeeds, the torpedo’s warhead instantly fragments into a number of missiles that will unerringly attack their target.

The torpedo has a Gunnery skill of 5 for purposes of the lock-on roll. If it makes the roll, it must launch its entire missile payload at its single target.

Missile torpedoes can be exchanged for standard torpedoes on a one-for-one basis. The number of missiles that each category of torpedo carries is listed on the *Missile Torpedo Table*.

If the torpedo hits its target before it has a chance to release its missile payload, treat the attack as if it was a normal one made by that torpedo. Instead of rolling D12s for damage, roll a similar number of D8s (e.g., roll 5D8 for a Mk. 50 torp).

Missile torpedo payloads can be placed in any of the optional torpedoes listed on the *Integrated Torpedo Table*.

Missile Torpedo Table	
Torpedo Class	Number of Missiles
Mk. 10	2
Mk. 20	4
Mk. 30	6
Mk. 40	8
Mk. 50	10

The Next Millennium

throughout the battle area like dead ballerinas locked in some never-ending dance. They were cold and silent, the small pockets of atmosphere they once held already having escaped into the void.

A few Blizzards were still darting about, most of them circling around the still-burning hulk of the Star Raven. Flames were jetting out of the spot where Basaam’s Blizzard was jutting out of the gunboat’s rear. As Basaam watched, the flames suddenly snuffed themselves out, their limited supply of oxygen exhausted.

Basaam shook his head in disbelief and realized that he was still dizzy. After a moment the sensation passed. It was then that he had realized what he did.

The young pilot whooped and hollered and screamed until he was hoarse. He was the happiest he’d even been in his short life. He’d helped defeat the Colosian and Draco-



Silent Death

nians, and better yet, he was still alive! What could top this?

A clanking noise resounded throughout the cramped life pod, and Basaam nearly jumped out of his flight suit. Were the slimy Draconians back for revenge? If so, trapped in this life pod, he was

Defense Systems

Normally, jamming and dodging are the only ways to avoid being hit by tracking warheads (besides just running away—from torpedoes at least). These options provide other defenses that can be used against both missiles and torps.

Decoys

Decoys are small pods which, when successfully deployed, can fool tracking torps into homing in on them instead of the target vessel.

A ship can deploy a single decoy during the Torp Results Phase *instead of* trying to jam a torp. Immediately after a decoy is deployed, roll 1D4 for each torp currently tracking the deploying vessel.

On a roll of 1 or 2, the torp is removed from the map (e.g., it has decided to track the decoy and detonates harmlessly). On a roll of a 3 or 4, the torp was not fooled by the decoy and continues to track the target, though it is still susceptible to decoy deployments in later turns.

A decoy is only effective on the turn that it is deployed. Also, decoys from one ship do not affect torps tracking other vessels.

Starcraft that have decoys carry a limited number of them. Keep track of their use, marking them off on the Starcraft Display as you deploy them. Once they're all used up, they're gone. Additionally, every time a ship takes a critical hit, it loses a decoy (i.e., in addition to any other damage, the crit knocks out one of the vessel's remaining decoys).

Point-Defense Weapon Systems

Most ships are equipped with point-defense weapons: low-power, rapid-fire lasers and miniguns. These small-scale cannons can be used in last-ditch efforts to blow away incoming missiles and torps. With these systems, slower fighters and gunboats—which can't dodge torps—actually have a chance to avoid incoming warheads.

Point Defenses vs. Torps

A properly equipped ship can use its point-defense weapon systems to attack torpedoes entering its hex *instead of* trying to dodge them. During the Torp Results Phase, roll 1D10 for each torp attacking the ship. If the roll is within the point-defense system's kill spread (as indicated on the ship's Starcraft Display), the torp is destroyed before it detonates, causing the ship no damage.

Point Defenses vs. Missiles

A ship can use its point-defense system against incoming missiles, too, provided that the point-defense system was *not* already used that turn (i.e., against torps during the Torp Results Phase). During the Missile Results Phase, roll 1D10 for each separate salvo of (either 5 or 10) missiles attacking the ship. If the point-defense roll is within the kill spread, that die roll is the number of missiles destroyed from that



particular salvo. The rest of the missiles get through, but don't resolve their attacks until after all point-defense attempts have been made.

A fighter may dodge torps during the Torp Results Phase and then use its point-defense system against missiles in the Missile Results Phase without penalty.

Limited Defenses

Ships can only make a limited number of attacks each round with their point-defense systems. The number in brackets next to the ship's point-defense kill spread is the number of torps or missile salvos that the ship can use its point defenses against each turn. You always get to choose which torps or salvos your ship is firing at in any case, but you can only make a maximum of one attack against each particular torp or salvo.

Decoys: ○ ○
P-D: 1-7[2]
Dmg Con: 1-6

Example: *This small box describes a Salamander's decoys and point defenses (as well as its damage control systems [see page 77]). The Salamander has two decoys. Its point-defense systems' can attack up to two torps or missile salvos each turn, and it successfully neutralizes incoming warheads on results 1-7 on a 1D10. If only one torp was entering it's hex this turn, it could only use its point-defense systems against it once.*

Losing Point-Defense Systems

Whenever your ship takes a critical hit, its point-defense systems lose one attack. For example, if the Salamander above took a critical hit, it would then only be able to attack one torp or one missile salvo each turn.

Cannon Fire

While the regular rules provide you with a number of different weapons, they are fairly simplistic. For those that want even more realism in their battles, we offer the following rules. They cover everything from new range increments to defending yourself by firing out of turn.

Gunnery Duels

Normally, gunners and then pilots fire their cannon weapons in accordance with their Gunnery values. The gunnery duel option allows for some variance within this strict sequence.

If, during the normal sequence of firing, a gunner or pilot declares a cannon attack on a target that wishes to return fire with a cannon, one of that target's eligible crewmembers may declare a gunnery duel to determine who actually fires first.

To resolve the gunnery duel, both firing crewmembers roll 1D10 and add their Gunnery value. If dueling with a gunner, a pilot suffers a -2 penalty to this roll. The highest modified total fires first. In case of a tie, resolve both attacks simultaneously. The loser of the gunnery duel must attack immediately after the winner. Note that this will often entail a crewmember firing out of the normal sequence.

Remember that each gunner or pilot may only discharge one cannon once per Cannon Fire Phase, so a crewmember may not fire once normally, then fire again in a subsequent gunnery duel or vice versa.

Example: *During the Movement Phase, Ken's Salamander crosses in front of Nancy's Thunder Bird. His gunner has Gunnery 4, while her pilot has Gunnery 7. During the Cannon Fire Phase, Ken declares that his Salamander's gunner is firing his twin Splatterguns at the T-Bird. Since the Thunder Bird's pilot has the Salamander in her sights, Nancy declares a gunnery duel with the Salamander's gunner. Ken and Nancy roll 1D10 and add their Gunnery values, but Nancy subtracts -2 because her pilot is dueling with a gunner. Ken rolls a 5, giving him a (4+5=) 9. Nancy rolls a 6, giving her a (7+6-2=) 11. The Thunder Bird resolves its attack first. If Ken's Salamander survives, his gunner must then retaliate. If the Thunder Bird knocks out the Salamander's Splatterguns, the gunner can switch to his 360° Pulse Laser, but he must still attack the Thunder Bird. In any event, the Thunder Bird cannot fire again during this Cannon Fire Phase.*

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dead for sure. He would rather die than end up a slave to the Dracnians. But his fears faded to joy when he heard Hamad's voice on the pod's communicator.

"Abushkara! Are you there? Our sensors show that you are alive. Are you awake?"

Basaam responded instantly. "Here, sir." Suddenly Basaam was overwhelmed with guilt for having lost his ship. "Let me apologize—" he started.

"Apologize? Are you kidding?" Hamad's voice was filled with disbelief. "Son, for what you've done, you're sure to get a medal.

"That was the most amazing bit of courage I've ever seen in all my years. That little maneuver isn't part of your training, kid. Where'd you come up with that?"

As the Drakar began towing the life pod back to the Q'raj base, Basaam took a moment to think before he answered.



Silent Death

"I think it was from a story that my mother read to me when I was young, from an ancient book. Its stories still ring true so many thousands of years later.

"I saw the Draconian Goliath, and I asked myself, what else could defeat such a creature but a rock thrown by a young man in his first battle?"

Hamad laughed at that all the way home.



Deflection To Hit Modifiers Table

Defender is in this Firing Arc of the Attacker	Attacker is in this Arc of the Defender						
	F	FQL	FQR	R	RQL	RQR	Target Has Drive 0
Front	0	-2	-2	+1	0	0	+2
Front Quarter Left	-2	-1	+1	+1	-1	+1	+1
Front Quarter Right	-2	+1	-1	+1	+1	-1	+1
Rear	+1	0	0	0	-1	-1	+2
Rear Quarter Left	0	-1	+1	0	-1	-1	+1
Rear Quarter Right	0	+1	-1	0	-1	-1	+2

Deflection

Deflection simulates the effect of a target's aspect in relation to the firer. Due to the ships' relative movement, it is more difficult to hit a target with cannons if it's crossing your field of fire than if it's moving toward or away from you. Additionally, sitting ducks (i.e., ships with a Drive of 0) are incredibly easy to hit, especially if you're heading directly toward or away from the mostly stationary ship.

To use the *Deflection To Hit Modifiers Table*, read across its top to find which of the defender's firing arcs the attacker is in. Then read down the table's side to determine which of the attacker's firing arcs the defender occupies. Cross-index the row and column to determine the Attack Dice To Hit modifier for this attack.

Add the modifiers presented in the chart at the top of the page to your cannon's Attack Dice total to figure if there is a hit. Deflection modifiers do not affect damage.

If a vessel occupies two eligible firing arcs (is in a hex on the border between adjacent firing arcs), the defender chooses which of the available columns and rows of the *Deflection Table* to use for that attack.

Example: *Mark's Salamander fires at Dan's Epping with his 360° Pulse Laser. Mark determines that he is in the Epping's Rear Quarter Right firing arc, so he goes to the Rear Quarter Right column of the Deflection Chart. Next, he sees that Dan is in his Front Quarter Left firing arc, so he cross indexes on the Front Quarter Left row of the Deflection Chart. The result is a +1, so when Mark rolls the Attack Dice, he adds +1 for To Hit purposes.*

Automatic Hits and Misses

Some situations may arise where a target becomes hit-proof against certain weapons, while others ships become so susceptible to attacks that its rare that they're ever missed. To remedy this, you may institute the automatic hits and misses options.

When using auto hits and misses, it's important to differentiate the Base Attack Dice from the Attack Die Bonus. There's little problem when the Attack Die Bonus is of a different size than the Base Attack Dice, but when they are the same (e.g., 3D6), you'll have to use different colored dice, noting one as the Attack Die Bonus and the others as the Base Attack Dice.

Automatic Hits

A target is automatically hit if the Base Attack Dice come up as doubles of their highest possible value (e.g., two sixes on 2D6, or two eights on 2D8). The Defensive Value of the target is ignored in the case of an automatic hit. It is hit regardless.

Automatic Misses

A target is automatically missed if the Base Attack Dice come up as double 1s. The Defensive Value of the target is ignored. The target is not hit, regardless of the resulting Attack Dice total.

Range Increments

You may find that the range increments on the *Master Weapons Table* do not sufficiently reflect the effects of range on cannon fire. In this case, use the range increments and To Hit modifiers on the *Alternate Range Effects Table* (page 165).

Easing Target Speed Restrictions

Some players feel that the target speed restrictions for the game's larger weapons limit tactical flexibility. For instance, a Pharsii II pilot's Turbo Laser is useless in a dogfight with small, fast fighters, and there is no secondary armament for the pilot to use against such opponents. You may, in this case, allow the following rule to compensate for this deficiency.

A weapon with a target speed restriction may fire on targets moving faster than its speed restriction normally allows, but it suffers -1 To Hit per Drive number by which the target's Drive exceeds the weapon's target speed restriction.

Example: *Steve's Sorenson III fires its Blatguns at Susie's Spirit Rider, which has a current Drive of 15. Normally, the Blatguns can only hit a target moving at 13 or less, so a (13-15=-) -2 To Hit modifier is applied.*

Firing Multiple Cannons

You may feel that it's too restrictive to only permit crewmembers to fire a single weapon per Cannon Fire Phase. After all, modern targeting computers are more than capable of handling all of the weapons assigned to a single pair of controls at once, assuming the gunner or pilot wishes to link them together. If you want your crewmembers to be able to have full access to all of the firepower that's available to them, use the following rule.

A single crewmember that is assigned more than one cannon weapon system may fire up to four of them in a single Cannon Fire Phase. In this case, each attack suffers a -2 To Hit penalty. Also, all of the "linked" weapon systems must be fired at a single target.

Example: *Marlyn's Hell Bender pilot lines up a shot against Pat's Shryak Shuttle. The target is in the Hell Bender's Front firing arc, and it can be fired at by all three of the Hell Bender's weapon systems, so Marlyn unloads everything she's got. Each weapon's To Hit attempt is modified by -2.*

Starcraft

The standard rules take for granted that the starcraft are solid machines in tip-top shape.

Damage Control

This option allows a vessel's integral damage control system to make limited battlefield repairs. A starcraft may attempt damage control at the end of any game turn in which it neither fired nor launched any weapon nor was damaged.

To attempt damage control, roll 1D10. If the roll falls into your vessel's success spread (as shown on its starcraft display), you get back a number of boxes equal to your roll.

Successful damage control restores the last boxes marked off on the vessel's Damage Track. If these boxes contain special damage symbols, the effects of those hits are negated. The three exceptions to this are Damage Reduction, critical hits and torpedoes. When Damage Reduction is lost, the armor is blown off of the outside of the ship. It cannot be restored with damage control, though a marked-off diamond can be reinstated as a blank hit box. The same goes for torpedoes. When they're lost, they cannot be recovered. Critical hits are so severe as to be simply irreparable.

Damage control may be used as many times as the player can manage it.

Gunboats get to choose which damage track gets the restored boxes. The benefits of damage control cannot be split among the quadrants. In campaign games, damage repaired by damage control is not permanently fixed. After the battle is over, the ship's Damage Track returns to its worst state in the game.

Decoys: ○ ○
P-D: 1-7[2]
Dmg Con: 1-6

Example: *This small box describes a Salamander's damage control systems (as well as its decoys and point defenses [see pages 74-75]). The Salamander successfully uses its damage control on 1-6 on 1D10. If it rolls a 5, it gets back the last five boxes marked off on its damage track.*

The Next Millennium

The High Priest's Words

The Reverend Rutger Klaustein stepped up to the podium to begin his sermon. Before he spoke, he glared down at the throng assembled before him. He saw little there worth talking about, but that had never stopped him before. He drew a deep breath and began.

"According to some other religions, you good people might be considered my flock, and I your shepherd. You are then mere cattle for me to watch over and guide through life, as you are too feeble-minded to undertake such a terribly daunting venture on your own."

A murmur ran through the crowd. Most of them had heard this sermon before, and they knew the kind of responses the Reverend expected to get. At this point, they were supposed to be filled with righteous indignation. Most of them complied with the Reverend's wishes.



Silent Death

“But High Priest Guttman knows better. You know better, and I surely know better. The followers—bah—I know better than to term you such. The *members* of this church are not the kind of weak-minded wallflowers you might find

Poor Mechanical Reliability

Some starcraft may be designated as suffering from Poor Mechanical Reliability. This state may be due to poor maintenance practices, inadequate repair attempts or out-of-date diagnostic machinery. Whatever the cause, the effect in game terms is always the same.

Every time a starcraft suffering from Poor Mechanical Reliability sustains its *first damaging hit* in a combat, it always rolls for a critical hit result, too, regardless of—and in addition to—any other damage. This special critical is rolled on 1D8+2 (for fighters) or 1D4+2 (for gunboats). This prevents the most severe results from occurring due to this sort of critical.

Secrecy

When engaged in games where trust between the opponents is implicit, players may wish to institute the following rules. Secrecy adds another element of uncertainty to the game, making it even more realistic than ever.

Starcraft Displays

Keep your Starcraft Displays hidden from your opponent. Mark off ammunition expenditures and hits on the Damage Track as they occur, but don't let your opponent know the exact status of your forces. Players are not allowed to consult the starcraft displays in this rulebook to learn more about their opponents.

Let your opponent roll for Critical Hits as usual, but don't reveal the exact results. No matter how good a player's memory is, specific details of each Critical Hit may be forgotten. Looking up your opponent's Starcraft Display during play is forbidden.

There are two things which you must tell your opponent:

- 1) Your vessel's current Drive. Remember, this value may change dramatically.
- 2) When your vessel has been destroyed.

Starcraft Crews

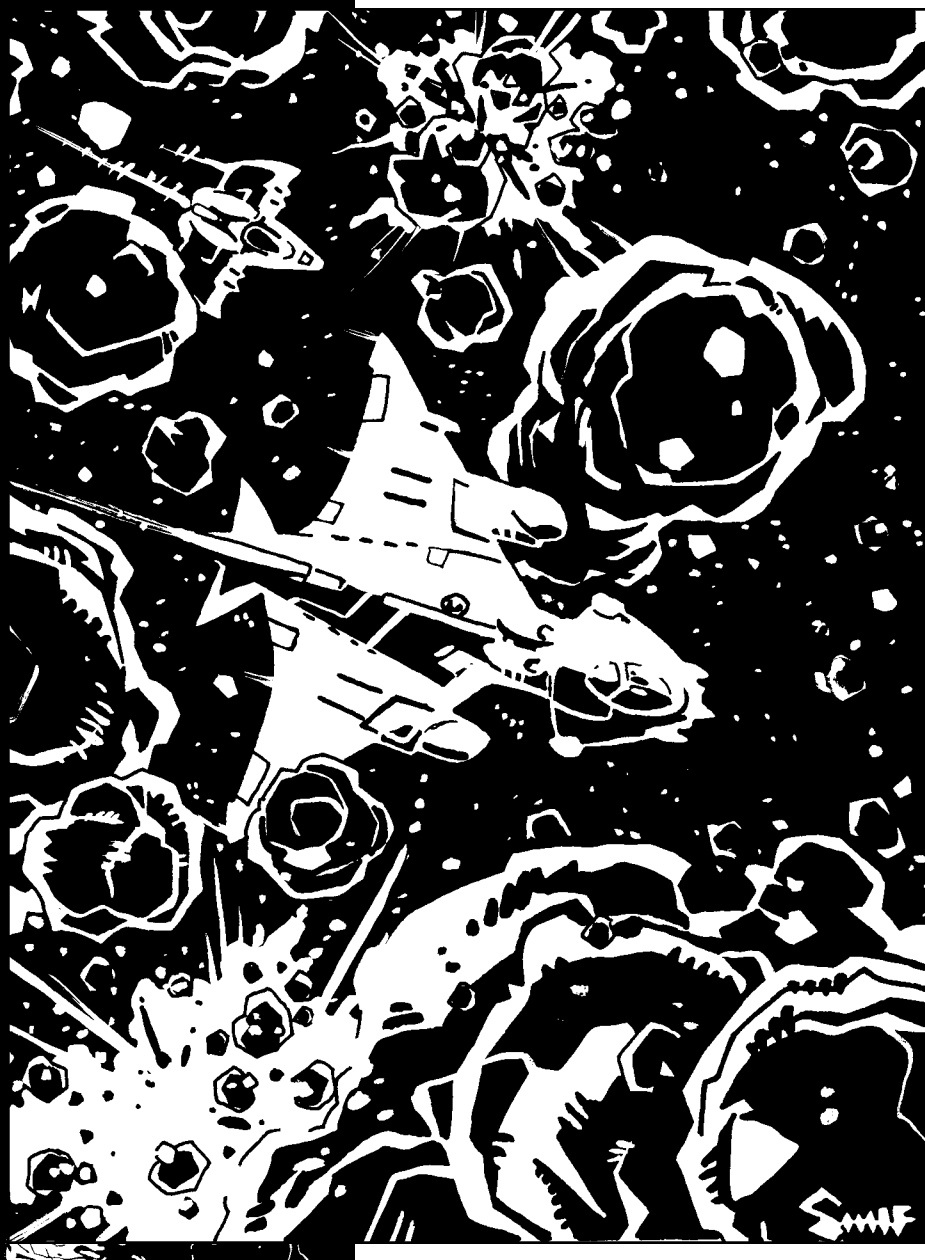
When the displays are hidden, crew values are, too. In the case of scenarios where crew values are set, hide the real identities of vessels so that your opponent will not know which ship contains which crew. Attach numbers or letters to the miniatures' bases. Code your displays correspondingly, and you'll be set.

Initiative

Make your 1D10 rolls for initiative secretly. Then add your current best Piloting, keeping it secret, and just tell your opponent your total result.

Warheads

During the Warhead Launch Phase, players should write down their intended launches and targets on a bit of scrap paper and reveal them simultaneously. This ensures that you'll make your decisions without knowing for sure what your opponent has planned.



Torpedoes

You may make the intended targets of all torpedoes secret. When a torpedo is launched, note its target on a bit of scrap paper. Only reveal the true target when the torpedo finally catches up with its quarry.

Remember, ships can only jam, decoy or use point defenses against warheads targeted against them. Any ship can try to defeat any torp, but only if the efforts are successful does the torp's owner have to reveal whether the defending ship is actually a particular torp's target.

Asteroids

Battles within the depths of an asteroid field can be challenging and exciting. The following rules detail how to distribute asteroids on the playing surface, what happens when an asteroid and a starcraft collide and how asteroids affect attacks.

When asteroids are to be used in a scenario, one player should take all 20 asteroid miniatures and, with eyes closed, sprinkle them over the playing surface from a height of about three feet. Place the asteroids in the hexes they most fully landed in (1 per hex maximum). Go through the sprinkling process again with any asteroids which bounced off the map or stacked up beyond the 1 per hex limit.

Once the game begins, asteroids drift by moving one hex per turn in a direction randomized at the beginning of the scenario. Refer to the numbered compass rose in the corner of each map section. At the beginning of the scenario, roll 1D6 to determine the direction in which all of the asteroids will be drifting throughout the entire game. Asteroids drift all at once, at the end of every turn, right after the Missile Results Phase. If, due to this drifting action, an asteroid exits off the edge of the playing surface, it reenters on the side of the map directly opposite.

If a starcraft, during its Movement Phase, enters a hex with an asteroid, that starcraft immediately takes 10D12 (all) points of damage. If a starcraft and an asteroid drift into each other, the vessel takes 5D12 points of damage. Asteroids have no effect on missile fire, but asteroid collisions immediately destroy launched torpedoes. Asteroids cannot be destroyed.

Asteroids directly between an attacker and a target block cannon fire. To determine if the fire is blocked, draw an imaginary line from the center of the of the firer's hex to the center of the target's hex. If the line passes through any part of a hex containing an asteroid, the attack cannot be made. A firing line that runs along the edge of a hex occupied by an asteroid is not blocked unless there are such edges on both sides of the line. If the firing line is blocked, the firer is free to select another target.

Wormholes

A wormhole is a tunnel in the fabric of our traditionally linear reality that connects two distant points of space together in a nonlinear fashion. Such phenomena are related in some way to black holes, although whereas wormholes actually take ships that have been sucked into them from one point in space to another, black holes simply crush the ship into next to nothingness (at least theoretically).

When used in Silent Death, wormholes often require the use of two separate maps: one for the area on each side of the wormhole. With a complicated array of wormholes leading from one place to another, though, several maps could be employed.

To represent the wormholes, use the white chips included in the game. These need to have the alphabetic stickers attached to them. They make up two sets, one with capital letters and one with lowercase letters. A ship enters a wormhole when it enters the hex occupied by a wormhole chip. It exits the wormhole by moving from its current position to the hex occupied by the wormhole chip with the corresponding letter. The wormhole can move ships between maps, or it can simply move ships between separate points on the same map. Separate starmaps cannot generally be reached by moving through normal space (at least not in game terms—such journeys could take years).

It costs no movement points to move into a wormhole. All the ship has to do is enter the hex the wormhole chip occupies. It is impossible to enter such a hex and not enter the wormhole in it. Entering the wormhole happens automatically, even if the ship ends its regular move in that hex.

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haunting the hallowed halls of other, more abstract deities. No! We are movers. We are shakers. We act rather than react."

Klaustein was warming up to his subject nicely. "We do not waste so much time on talk or on *negotiations*." He spat out the word as if its passage had somehow fouled his tongue.

"Our people do not turn the other cheek when slapped. We make sure that no one will slap us in the first place. And those who dare try to harm us know that they do so at peril of their lives."

He paused a moment here to let the import of his words sink in. "We are a warrior people. Would the warriors in the congregation please stand? Show yourselves to those you have pledged your lives to protect. Revel in their appreciation. Accept their thanks."

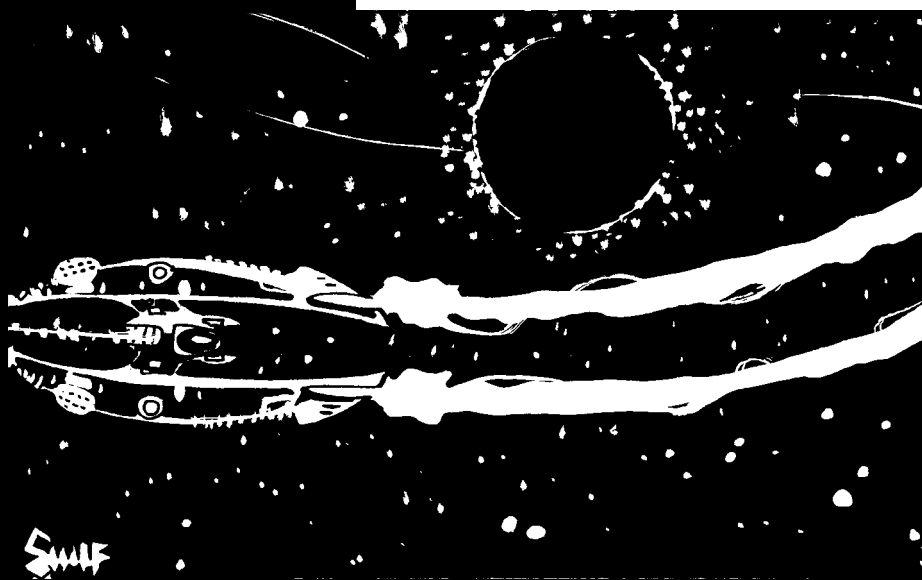
Everyone in the pews leapt to their feet at once. Not a single one of them remained sitting. They were all ready to fight for their cause, and they wanted



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to make sure that the Reverend knew it.

“Yes! Yes! Yes! Each and every one of us is ready to give our lives for our gods. We all know that we may be called up to do so at any



time. These are dark days. We are invaded from beyond. The dirty beastmen and the filthy, conniving serpents from Prometheus seek to make alliances with us, to draw us into their eternal battle with each other.

“But we know better. They both must be forced entirely and once and for all from the Milk Way!”



Directly after the ship enters a wormhole, it is spat out on the other side. It appears in one of the six hexes adjacent to the corresponding wormhole counter, facing in whichever direction the player controlling the ship likes. This extra “free” movement is a result of the wormhole’s strong gravitic pull.

If, by some incredible circumstances, all of the hexes surrounding the other end of the wormhole are occupied by things like ships or satellites, the ship coming through the wormhole is displaced to the next closest open hex. If several hexes qualify, the player controlling the moving ship gets to choose which hex the ship ends up in.

Black Holes

Black holes are similar to wormholes in that they are an anomaly in the general fabric of space and time. A black hole is the remnant of a collapsed star. The material at the center of the hole is so dense that it forms a gravity well that can actually pull light off of its path and suck it into the center of the hole. Since darkness is the absence of light, this hole, which absorbs all light that nears it, is called black.

In *Silent Death*, a black hole has a radius of effect that is measured in hexes. The radius can be any number of hexes, from 0 (i.e., just the hex the black hole is in) up to large enough to cover the entire map. If a starcraft or some other object happens to come within the black hole’s radius of effect, it will be sucked toward the heart of the hole.

Once a ship enters the heart of the hole, it will be crushed to infinitesimal size and destroyed. Life pods fail here.

At the end of every Movement Phase, any ship, torpedo or asteroid within a black hole’s radius is drawn toward it. The attraction of the black hole toward its center is stronger the closer you are to it. To find out how many hexes an object is drawn toward a black hole, count how many hexes the object is inside the black hole’s radius of effect. Then move the object that many hexes closer to the black hole. The ship’s player always choose the exact route when more than one are evident.

Example: *Helen’s Death Wind is 7 hexes away from a black hole with a 10 hex radius of effect. The range from her ship to the outer fringe of the black hole is 3 hexes. Her ship moves 3 hexes directly toward the black hole’s center.*

This means that any ship that ends a movement phase within half of a black hole’s radius of effect will be drawn into the black hole at the end of the movement phase. A ship that crosses or is drawn into the heart of a black hole at any time is instantly destroyed.

Once inside a black hole’s radius of effect, movement toward the hole is free, but movement away costs double. This counts for sideslips and straight-ahead moves, but not turns.

Use a D10 to represent the black hole. The number shown on the die is the black hole’s radius of effect. For larger holes, use two D10s, one representing the tens digit and the other representing the ones digit. In this way, you can get numbers from 01 to 00 (read as 100).

Firing Through Black Holes

The heart of the black hole blocks attacks made across it just like an asteroid does. Additionally, any cannon attacks made within a black hole are at -1 to hit for each hex by which the shot crosses through the black hole. Don’t count the hex the attacker is in, but count the target’s hex. Torpedoes and missiles do not suffer this penalty.

3-D

Standard *Silent Death* is restricted to the two-dimensional map. While hardly realistic, it makes things a lot simpler. If players agree to use this rule, though, they can add a third dimension to the game.

There are six altitude levels in 3-D *Silent Death*. They run from 1 through 6, with 1 being the lowest. Each altitude level is best thought of as a superimposed hex grid above the game map. A vessel can climb and dive through these levels during its movement, flying through and occupying various altitudes.

Setting Up for a 3-D Scenario

Set up your starcraft at the beginning of a scenario as usual, but select your starting altitudes in secret. After all units have been set up, reveal your altitudes. Use the same procedure for reinforcements.

Use standard six-sided dice (1D6s) to represent each ship's altitude (alternatively, 5mm dice work great for this). Place a die next to each ship, turning it so that the number on its top face equals the ship's level. When the ship's altitude changes, turn the die to reflect this. If possible, use differently colored dice to help keep straight which die belongs to which ship.

If you want to play with more levels, simply use a bigger die. By using D10s, you can have 10 altitude levels to play on. Be warned, though, that the more levels you use, the more complicated things can get.

Range

To keep things simple, ignore the Pythagorean Theorem. One level of altitude difference between vessels equates to one hex of horizontal range. Therefore, when firing a weapon, add together the horizontal range and vertical altitude difference between an attacker and target to determine the effective range.

Example: *Dan's Betafortress is 5 hexes away from Anna's Star Raven. Dan is at level 1, and Anna is at level 4. The difference between their levels is (4-1=) 3. The effective range, then, is (5+3=) 8.*

Movement

Ships can climb and dive from level to level as they like. It costs 2 movement points for a fighter or torpedo (4 points for a gunboat) to change altitude by one level.

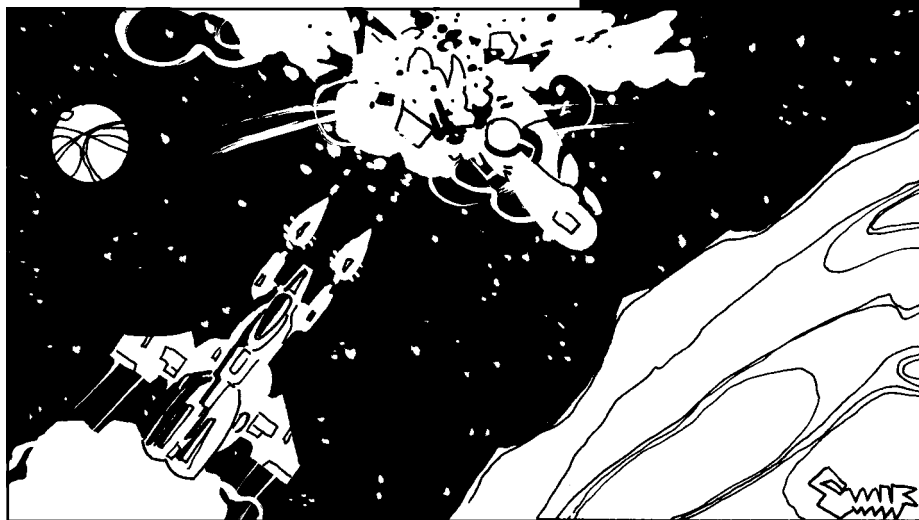
Turning maneuvers must be performed and paid for separately from any altitude changes during a move. Changing altitude without moving forward is allowed.

It is your responsibility to make sure that the current altitude levels of your vessels are clearly displayed to all other players. When moving, make sure to call out any changes in altitude level and turn your altitude die to reflect the new level.

Drift occurs normally along the altitude level occupied at the beginning of the Movement Phase.

Starcraft

Even though starcraft may now occupy one of six altitude levels, the restriction of allowing only one starcraft per hex at the end of movement is still in effect. So is the rule which prohibits turns being made in a hex occupied by another vessel.



Asteroids

When using asteroids in a 3-D game, randomize the altitude level of each one placed by rolling 1D6. Then place the die next to the asteroid. Alternatively, you can mark its base. Asteroids maintain the same altitude level throughout the game.

Asteroids block cannon fire through their hex only if the firer and target occupy the same altitude level as the asteroid.

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These were to be Klaustein's final words. A man in dark robes, posing as a warrior monk, stepped out into the church's center aisle, drew a large pistol and pumped seven speeding bullets into the Reverend's chest. As he fell, Klaustein heard the man shout, "Death to Odin! Your Ragnarok has arrived!"

While Klaustein lay dying, he listened to the assassin's screams as his people literally pulled the viper apart. A serene smile crossed his

face as he closed his eyes. He knew that he would be avenged.



Silent Death

The Dark Reaper

Mark leaned back in his chair and contemplated the difficulty displayed on the screen before him: a light fighter with a fusion drive problem. He stared at the ceiling, his mind drifting. He thought of how people would view his creation. The generals and pilots would praise it, while others would call him the Dark Reaper—the Bringer of Death—seeing his creation only as a tool to their ends.

Mark had never thought of himself or his creations in this fashion, but to him, his job had always been more than just another way to pay the rent.

He was a common man, but a man of vision. He saw himself as a defender of ideas, beliefs and the Human race. His creations were the tools of freedom, tools that would be used to shape Humanity's future.

Mark was one of the chosen few—he was a ship design engineer. As he leaned forward in his

Starcraft Design System

The Starcraft Design System is centered around two basic ideas: spaceship templates and construction slots. Each ship falls into a general ship template classification. These templates detail the ship's size, its crew and the number of construction slots available.

To design a ship, pick a template and fill the construction slots with your choice of engines, weapon systems, defensive capabilities and armor. The system has rules to design all sorts of ships. All you have to do is fill in a Starcraft Design Worksheet (on page 89) and cost the ship out. There are blank starcraft displays at the end of this book. Use your worksheet to fill one of these in to make a display to play games with.

Step 1: Selecting A Starcraft Template

The Starcraft Design System features a number of basic starcraft templates, many of which are broken down by tonnage. You must pick one of these templates to design your ship around. Then further narrow your selection down to one of the listed tonnages. Then you'll know the number of construction slots, crew and hit boxes the ship has. A summary of ship templates and sizes is listed on the next page. In total, there are 29 different types of templates.

The full templates appear on pages 96–102. These detail in full just how many points it costs to outfit the type of ship you're building with a Drive, Defensive Value and Damage Reduction.

Step 2: Select Drive

A ship's drive determines how fast it can move. To assign a value, look on the spaceship template for the size of ship you are designing. Cross reference the spaceship's size with the drive you want. This will give you a set of two numbers separated by a dash (e.g., 3–5). The first number is that drive's point cost, and the second is the number of construction slots that Drive takes up on your starcraft.

Just how fast is a particular Drive? A guideline to what the different Drive numbers mean is listed below.

Drive Guidelines	
Starcraft's Role	Typical Drive
Heavy freighter or gunboat	6–7
Medium freighter or gunboat	8–9
Light gunboat, freighter or shuttle, very heavy fighter	10–11
Heavy or outdated fighter, strike vessel	12–13
Medium fighter, multi-role vessel, fast shuttle	14–15
Light strike fighter, attrition fighter	16
Light fighter, interceptor	17
Souped-up ship	18
Craft is mostly engine or of a new generation of tech	19
More power than most pilots can handle	20

Step 3: Select Defensive Value

The Defensive Value is a measure of either how tough a vessel is to hit—how small and maneuverable it is—or how tough it is to damage by defeating its defensive screens.

To assign a Defensive Value to your ship, look on the spaceship template under the class and size of ship you're designing. Cross reference the spaceship's size with the desired Defensive Value. This gives you a set of two numbers separated by a dash. The first number is the point cost of that Defensive Value, and the second is the number of construction slots that Defensive Value would use up on your spaceship. A guideline to typical Defensive Values is listed on page 84.



Starcraft Template Summary

Starcraft Template	Size	Crew	Slots	Max. # of Torps	Hit Boxes
	(Tons)				
Light Single-Person Fighter	50	1	4	10	5
	100	1	9	10	10
Medium Single-Person Fighter	200	1	19	10	20
	300	1	28	10	30
Heavy Single-Person Fighter	400	1	38	10	40
Light Two-Person Fighter	300	2	25	15	30
	400	2	35	15	40
Light Three-Person Fighter	400	3	30	15	40
Medium Two-Person Fighter	600	2	55	15	60
	700	2	65	15	70
Medium Three-Person Fighter	600	3	50	15	60
	700	3	60	15	70
Heavy Two-Person Fighter	1,000	2	95	15	100
Heavy Three-Person Fighter	1,000	3	90	15	100
Light Gunboat	700	3	60	15	45/35/25
	1,000	4	90	20	65/50/35
	1,000	5	85	20	65/50/35
Medium Gunboat	1,500	6	135	30	100/75/50
	1,500	7	130	30	100/75/50
Heavy Gunboat	2,000	8	180	30	130/100/70
Scout Class	300	2	15	10	30
	700	4	40	15	70
Shuttle	400	2	15	10	40
	400	3	10	10	40
Light Freighter	1,000	2	25	20	65/50/35
	1,000	3	20	20	65/50/35
Medium Freighter	2,000	4	50	30	130/100/70
	2,000	5	45	30	130/100/70
Heavy Freighter	3,000	7	75	30	150/100/70

Ships that have multiple hit box listings (e.g., 65/50/35) are considered gunboats. They have four separate damage tracks. The first number is for the front track, the second number is for the right and left tracks—they're both the same—and the last number is for the rear.

Step 4 : Select Damage Reduction

The Damage Reduction represents the ship's armor and its hull's toughness. Once the ship's defensive screens and shields are beaten, the hull is the only thing protecting a ship's crew.

To assign your ship a Defensive Reduction value, look on the spaceship template

under the size of ship you're designing. Cross reference the spaceship's size with the desired Damage Reduction. This gives you a set of two numbers separated by a dash. The first number is the point cost of that Damage Reduction, and the second is the number of construction slots that Damage Reduction would use up on your spaceship. A guideline to typical Damage Reductions is listed on page 84.

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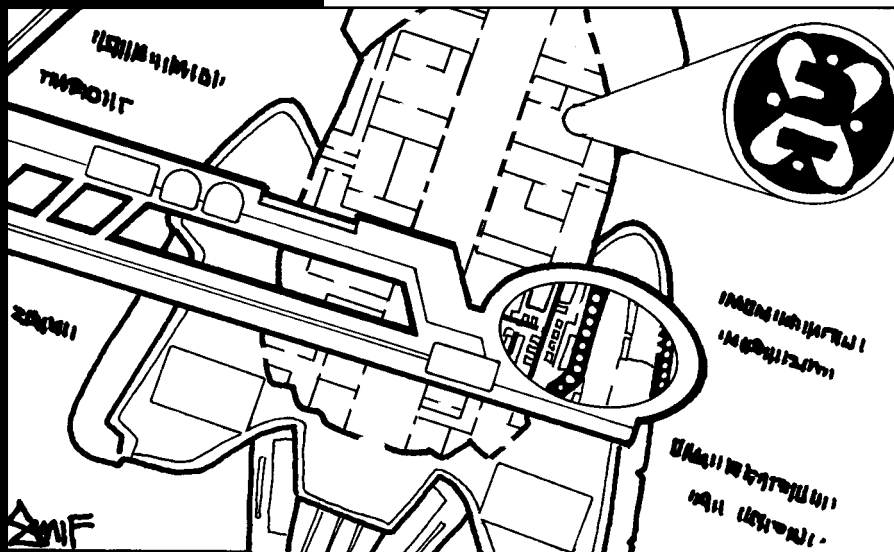
chair, his mind drifted back into his work and started to run over his last calculation again.

He called down to the cafeteria and ordered a thermos full of coffee. Unlike the stuff he drank at home, it would be the real thing. The company knew how to treat its designers well. And like every night for the past week, he was going to be up late again.



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Gunboats and most freighters sport four damage tracks. For these ships, you must purchase Damage Reduction separately for each of quadrant. Generally, the front is most heavily armored, while the rear carries the least protection. Because of the fact that the engines are in the rear, the ship's rear quadrant can never have more armor than each of the other three quadrants.



Step 5: Select Weapons

Every crewmember aboard a spaceship should have at least one weapon mount to fire. You will have to decide exactly what weapons to arm your spaceship with. The currently available weapon systems are listed below on the *Weapon System Data Table*. More will be listed in future *Silent Death: The Next Millennium* supplements. Each particular weapon system has a specific cost and number of construction slots required to be mounted on your spaceship.

If the weapon system has a limited amount of ammunition, the cost to expand its magazine is listed on the *Expanded Magazine Data Table* (page 85). Magazines can only be expanded so far, though. For instance, a Minigun comes with a 4-shot magazine. To expand the magazine to its maximum of 8 shots, you need to buy two expansions of 2 shots each.

When you purchase torpedoes, you are actually adding on racks and carrying space for those warheads. When you use the ship, you can fill these racks with whatever sort of torpedoes you like (as per the optional rules for new torpedo types), as long as they are of the same Mk. as the rack.

All cannons and missile launchers are originally purchased with a single firing arc. Additional arcs can be added for just a little bit more. See the *Expanded Firing Arc Cost Table* for prices. Torpedoes do not have to pay for extra firing arcs. Remember that a pilot may only fire a weapon with a Forward firing arc.

Defensive Value Guidelines

Starcraft's Defensive Characteristics	Typical DV
No Drive	5
Space Junk	6
Sitting Duck	7
Poor defenses all around	8
Slow, minimal screens, antiquated electronic warfare	9
Slow, obsolete evasion computer	10
Lumbering, overburdened with offensive systems	11
Large vessel with a single flaw	12
Superior in a single way	13
Fast, good screens and electronic warfare, very small	14
Superior defenses, remarkable in one area	15
Super fighter, represents new technology	16
Would carry few weapons	17
Next generation of tech	18

Damage Reduction Guidelines

Starcraft's Hull Characteristics	Typical DR
Simple steel hull, no armor	0
Crysteel hull, poorly made	1
Crysteel hull with minimal armor	2
Crystanium hull, heavily fortified crysteel	3
Crystanium hull with substantial armor belting	4
Hull reinforced with special alloy plates	5
Double hull with reinforced armor belting	6

Weapon System Data Table

Weapon System	Cost	Slots	Base Attack Dice	Damage	Ammo
Minigun	1	1	2D6	Low	4
Twin Miniguns	2	1	2D6+1	Low+1	4
Triple Miniguns	3	2	2D6+2	Low+2	4
Quad Miniguns	4	3	2D6+3	Low+3	4
Autocannon	2	2	2D6	Medium	4
Twin Autocannons	4	3	2D6+1	Medium+1	4
Quad Autocannons	8	6	2D6+3	Medium+3	4
Railrepeater	8	8	2D6	High	4
Pulse Laser	1	1	2D8	Low	∞
Twin Pulse Lasers	2	1	2D8+1	Low+1	∞
Triple Pulse Lasers	3	2	2D8+2	Low+2	∞
Quad Pulse Lasers	4	3	2D8+3	Low+3	∞
Quint Pulse Lasers	5	4	2D8+4	Low+4	∞
Sext Pulse Lasers	6	5	2D8+5	Low+5	∞
Meld Laser	2	2	2D8	Medium	∞
Twin Meld Lasers	4	4	2D8+1	Medium+1	∞
Turbo Laser	5	5	2D8	High	∞
Splattergun	1	1	2D6	Medium	∞
Twin Splatterguns	4	2	2D6+1	Medium+2	∞
Quad Splatterguns	10	6	2D6+3	Medium+6	∞
Sext Splatterguns	16	10	2D6+5	Medium+10	∞
Blatgun	3	3	2D6	High	∞
Twin Blatguns	8	6	2D6+1	High+2	∞
Quad Blatguns	18	15	2D6+3	High+6	∞
Sext Blatguns	24	20	2D6+5	High+10	∞
Disruptorgun	2	1	2D8	Medium	∞
Twin Disruptorguns	4	3	2D8+1	Medium+1	∞
Disintegrator	4	4	2D8	High	∞
Impulsegun	2	2	2D8	High	∞
Ion Ram	7	6	2D8	All	∞
Plazgun	10	10	2D6	All	∞
Heavy Plazgun	20	20	2D6	Allx2	∞
Protobolt	3	2	2D6	10/8/6	1
Missile Launcher (5)	1	1	1D6/	High+1/	5
Missile Launcher (10)	2	1	1D6/	High+1/	10
Missile Launcher (15)	3	2	1D6/	High+1/	15
Missile Launcher (20)	4	2	1D6/	High+1/	20

Cost: The number of build points the weapon system costs.

Slots: The number of slots the weapon system takes up on the ship template.

Base Attack Dice: The dice rolled when attacking with this weapon system.

Damage: The damage code for this weapon system.

Ammo: The base number of shots this weapon mount can fire. The ∞ symbol means the weapon can fire an unlimited number of shots

The Next Millenium

A Message

Mei Wu had been a curator at the Po Yang Reserves for most of her life. Like most children lucky enough to be born on the planet, she had always wanted to work with the animals sharing the planet with the Terrans.

She had spent her entire adulthood working exclusively at the reserves, specializing as a xenological veterinarian. She had seen many sorts of creatures in her years there, but one of the most intriguing had been the amoeboid creatures known as the moldates.

Like most people, Mei usually referred to the creatures as blobs, since that's what they most looked like. They were nothing more than sacks of protoplasm. Their means of locomotion was slithering across the ground or attaching a sticky pseudopod to a smooth surface.

In fact, that was how the first moldate had been discovered. It was attached to the ceiling



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of a space freighter recently come from Moldoa IV. The creature had seemed harmless enough, so the crew had tossed the thing in a container and shipped it out to the Po Yang Reserve, collecting a handsome reward for themselves for discovered a heretofore unknown species.

The moldates reproduced asexually, so the one that was found eventually matured into two, then four and so on. When there were several about, Mei's mentor had persuaded the Tokugawan government to let him introduce the creatures into the Po Yang environment.

The moldates thrived in the wild. They had few natural predators and seemed perfectly capable of defending themselves against all but the most concerted attacks. It seemed like a population explosion might have caused the Tokugawans to put an end to the experiment, but the moldates somehow managed to put a halt on their wild repro-



Torpedo Data Table

Mk.	Number in Pack	Cost	Slots
Mk. 10	1	1	1
	2	2	1
	3	3	1
	4	4	1
	6	6	2
Mk. 20	10	10	3
	1	2	1
	2	4	1
	3	6	2
	4	8	2
Mk. 30	6	12	3
	10	20	5
	1	3	1
	2	6	2
	3	9	3
Mk. 40	4	12	3
	6	18	5
	10	30	8
	1	4	1
	2	8	2
Mk. 50	3	12	3
	4	16	4
	6	24	6
	10	40	10
	1	5	2
	2	10	3
	3	15	4
	4	20	5
	6	30	8
	10	50	13

Torpedoes are sold in packs of 1 to 10. You can purchase as many packs as you like, up to the limit listed under **Maximum Number of Torps** on the *Starcraft Template Summary* table.

Mk.: The Mk. of the torps in the pack.

Number of Torps: The number of torps in the torp pack.

Cost: The number of build points the torp pack costs.

Slots: The number of slots the torps pack takes up on the ship template.

Firing Arc Table

Number of Firing Arcs	Cost	Slots
One	0	0
Two	1	0
Three	3	0
Four	5	1
Five	6	1
Six	7	2

Each weapon system comes with a single firing arc. You can add more firing arcs to that weapon if you like. The costs and slots required to do so are listed above. Note that a pilot can only fire a weapon with only a Forward firing arc. A weapon's firing arcs do not have to be contiguous.

Step 6: Optional Purchases

Once you've got the basics down, there are a few extras you can add if you've still got enough open slots and you don't mind the extra cost in points. If you're using the optional rules for point-defenses, decoys and damage control, you may find these additions to be essential parts of your ship.

No gunboat should be without a point-defense system to help out against missiles and torps, and just about anyone can make decent use of a handful of decoys or some damage control, too. Besides these, there are some other quirks you can add to your ship to make it uniquely your own design.

Point-Defense Systems

Many ships carry point-defense systems to help defeat incoming salvos. To add such a system to your ship, use the following chart. The *Maximum Number of Attacks* column is the maximum number of torpedoes or missile salvos the system can intercept each turn. The *Kill Spread* is the success range on a 1D10 for your system.

To pick a system, cross reference the desired maximum number of attacks per round against the kill spread you want. This gives you a set of two numbers separated by a dash. The first number is the point cost of that point-defense system, and the second is the number of construction slots it takes to install this system on your ship.

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Expanded Magazine Data Table

Weapon System	Cost	Slots	Ammo Added	Maximum Load
Minigun	0	1	2	8
Twin Minigun	1	1	2	8
Tripab Minigun	2	1	2	8
Quad Minigun	2	2	2	8
Autocannon	1	1	2	8
Twin Autocannon	1	1	1	8
Quad Autocannon	2	2	1	8
Railrepeater	2	2	1	8
Protobolt	1	1	1	8

Point-Defense Systems Data Table

Maximum Number of Attacks	1-2	1-3	1-4	1-5	1-6	1-7	1-8
1	1-1	2-1	2-2	3-2	3-3	4-3	4-4
2	2-1	3-2	4-2	5-3	6-3	7-4	8-4
3	3-2	5-2	6-3	8-3	9-4	11-4	12-5
4	4-2	6-3	8-3	10-4	12-4	14-5	16-5
5	5-3	8-3	10-4	13-4	15-4	18-5	20-6
6	6-3	9-4	12-4	15-5	18-5	21-6	24-6

Damage Control Systems Data Table

Success Spread	1-2	1-3	1-4	1-5	1-6	1-7	1-8
Cost-Slots	1-0	2-1	3-1	4-2	5-2	6-3	7-3

Decoys

Decoys are another subsystem that allows a ship to defend itself against incoming torpedoes. However, unlike point defenses, these are only used before the torpedo has caught up with the ship. To add decoys to your ship, you must pay the listed costs and number of construction slots required to install the decoys, as listed on the *Decoy Data Table*, for the number of decoys selected.

Decoy Data Table

Decoys	Cost	Slots
1	1	0
2	1	1
3	2	1
4	2	2
5	3	2
6	3	3

Damage Control

Damage control allows a ship to make limited field repairs to itself. To add the capacity for damage control to your ship, pick the success spread you want your ship's damage control to have, and refer to the *Damage Control Systems Data Table* for a set of two numbers separated by a dash (e.g., 3-1). The first number is the cost of that success spread in points. The second number is the number of construction slots that damage control system requires.

Step 7 : The Damage Track

Once you've got your ship assembled and costed out and everything looks in order, there's one finishing touch you've got to handle: laying out the damage track. Doing this is a lot easier than it might seem. All it takes is a little bit of math.

ductive growth before things got out of hand, much to Mei's relief. She had no desire to be forced to terminate dozens of the harmless creatures.

But now something was wrong. Over the past few weeks, the moldates had been acting even more strangely than usual. Never shy creatures, they had become downright bold, coming in from the jungles and showing up in people's houses and even their beds. A good portion of the Po Yang researchers had been pulled off of their any nonvital research and reassigned to figure out what was happening with the moldates.

Mei was sleeping when Lao's call came through. "What is it?" she grumbled at the phone.

"Mei! It's Lao. You've got to come down to the communications lab right away!"

Mei wiped the sleep from her eyes. The clock on the wall across from her bed read "03:04."



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“Lao, do you know what time it is?”

“Look, Mei, I know it’s late. I’ve been up for days myself. That’s not important. Just get down here as soon as you can.”

He hung up. Mei stared at the ceiling for a moment. What could be so important from the communications lab? Perhaps they’d finally managed to get a house cat to say more than “food—now!” As amazing as that would be, they would hardly have called her in at this time in the morning. She supposed she’d better get moving.

The communication lab was dedicated to finding ways to communicate with “non-sentient” species, commonly referred to as animals. Over the centuries a great deal of progress had been made. Terrans had long since been able to hold long conversations with dolphins and whales, as well as rats and even dogs and cats.

Unfortunately, just because you could talk with a species didn’t necessarily mean that

Be sure to go through each of the following steps in the order presented. If you do, your track will turn out right.

The Number of Hit Boxes

The number of hit boxes your ship has is listed on the *Starcraft Template Summary*. Look under the name of your ship’s template for the right number.

The Kill Hit

First, place a large X in the last box on the track. This is the kill hit, and as soon as it’s reached, your ship is destroyed.

Drive Hits

Divide your Drive by 2. This is the number of Drive boxes you should have on your damage track. Add 1 to this number and divide the number of boxes on your damage track by that result. Round up.

Now take that result X and, starting in the Xth box on the track, place a Drive box every X boxes until you reach the end of the track. If you run out of track before you run out of Drive boxes, leave the extras off.

Now fill in the Drive boxes. The first Drive box should have your Drive in it, and every Drive box after that should have a Drive 2 less than the previous box.

If your damage track has less than 20 boxes, divide your Drive by 4 instead to figure the number of Drive boxes you should have. Then when you’re filling in the Drive boxes, make sure that each has a Drive of 4 less than the previous box.

If your damage track has less than 10 boxes, divide your Drive by 8 instead. Then make sure that each Drive box has a Drive of 8 less than the previous box.

Damage Reduction Hits

Placing Damage Reduction boxes is similar to placing Drive boxes. You need one Damage Reduction diamond on your damage track for every point of Damage Reduction you have. Add 1 to this number and divide the number of boxes on your damage track by that result.

Now take that result X and, starting in the Xth box on the track, place a Damage Reduction diamond every X boxes until you reach the end of the track. If you run out of damage track before you run out of diamonds, leave the extras off.

If you run into a box that’s got a symbol in it, place the Damage Reduction diamond in the next box down the line. Count toward the next diamond from where the last diamond would have been. If a diamond is shoved off the track, leave it off.

Fill in the diamonds, starting with your Damage Reduction value. Every diamond has a value 1 less than the previous.

Armament Hits

Ws and Ts (both upper and lower case) are placed just like the other symbols. First count up the number of weapon mounts your ship has. Be sure to include missile launchers but not torpedoes. Add 1 to this number and divide the number of boxes on your damage track by that result.

Now take that result X and, starting in the Xth box on the track, place a w every X boxes until you reach the end of the track. If you run out of damage track before you run out of ws, leave the extras off. Once you’re done with that, go back and change every second w into a W.

If you run into a box that’s already got a symbol in it, just place the w in the next box. Remember to count toward the place of the next w from where the last w would have been. If you end up having a symbol shoved off the track, leave it off.

Now do the same with torpedoes, placing a t or T for every torpedo you have.

Critical Hits

Placing criticals is like placing any other symbol, but first you have to figure out how many criticals your ship has. Refer to the *Critical Hits Data Table* below to find out just how many crits you’ve got. Then add 1 to this number and divide the number of boxes on your damage track by that result.

Now take that result X and, starting in the Xth box on the track, place an asterisk every X boxes until you reach the end of the track. If you run out of damage track before you run out of asterisks, leave the extras off.

If you run into a box that’s already got a symbol in it, just place the asterisk in the next box down the line. Remember to count toward the place of the next asterisk from where the last asterisk would have been. If you end up having a symbol shoved off the track, leave it off.



Critical Hits Data Table

Starcraft Size	Critical Hits
200 tons or less	1
201–400 tons	2
401–1000 tons	3
Gunboat class	2 per side

Gunboat Damage Tracks

Gunboat damage tracks are more of a challenge to design than those of a smaller starfighter, since you're dealing with more than a single damage track and you want to represent the strength and weakness of the various quadrants. Although we're dealing with four different tracks here, two of them (the left and right) are identical, so that cuts the work a bit. In any case, it's just a matter of applying some simple math.

Kill Hits

Each gunboat damage track has two kill hits. When you start working on the damage track, place an X in the last box of each track, first thing. Then, for the front and side damage tracks, divide the number of boxes in the track by 5 and count that many boxes back from the end of the track. Place the track's second X in that box. For the rear track, divide by 3 instead.

Drive Hits

You place Drive hits on a gunboat just as you would on a fighter. The only trick is figuring the number of Drive hits that come up on each of the four tracks. No Drive hits appear on the Front track. Divide the Drive by 4 and round down to determine the number of Drive hits on each side track. The number of Drive hits on the rear track is equal to the ship's Drive.

Of course, with gunboat Drive hits, you don't need to worry about what numbers to put in each box. Just place a -1 in each, and you're all set.

Damage Reduction Hits

Gunboat Damage Reduction hits are handled just like those on a fighter. Since each track has its own Damage Reduction, just treat each track as if it belonged to a separate fighter.

Armament Hits

Placing armament hits on a gunboat is a bit more tricky than it is on a smaller fighter, but again, it's simply a matter of figuring out how many symbols to put on each track and then following the standard procedure. For *ws*, count up all of the weapon mounts on the ship. Divide that number by 2 for the number of *ws* on the front track. Divide by 3 for the side tracks and by 4 for the rear.

Figuring the number of *ts* on each weapon track is slightly different than calculating the number of *ws*, as torpedoes are most often mounted differently on a ship than the weapon mounts are. For the front quadrant, divide the total number of torps by 4 to determine the number of *ts* you need in the front track. For each of the side quadrants, divide the total number of torps by 2. For the rear quadrant, divide the number of torps by 8.

Optional Design Rules

The following rules are an optional addendum to the starcraft design system. As with all other optional rules, all players involved in a game must agree to allow these rules use before ships using these rules can be employed in a game.

Special Ship Quirks

Quirks are idiosyncrasies that make one ship different from another. They include things that simply don't fit into the standard scheme of things, like a well-built hull or a poor reactor design. Good quirks add to the value of your ship and correspondingly raise its cost. Bad quirks offer a rebate in the form of points.

Quirks can be added to any ship. There is no limit to the number of quirks that can be added—besides the length of this list. Only one quirk from a given category can be taken, though.

When calculating a quirk's effects, simply add up all of the costs and bonuses, multiply that percentage by the ship's base value and then round up. The only exception to this is the Wiring Defect quirk. This adjustment should be made before any others are taken into account.

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its members had anything really useful to say. Most conversations revolved around basic matters of food, shelter and sex. There were few philosophers in the animal kingdom.

When Mei reached the lab, Lao was so engrossed in a conversation with something that he barely even heard her come in. When he saw her, he leapt from his chair and darted over to her.

"Mei," he said, "come over here quickly. You were the first one I called. I knew you'd want to see this right away."

The lab was empty except for the two of them. "Where is everyone else?" asked Mei.

"I sent them home," answered Lao as he hustled her over to the communications station. "I knew we were getting close to a breakthrough, but I had no idea it would happen this soon."

When they reached the station, Mei looked into the glassteel cage and saw that it held a moldate. She turned to stare at Lao. "Wait a



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minute,” she said. “Are you trying to tell me you’ve actually managed to establish verbal communications with a moldate?”

Lao grinned at her broadly. “No, and that’s just it. Moldates don’t make any sound. They communicate by subtle variations in the consistency of their skin. Once I understood that, it was a simple matter to construct a device to replicate their skin texture patterns.

“The computer’s been spending the last few days rendering the moldates’ language into something that Terrans can understand, and I’ve been nursemaiding the process along. It finally finished about midnight.”

Mei’s eyes flew open in astonishment. This was big. Lao was sure to get an Imperial commendation for his work. “And you’ve been talking with this moldate ever since?”

Lao became serious. “Not just this one. I’ve been conversing with several of them over the last few hours, and it’s been the most amazing

Structural Quirks

Good Structural Integrity: This option increases the amount of hits a ship can take by 10%, rounded up. Add these to the ship’s damage track before placing symbols. **Cost:** 10% of the ship’s total points.

Superior Structural integrity: This option increases the amount of hits a ship can take by 15%, rounded up. Add these to the ship’s damage track before placing symbols. **Cost:** 15% of the ship’s total points.

Superior Reinforced Structural Integrity: This option increases a ship’s hits by 25%, rounded up. Add these to the ship’s damage track before placing symbols. **Cost:** 25% of the ship’s total points.

Poor Structural Integrity: This option decreases the amount of hits a ship can take by 10%, rounded down. Remove these hit boxes from the ship’s damage track before placing symbols. **Rebate:** 10% of the ship’s total points.

Design Quirks

Slight Design Flaw: This option gives your ship a critical in the fourth box of your damage track. This critical is a special one that other ships do not have. When your ship suffers this critical, roll 1D8+2 (for fighters) or 1D4+2 (for gunboats). If you roll a 1, the critical has no effect. On gunboats, the critical is always located on the Front damage track. **Rebate:** 10% of the ship’s total points.

Critical Design Flaw: This option gives your ship an extra critical in the fourth box of your damage track. This design flaw is so major that this critical is treated like any other. On gunboats, this critical is always located on the Front damage track. **Rebate:** 20% of the ship’s total points.

Safety Quirks

Armored Cockpit: The ship has been designed with a special armored cockpit to protect the pilot. Replace *Pilot Killed* critical hit with: *Ktank! Nothing’s getting through this armor!* **Cost:** 10% of the ship’s total points.

Armored Life Pod: All of the crew areas have been armored. Replace any *pilot killed* or *gunner killed* critical hits with: *Whew! Call that a good investment!* **Cost:** 10% of the ship’s total points for each crew member protected.

Poor Reactor Design: The ship has been designed with a poorly shielded reactor. This flaw causes the ship to suffer from an unfortunate tendency to explode. Replace result 11 on the ship’s critical hit table with a second *reactor detonates* result. **Rebate:** 10% of the ship’s total points.

Systemic Quirks

Wiring Defect: The ship suffers from wiring problems which mess with its fire control systems. This quirk can only be taken on ships that have two or more torpedoes or missile launchers. Crewmembers must roll 1D12 instead of 1D10 when trying to lock on with a missile launcher. Also, when firing torpedoes, the player must roll 1D6 for each torpedo launched. On a roll of a 1 or 2, that torpedo does not fire this turn. **Rebate:** 15% of the total points of the *weapons* affected. Apply the rebate for this quirk before figuring the effects of any other quirks.

Drive Quirks

Well-Shielded Drive: The ship has been designed to maintain its speed in combat longer than normally expected. When placing Drive boxes, shift each symbol one box to the right on the damage track. **Cost:** 5% of the ship’s total points.

Poorly Shielded Drive: The ship tends to lose speed in combat more quickly than should be expected. When placing Drive boxes, shift each symbol one box to the left on the damage track. **Rebate:** 5% of the ship’s total points.

Weapon Quirks

Shielded Weapons: The ship has been designed with true combat effectiveness foremost in mind. The weapon systems have been reinforced and protected. When placing weapon symbols (*ws* and *ts*), shift each symbol one box to the right on the damage track. Also, leave all weapon symbols lower case. **Cost:** 10% of the ship’s total points.

Exposed Weapons: The ship’s weapons are more exposed to enemy fire than those on many other ships. When placing weapon symbols (*ws* and *ts*), shift each symbol one box to the left on the damage track. Also, capitalize all weapon symbols. **Rebate:** 10% of the ship’s total rebate.



Starcraft Design Worksheet

Name: _____

Template: _____

Tons: _____ Slots: _____

Crew: _____ Hits: _____

(Front: _____ Right & Left: _____ Rear: _____)

	Value	Cost	Slots
Drive:	_____	_____	_____
Defensive Value:	_____	_____	_____
Damage Reduction:	_____	_____	_____
Point-Defenses:	_____	_____	_____
Decoys:	_____	_____	_____
Damage Control:	_____	_____	_____

Weapon	Firing Arcs	Ammo	Cost	Slots
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Subtotals: _____

Quirks	Percentage Change	Quirks Total Effect
_____	_____	_____ %
_____	_____	_____ %
_____	_____	_____ %
Total		_____ %

The Next Millennium

experience. It's unlike any conversation I've ever had before.

"They're sentient, Mei. They're actually intelligent!"

Mei felt her knees start to give. Before she got too far, Lao shoved a chair behind her. She sat down in it hard.

The full impact of what Lao had said began to hit her. The species she had spent the last ten years studying as an interesting type of animal was actually nothing like what she had thought it was. These weren't animals. They were aliens.

Lao leaned over her, his nose only inches from hers. "And that's not the only thing. I've discovered why it is that the moldates have been acting so strangely lately. They've been trying to warn us about something."

Mei was more confused than she had ever been. "Warn us? About what?"

"That's what I can't seem to figure out. Here," he said, turning to the communications station and activating



Designing a Starcraft

The following is an example of starcraft design from start to finish.

Selecting a Template

Ann wants to design a brand-new starcraft all her own. The first thing she does is photocopy the *Starcraft Design Worksheet* on page 91. She wants something sleek and powerful, but not too big, so she names her ship the Dolphin.

She takes a look at the starcraft templates on pages 96–102 and decides that the medium single-person fighter template best suits what she has in mind. She wants as small a ship as possible, but anything less than the 300-ton fighter probably won't give her enough slots to make the finished craft resemble her starting idea.

Selecting a Drive

Ann wants something zippy, so she opts for a Drive of 16. After that point, the cost for the Drive (as listed on the fighter's template) rises dramatically. Since she wants more than just an engine, she goes with the Drive of 16 (cost: 10–6). She can always go for a bigger drive later if she happens to have slots left over when she's done with the rest of the craft.

Selecting the Defensive Value

Of course, Ann wants the Dolphin to be hard to hit. She looks at the template and sees that prices for Defensive Value rise quickly after 13, so she decides the Dolphin's Defensive Value will be 13 (cost: 8–4). (This is Ann's first ship, and she's being conservative.)

Selecting Damage Reduction

Ann thinks a bit about her ship and decides that a Damage Reduction of 2 is about right. This is reasonably priced as well (cost: 3–6). Her slots are going fast (she's used up 16 of her allotted 28 already), and she wants some left over for weapons and all the details.

Selecting Weapons

Ann wants the Dolphin to have a real kick, so she goes for the Quad Splatterguns. Sure, they're expensive (cost: 10–6), but she thinks that they're worth it. She also wants some kind of warhead capability, so she tosses on a Missile Launcher with 20 missiles (cost: 4–2). Since she only has a pilot to fire the weapons, both systems can only have a Forward firing arc, so there's no extra cost there.

Medium Single-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
200	x	x	x	x	4-2	4-2	5-2	5-3	6-3	6-4	6-4	7-5	11-8	12-9	12-10
300	x	x	x	x	6-2	7-3	7-3	8-4	8-5	9-5	10-6	15-11	17-12	17-14	18-15

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
200	x	2-1	3-1	3-1	4-1	4-2	4-2	5-2	5-3	6-3	9-6	10-7	11-8
300	x	4-1	4-1	5-2	5-2	6-2	7-3	7-3	8-4	12-8	14-8	15-9	15-11

Damage Reduction

Tons	0	1	2	3	4	5
200	0	1-2	2-4	3-6	4-8	5-10
300	0	2-3	3-6	5-9	6-12	8-15

Slots Per Ship

Tons	Crew	Slots	Hit Boxes
200	1	18	20
300	1	28	30

The Next Millennium

"It is a privilege for this one as well, Mei. This one's name is—." The computer doing the translating was silent for a moment as it struggled with the word. "—Crier."

Mei was momentarily overcome with emotion. To think that an intelligent species had been living right under her nose—it was almost unbelievable.

Lao broke the silence. "Communicating in this way is difficult for the moldate. It seems that they are psychic on some level that we just can't detect."

"True this is," inserted the moldate. "We only 'speak' to other ones when one of us desires...privacy...to not broadcast our thoughts to all others."

"Apparently," Lao interrupted again, "the moldates can converse with each other instantaneously, despite any intervening distance."

"That's amazing!" said Mei. "Are they part of some sort of hive mind? They've seemed awfully individual up until now."



Silent Death

Lao nodded. “And so they are. This seems to be just a means of communicating with each other that they developed to overcome their relative lack of ability to create sound or make meaningful signals that can be interpreted by anything less than touch.”

“This is absolutely stunning,” proclaimed Mei.

“Yes,” the translator said for Crier, “stunning. But there is no time now to talk of such

Similarly, since the Splatterguns have unlimited ammunition and it’s impossible to add to a Missile Launcher’s “magazine,” she won’t have extra costs there.

Now, if Ann had gone for a Quad Mini-gun mount instead of the Quad Splatterguns, those would have been cheaper (cost: 4–3), but she probably would have wanted to add some ammunition. The Quad Mini-guns come with 4 shots. To add more would cost 2 points and 2 slots for each additional 2 shots. If she wanted to have the maximum of 8 shots available, she’d end up paying 4 points and 4 slots for the ammunition. This means the end cost of the weapon system would be (4+4=) 8 points and (3+4=) 7 slots.

If the Dolphin was a larger ship (say a medium two-person fighter), Ann might add another weapon for the pilot and give the Miniguns to the gunner. In that case, she’d probably want to give the Miniguns more than one firing arc. If she was to put the Miniguns on a 360° mount, that would cover all six firing arcs (cost: 7–2). The final cost of the weapon system would be (8+7=) 15 points and (7+2=) 9 slots.

Selecting Options

The Dolphin is basically done, but Ann’s still got 4 extra slots left to pay for all the trimmings.

She decides she wants to spend 2 slots on a point-defense system. Out of the many choices available, she opts for a system that kills up to 2 torps per turn on a 1–4 on 1D10 (cost: 4–2).

She wants decoys, too, but she doesn’t want to sacrifice any slots for them, as she’d rather save them for other things. She settles for 1 decoy (cost: 1–0).

Ann still has 2 slots left, so she tosses them into a damage control system that succeeds on 1–6 on 1D10 (cost: 5–2).

She’s now used up all of her 28 slots. She adds up the cost for the ship, and it comes out to 45 points.

Selecting Quirks

The group that Ann plays with has decided to allow the use of quirks when building a ship. Ann decides to check them out and see if she likes any of them enough to add them to her starcraft.

Since Ann wants to use some of her best pilots in the Dolphin, she doesn’t want to see them get killed by an errant bullet. She decides to add an armored cockpit to the ship. This will cost her 10% of the ship’s total points or 4.5 points. This rounds up to 5 points, making the Dolphin’s final cost (45+5=) 50 points.

Filling in the Ship Display

Now that the ship’s design is complete, it’s time to transcribe all of the information on the Starcraft Design Worksheet to a blank Starcraft Display.

The Basics

Ann goes to the back of the book and photocopies the blank fighter display. First, she fills in the ship’s name (Dolphin) and its Base Point Value (50). Then she fills in the display blocks for the pilot’s two weapon systems (the Quad Splatterguns and the Missile Launcher). She notes down the ship’s Defensive Value (13), Damage Reduction (2) and Drive (16) in the appropriate sections around the hex.



Silent Death

Mei looked up at Lao quizzically. Lao threw up his hands. "I have no idea what he means," he said. "Crier's been referring to this imminent danger all night. He claims that it's the reason the moldates have been doing their best to help break down the communication barriers between our species."

Mei turned back to the station. "Who are these people, Crier? Who is it that's coming?"

"Not... Terrans," came the reply. "Much different. We call them the Hive. We are minds that think as many. They are many minds thinking as one."

Oh no! thought Mei. Her voice shaking, she asked, "What do they look like? Can you describe them?" She had done a short xenological tour of the Tau Albriton center a few years back on the Emperor's behalf. There she had seen things that had struck a new kind of fear in her heart. These were things she had hoped she would never be so unfortunate as to see



Light Single-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
50	x	x	x	x	x	1-0	1-1	1-1	1-1	2-1	2-1	2-1	2-1	2-1	3-3
100	x	x	x	x	x	2-0	2-1	3-1	3-2	3-2	3-2	3-2	4-3	6-5	6-6

Defensive Value

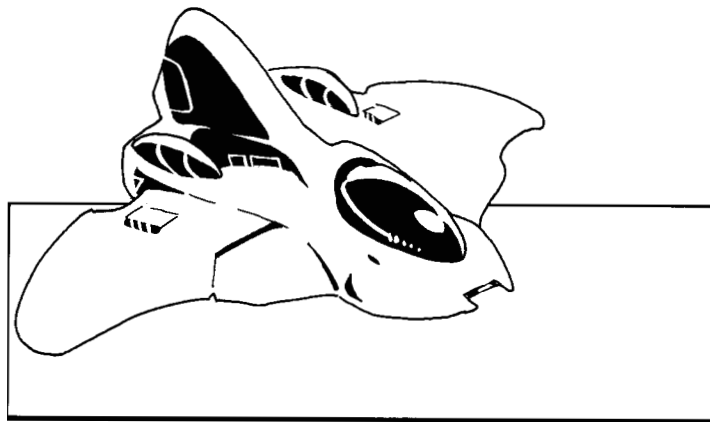
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
50	x	x	x	x	x	x	0-0	1-0	1-1	1-1	2-1	2-1	3-3
100	x	x	x	x	x	0-0	2-0	2-1	3-1	3-2	3-2	5-5	6-5

Damage Reduction

Tons	0	1	2	3	4	5
50	0	0-1	1-1	1-2	1-3	2-3
100	0	1-1	1-2	2-3	2-4	3-5

Slots Per Ship

Tons	Crew	Slots	Hit Boxes
50	1	4	5
100	1	9	10



Medium Single-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
200	x	x	x	x	4-2	4-2	5-2	5-3	6-3	6-4	6-4	7-5	11-8	12-9	12-10
300	x	x	x	x	6-2	7-3	7-3	8-4	8-5	9-5	10-6	15-11	17-12	17-14	18-15

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
200	x	2-1	3-1	3-1	4-1	4-2	4-2	5-2	5-3	6-3	9-6	10-7	11-8
300	x	4-1	4-1	5-2	5-2	6-2	7-3	7-3	8-4	12-8	14-8	15-9	15-11

Damage Reduction

Tons	0	1	2	3	4	5
200	0	1-2	2-4	3-6	4-8	5-10
300	0	2-3	3-6	5-9	6-12	8-15

Slots Per Ship

Tons	Crew	Slots	Hit Boxes
200	1	18	20
300	1	28	30

The Next Millennium

Heavy Single-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
400	x	x	x	x	8-3	9-4	10-5	10-5	11-6	12-7	20-12	21-14	21-15	23-18	24-20

Defensive Value

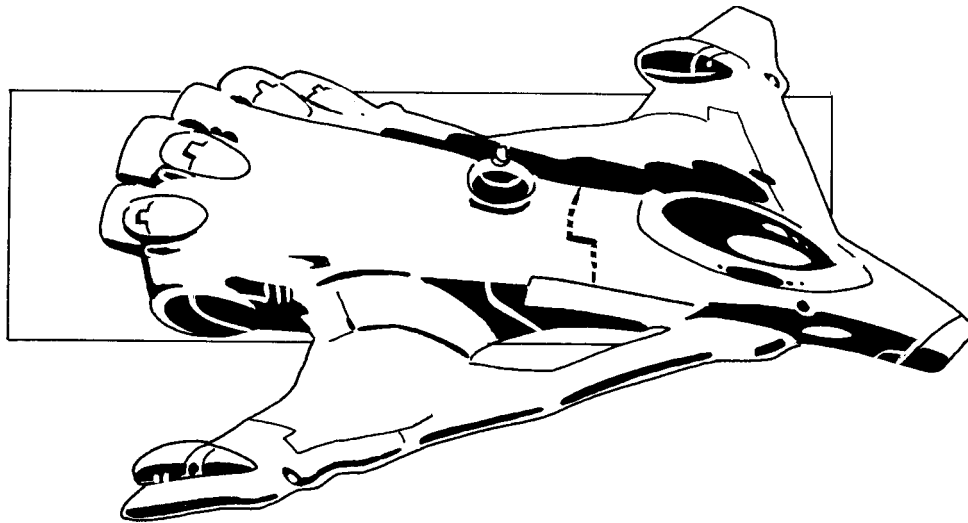
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
400	x	5-1	6-2	6-2	7-3	8-3	9-4	10-5	15-8	17-9	18-11	20-12	21-14

Damage Reduction

Tons	0	1	2	3	4	5	Tons
400	0	2-4	4-8	6-12	8-16	10-20	400

Slots Per Ships

Crew	Slots	Hit Boxes
1	38	40



Light Two/Three-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
300	x	x	x	x	6-2	7-3	7-3	8-4	8-5	9-5	10-6	15-11	17-12	17-14	18-15
400	x	x	x	x	8-3	9-4	10-5	10-5	11-6	12-7	20-12	21-14	21-15	23-18	24-20

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
300	x	4-1	4-1	5-2	5-2	6-2	7-3	7-3	8-4	12-8	14-8	15-9	15-11
400	x	5-1	6-2	6-2	7-3	8-3	9-4	10-5	15-8	17-9	18-11	20-12	21-14

Damage Reduction

Tons	0	1	2	3	4	5	Tons
300	0	2-3	3-6	5-9	6-12	8-15	300
400	0	2-4	4-8	6-12	8-16	10-20	400
							400

Slots Per Ships

Crew	Slots	Hit Boxes
2	25	30
2	35	40
3	30	40

again. She prayed that her hopes could still come true.

"They are like—like insects," Crier responded. "They are insects that fight like Terrans—across the ground and high in the sky. They have...slaves, creatures that follow their thinking but have no minds of their own."

"The Builders," whispered Mei. She suddenly realized that she was crying.

"The one called Mei knows of them. This one senses this truth."

"Mei," said Lao. "What is it? Do you know what Crier is talking about?"

Mei just sat in the chair, staring at the moldate named Crier, fat tears rolling down her wrinkled cheeks.

Lao grabbed her shoulders and turned her to face him. "Tell me, Mei," he demanded. "You've got to tell me!"

"Oh dear God," Mei moaned out loud. "Not again—not again!"

"They're coming," said Crier. "They'll be here soon."

Lao shook Mei by the shoulders. "Who's



Silent Death

coming, Mei? Who is it? Tell me!”

She seemed to come back from a million miles away. Then she spat the answer out at him. It was as if the very words were daggers in her chest.

“The Hatchlings!” she yelled at Lao. “The Night Brood. They’re back! We thought we’d got them all, but how could we ever know for sure? Oh God, they’re back!”

Lao stood away from her, in shock at her words. Silence reigned over the lab. It was broken by the translator as Crier said, “Yes, the Night Brood. Be here soon.”

Medium Two/Three-Person Fighter Template

Drive Rating

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
600	x	x	x	x	12-5	13-6	14-7	16-8	17-9	27-17	29-18	30-21	33-24	35-26	36-29
700	x	x	x	x	14-6	15-7	17-8	18-9	30-17	32-20	33-21	36-24	38-27	41-30	42-33

Defensive Value

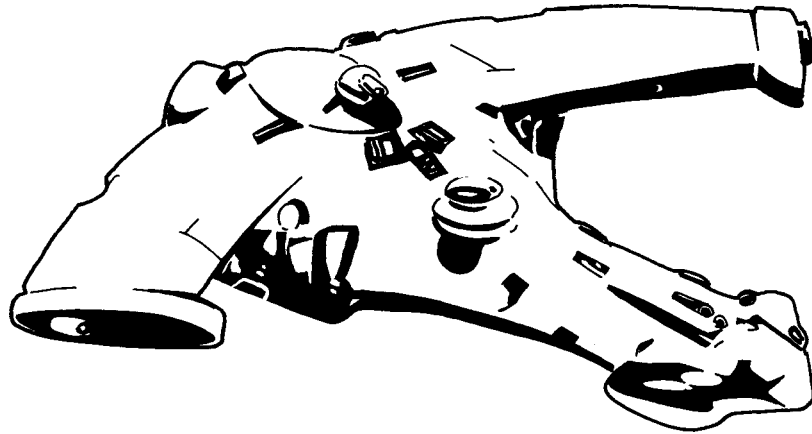
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
600	x	7-2	8-2	10-3	11-4	12-5	13-6	14-7	24-12	26-14	27-17	29-18	30-21
700	x	8-2	10-3	11-4	13-5	14-6	15-7	17-8	27-14	30-17	32-20	33-21	36-24

Damage Reduction

Tons	0	1	2	3	4	5	Tons
600	0	3-6	6-12	9-18	12-24	15-30	600
700	0	4-7	7-14	11-21	14-28	18-35	600
							700
							700

Slots Per Ships

Tons	Crew	Slots	Hit Boxes
600	2	55	60
700	3	50	60
	2	65	70
	3	60	70



Heavy Two/Three-Person Fighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1,000	x	x	x	x	20-8	22-10	24-12	26-14	42-24	45-27	48-30	51-35	54-39	57-44	60-48

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
1,000	x	12-3	14-4	16-5	18-6	20-8	22-10	24-12	39-21	42-23	45-27	48-30	51-35

Damage Reduction

Tons	0	1	2	3	4	5	6
1,000	0	5-10	10-20	15-30	20-40	25-50	30-60

Slots Per Ships

Tons	Slots	Crew	Hit Boxes
1,000	95	2	100
1,000	90	3	100



Light Gunboat Template

Drive

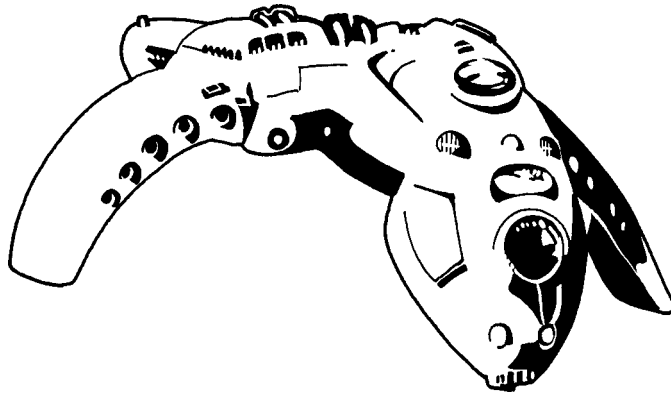
Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
700	8-2	10-3	11-4	13-5	14-6	15-7	17-8	18-9	30-17	32-20	33-21	36-24	38-27	41-30	42-33
1,000	12-3	14-4	16-5	18-6	20-8	22-10	24-12	26-14	42-24	45-27	48-30	51-35	x	x	x

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
700	x	8-2	10-3	11-4	13-5	14-6	15-7	17-8	18-9	20-11	21-13	22-14	24-16
1,000	x	12-3	14-4	16-5	18-6	20-8	22-10	24-12	39-21	42-23	45-27	48-30	51-35

Damage Reduction

Tons	Damage Reduction							Slots Per Ships			Hit Boxes		
	0	1	2	3	4	5	6	Tons	Crew	Slots	Front	Sides	Rear
700	0	1-2	2-4	3-6	4-7	5-9	6-11	700	3	60	45	35	25
1,000	0	1-3	3-5	4-8	5-10	6-12	8-16	1,000	4	90	65	50	35
								1,000	5	85	65	50	35



Medium Gunboat Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1,500	18-4	21-6	24-8	27-10	30-12	33-15	36-17	59-30	63-36	68-41	x	x	x	x	x

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
1,500	x	18-4	21-6	24-8	27-10	30-12	33-15	54-26	59-30	63-36	68-41	72-47	77-53

Damage Reduction

Tons	Damage Reduction							Slots Per Ships			Hit Boxes		
	0	1	2	3	4	5	6	Tons	Crew	Slots	Front	Sides	Rear
1,500	0	2-4	4-8	6-12	8-16	10-20	12-24	1,500	6	135	100	75	50
								1,500	7	130	100	75	50

The Pact

Dr. Jonathan Willis was unused to dealing with mercenaries. As the newly appointed Administrator of Security for his tiny colony on the newly resettled planet of Pashkin, he had been pressed hastily into his new position, virtually kidnapped from his research.

As an independent science station, Pashkin didn't have a lot in the way of resources other than the credits they collected for royalties on their discoveries—certainly only an infinitesimal fraction of the wealth of any of the Twelve. For this reason, planetary defense had been a low priority for the station's former administrators. And for this oversight, those men and women had paid the ultimate price.

The pirates had come out of nowhere and stolen what they understood the value of, destroying those things that were beyond their limited ability to comprehend. The old administration had tried to resist them peace-



Silent Death

ably, leading the formation of a human shield in front of the main research laboratory.

They had been among the first to be murdered for their courage. There had been few others.

The people of Pashkin were thinkers, not fighters. They had little hope to stand against such unbridled brutality, and so, after the initial efforts at resistance met with terrible failure, the survivors capitulated quickly.

After pillaging the station, the pirates struck out for the stars once again. The Pashkin people knew two things for sure. First, they would rebuild. Second, pirates would come again—if not this group, than another. And the next time, they would be ready.

Willis was now discussing this eventuality with the man across the table from him. His name was Malcolm Intaka, and he was a captain in the military of the Yoka-Shan War-world.

“So you can see, Mr. Intaka, how very much we are in need of your

Heavy Gunboat Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2,000	24-6	28-8	32-10	36-13	40-16	44-19	72-35	78-39	84-47	x	x	x	x	x	x

Defensive Value

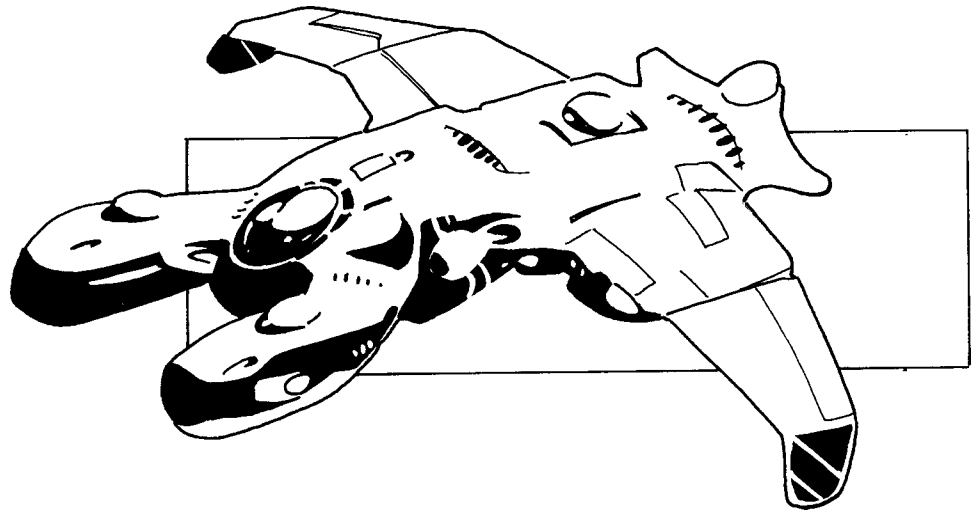
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
2,000	x	24-6	28-8	32-10	36-13	40-16	66-29	72-35	78-41	84-47	90-54	96-62	102-69

Damage Reduction

Tons	0	1	2	3	4	5	6
2,000	0	3-5	5-10	8-15	10-20	12-25	15-30

Slots Per Ships

Tons	Crew	Slots	Front	Sides	Rear
2,000	8	180	130	100	70



Scout Class Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
300	x	x	x	x	6-2	7-3	7-3	8-4	8-5	9-5	10-6	15-11	17-12	17-14	18-15
700	x	x	x	x	20-8	22-10	24-12	26-14	42-24	45-27	48-30	51-35	54-39	x	x

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
300	x	4-1	4-1	5-2	5-2	6-2	7-3	7-3	8-4	12-8	14-8	15-9	15-11
700	x	8-2	10-3	11-4	13-5	14-6	15-7	17-8	27-14	30-17	32-20	33-21	36-24

Damage Reduction

Tons	0	1	2	3	4	5	6
300	0	2-3	3-6	5-9	6-12	8-15	x
700	0	4-7	7-14	11-21	14-28	18-35	x

Slots Per Ships

Tons	Crew	Slots	Hit Boxes
300	2	15	30
700	4	40	70



The Next Millennium

Shuttle Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
400	x	x	x	x	8-3	9-4	10-5	10-5	11-6	12-7	20-12	21-14	x	x	x

Defensive Value

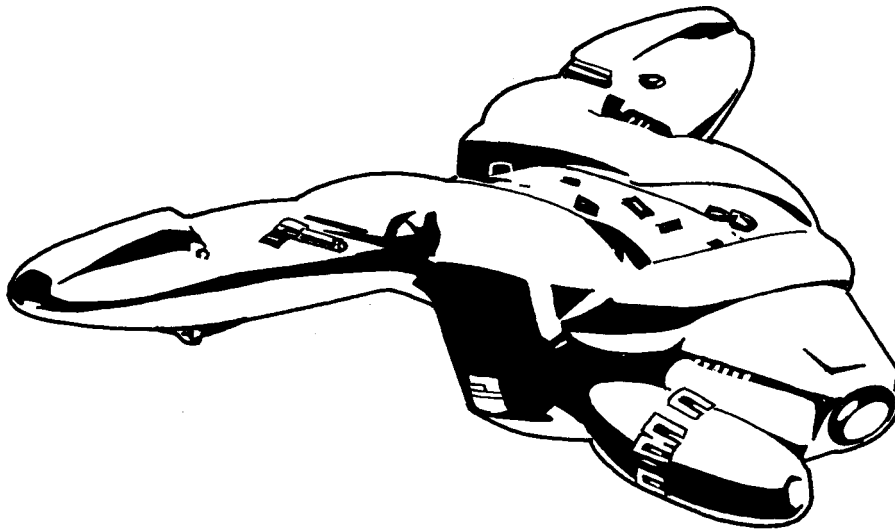
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
400	x	5-1	6-2	6-2	7-3	8-3	9-4	10-5	15-8	17-9	18-11	20-12	21-14

Damage Reduction

Tons	0	1	2	3	4	5	6
400	0	2-1	4-2	6-3	8-4	10-5	12-6

Slots Per Ships

Tons	Crew	Slots	Hit Boxes
400	2	15	40
400	3	10	40



Light Freighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1,000	3-3	3-4	4-5	4-6	5-8	5-10	6-12	6-14	11-24	x	x	x	x	x	x

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
1,000	x	3-3	4-4	4-5	5-6	5-8	6-10	6-12	11-21	11-24	x	x	x

Damage Reduction

Tons	0	1	2	3	4	5	6
1,000	0	1-3	3-5	4-8	5-10	6-12	8-16

Slots Per Ships

Tons	Crew	Slots	Front	Sides	Rear
1,000	2	25	65	50	35

services," Willis concluded, hoping he didn't sound as desperate as he felt.

The large, dark-skinned man across from him smiled widely, showing nearly all of his sharp, white teeth. Willis suddenly felt uncomfortably like a lab rat being sized up by an alley cat as a meal. Luckily, Intaka was after bigger game.

"Mr. Willis," Intaka began in his resounding basso profundo. "Excuse me, *Doctor*—I believe that the Yoka-Shan people can find it in their hearts to come to your aid. Defending the weak has always been an honorable pursuit, one that we have been proud to pursue throughout the millennia."

His smile faded suddenly, and Willis felt his heart grow cold. "There is, of course, the matter of price."

Willis put up his hands in a placating gesture. "There will be no problem there, Mr. Intaka, I assure you. This issue has transcended any petty divisions that might



Silent Death

have divided our citizens. We have done some research on your fees and are prepared to offer you a fair price.”

Intaka's smile returned faintly. “Of course you have, Doctor. But our prices are set on a case by case basis. Pashkin is a long way from Yoka-Shan, and to persuade our warriors to fight for you might require more inducement than one could traditionally expect.”

Willis swallowed hard. “And how much more might that be? In—total, I mean.” He silently cursed his shaking voice.

Intaka rubbed his wide jaw with a rough mitt. Willis noticed the scars on his face and wondered if they were from battle or from rituals. There was a long moment of tension before Intaka named a figure.

It was all Willis could do to not fall out of his chair. First, he turned white. Then, embarrassed at his inability to hide his reaction, he flushed a bright red.



Medium Freighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2,000	6-6	7-8	8-10	9-13	10-16	11-19	18-35	20-41	21-47	x	x	x	x	x	x

Defensive Value

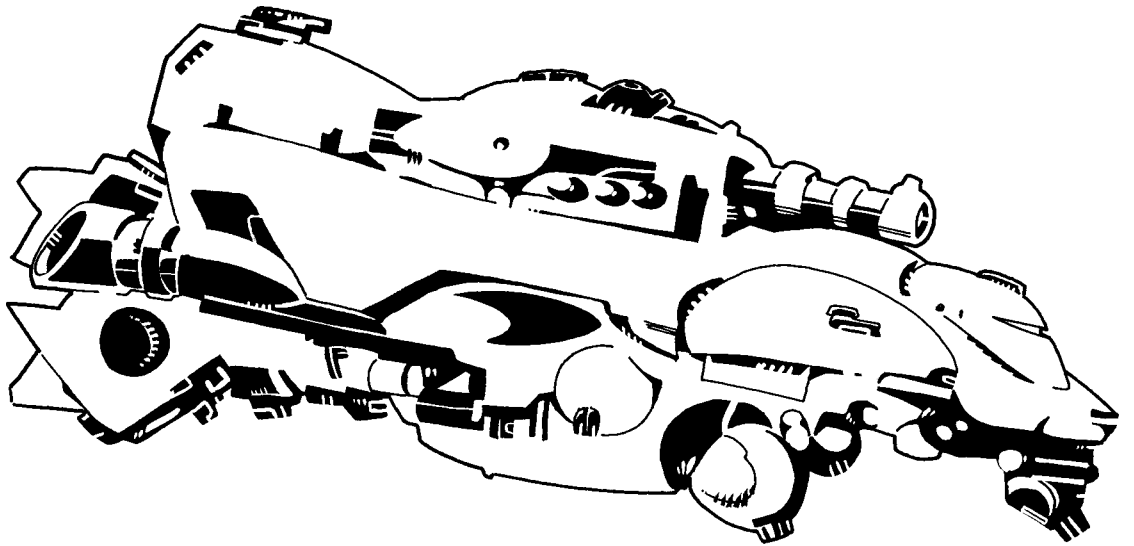
Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
2,000	x	6-6	7-8	8-10	9-13	10-16	17-29	18-35	20-41	21-47	x	x	x

Damage Reduction

Tons	0	1	2	3	4	5	6
2,000	0	3-5	5-10	8-15	10-20	12-25	15-30

Slots Per Ships

Tons	Crew	Slots	Hit Boxes		
			Front	Sides	Rear
2,000	4	50	130	100	70
2,000	5	45	130	100	70



Heavy Freighter Template

Drive

Tons	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3,000	9-8	11-10	12-12	14-15	15-18	18-21	20-25	x	x	x	x	x	x	x	x

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15	16	17
3,000	x	9-9	10-12	12-15	14-19	15-24	17-29	18-35	20-41	x	x	x	x

Damage Reduction

Tons	0	1	2	3	4	5	6
3,000	0	4-8	8-16	12-24	15-30	18-36	23-46

Slots Per Ships

Tons	Crew	Slots	Hit Boxes		
			Front	Sides	Rear
3,000	7	75	150	100	70

Games

The Next Millennium

Scenarios

The Introductory Scenarios are found in the 16 page folder supplied with the game (if you purchased the Deluxe Boxed Set). To use these scenarios, just remove the staples that bind the booklet and separate the various sheets. Each sheet then provides all that is necessary to play a **Silent Death** game. The crewmembers have been generated for you, and their stats have already been entered on the Starcraft Displays provided.

If you don't have the *Introductory Scenarios Pack*, or if you've already played them, you can move on to the *Advanced Scenarios* section.

Read the scenario information, select sides, then give each player the appropriate Starcraft Displays. Fill them in (if necessary), set up your forces as indicated in the scenario, then begin play with the first game turn.

Map Setup

All scenarios use the standard map configuration to the right unless otherwise indicated. Various Areas (defined by the fold lines in the maps) are identified with letters while the map Edges are numbered. These Areas and Edges will be referred to in the individual scenarios as necessary. If units are required to set up along an Edge, players should set up such units within 2 hexes of that edge.

The most often used alternate map setup is the long map setup shown at the lower right in the diagram.

Remember that half-hexes on any map are playable and are considered full hexes for all purposes. Hexes that fall into two adjacent map areas are considered part of both areas.

Reinforcements

Some scenarios allow for reinforcements to enter the playing surface during the course of a game. In these cases, you'll need

to keep track of the game turns as they pass. Use the Game Turn Record Track which appears along the bottom of many Starcraft Displays.

When reinforcements are called for on a particular turn, they are placed along their entry Edge (on an edge hex) as the first action of that turn, oriented so that they face a hexside toward the playing surface (i.e., so they're not parallel with the map edge or facing off the board).

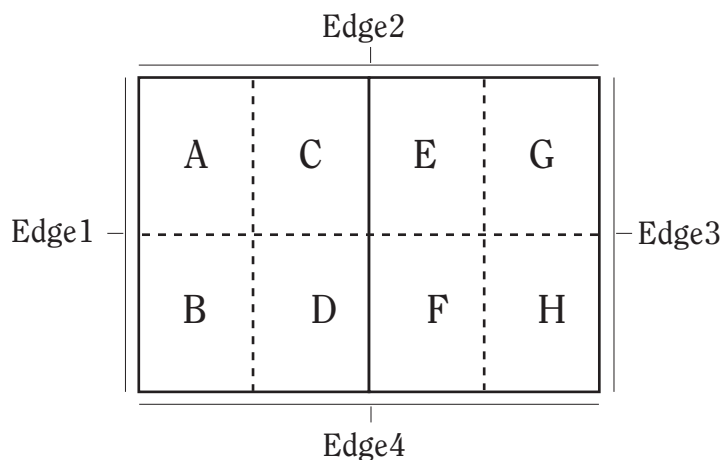
Entering reinforcements can be targeted for missile and torp attacks in the first Phase of that game turn. Additionally, you can use an entering pilot's Piloting skill to influence the initiative die roll.

"Mr. Intaka!" Willis began, but he was cut off by a harsh look from the Warworlder that could have curdled milk.

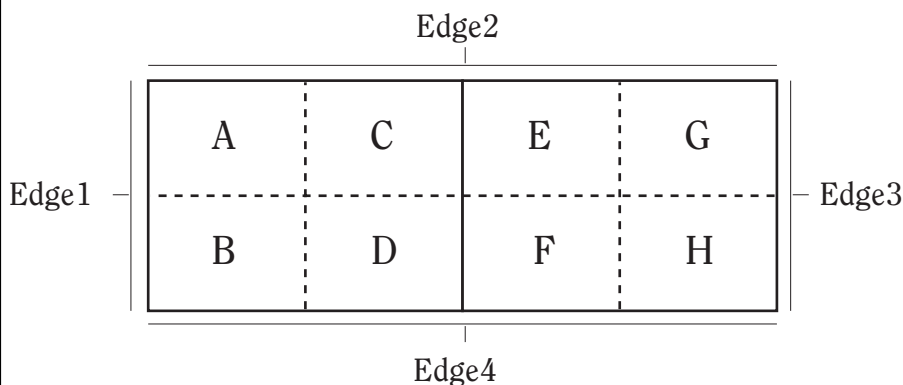
"Doctor. This is, of course, but a number to begin our negotiations with. It is by no means a final price."

Willis's eyes grew wide. "Then you mean that it's not final—it's negotiable?"

The Standard Map Setup



The Long Map Setup



“Of course,” Intaka rumbled. “Did I not just say this quite clearly?”

“Oh, yes, yes,” Willis muttered as he slid back into his chair, just then realizing that he’d been leaning so far over his desk. “My apologies, Mr. Intaka. It must be painfully obvious that I’ve just recently been placed in this position. I have little experience to draw upon.”

“That’s why you asked me to visit you, Doctor.” Intaka sighed though his nose, his nostrils flaring widely. “Let’s see what we can do to lower that initial price. Tell me more about these ‘pirates’ of yours.”

“Um, well,” Willis fidgeted. “They made their first raid about three months ago, and they’ve been back once since.”

Intaka nodded solemnly. “What sort of ships do they fly?”

Willis permitted himself a quick smile. He had expected this question and had researched the answer.

“They flew mostly Thunder Birds and Teal Hawks. They also had a Shryak Shuttle or two.



Advanced Scenarios

The following scenarios use the Starcraft Displays provided in this book. Several scenarios detail unique situations, and they are accompanied by special rules. For how to design scenarios, see *Designing Your Own Scenarios* (page 112).

A few scenarios require miniatures for satellites or life pods. These are not provided with the game but are available as separate purchases. If you don’t have the right miniatures, you can use dice or coins to represent the missing satellites instead.

Scenario 1: Rescue

Early in 7 AL, the TPAC component of the *Liberators* Hibernian Division saw itself at odds with an unidentified Fighter Wing operating out of the backnet. As the skirmishes progressed, it was discovered that the *Liberators*’ opponents were none other than members of the *Void Stalker*, an independent Imperial Fighter Wing that went renegade in Imp 474.

During one pitched battle, *Murray* Squadron of the 26th lost its Chief Officer. It was determined that she successfully jettisoned from her damaged Seraph in the fighter’s life pod. Both sides withdrew from the battle area, but the field-promoted *Murray* Squadron Leader mounted an immediate rescue effort. Remnants of the *Void Stalker* battle force detected the re-fielding of *Liberator* starcraft and immediately reengaged their foes.

Forces

Elements of *Murray* Squadron, 26th Hibernian Heavy TPAC Regiment: Set up first along Edge 1.

Seraph A —	Pilot (Plt 7, Gnr 9) Gunner (Gnr 9)
Seraph B —	Pilot (Plt 6, Gnr 5) Gunner (Gnr 5)
Pharsii II A —	Pilot (Plt 5, Gnr 2) Gunner A (Gnr 10) Gunner B (Gnr 6)
Pharsii II B —	Pilot (Plt 5, Gnr 1) Gunner A (Gnr 7) Gunner B (Gnr 3)

Elements of the *Void Stalker* Fighter Wing: Set up second along Edge 3.

Night Hawk A —	Pilot (Plt 7, Gnr 6)
Night Hawk B —	Pilot (Plt 6, Gnr 5)
Night Hawk C —	Pilot (Plt 5, Gnr 4)
Night Hawk D —	Pilot (Plt 4, Gnr 3)
Teal Hawk A —	Pilot (Plt 6, Gnr 2) Gunner (Gnr 10)
Teal Hawk B —	Pilot (Plt 6, Gnr 1) Gunner (Gnr 8)

Special Rules

- 1) The *Murray* player must place the Life Pod in Area G or H (not in an edge hex) before setting up. This Life Pod contains *Murray* Squadron’s CEO and must be recovered by the Hibernian player (see the Victory Conditions below).
- 2) To recover the Life Pod, the *Murray* player must move a Pharsii II into the pod’s hex, come to a full stop, and remain there for one complete turn. If the recovery succeeds, place the Life Pod on the Pharsii’s display. If the vessel is destroyed, the Life Pod is destroyed, too.
- 3) As a matter of honor, the *Void Stalker* player may not attack the Life Pod, nor may *Void Stalker* vessels end a move in the Life Pod’s hex.

Victory Conditions

The *Murray* player must recover the Life Pod and exit the Pharsii carrying it off of Edge 1 before the end of game turn 10. Any other result is a *Void Stalker* victory.

Scenario 2: Into the Minefield

The Saturnus High Commune managed to weather the Terran-Hatchling War nicely, concentrating all of their resources on defending the single planet of New Saturn, located in a relatively isolated sector of space. Despite this, their losses against the Hatchlings were heavy, making them ripe for an invasion by more traditional forces. In 7 AL, the Draconians, equipped with Colosian fighters, launched just such an attempt.

Prepared for such naked aggression, the Saturnus forces have girded their planet with layer after layer of automatic and staffed defenses, the most vital of which is a string of communication satellites which act as an early warning system against attack. These comm sats have been ringed by minefields, and constant patrols protect these valuable constructs.

This scenario depicts a Draconian action against a key communications satellite orbiting high above New Saturn. The forces involved come from both the 7001st Draconian Regiment and the Saturnus Planetary Patrollers.

Forces

Mixed units from the 7001st Draconian Regiment: Set up first along Edge 1.

Seraph A —	Pilot (Plt 9, Gnr 7) Gunner (Gnr 7)
Glaive A —	Pilot (Plt 6, Gnr 7) Gunner (Gnr 5)
Salamander A —	Pilot (Plt 6, Gnr 2) Gunner (Gnr 8)
Revenge A —	Pilot (Plt 7, Gnr 1) Gunner (Gnr 7)

Two Flights of Saturnus Planetary Patrollers: Set up second along Edge 3.

Thunder Bird A —	Pilot (Plt 7, Gnr 6)
Thunder Bird B —	Pilot (Plt 5, Gnr 5)
Thunder Bird C —	Pilot (Plt 5, Gnr 4)
Thunder Bird D —	Pilot (Plt 3, Gnr 3)
Dart A —	Pilot (Plt 6, Gnr 6)
Dart B —	Pilot (Plt 4, Gnr 5)
Dart C —	Pilot (Plt 2, Gnr 1)

Special Rules

- 1) The Saturnus player must place the Comm Sat in Area G or H before either side sets up. The Comm Sat may be attacked by the Draconians: it has a Defensive Value of 14 (despite the fact it does not move) and can jam torps. It may attempt jamming against all tracking torps, and it succeeds on a 1D4 roll of 1–3 per torp. The Comm Sat may not dodge torps, though. In addition, attackers can only fire cannon weapons at the Comm Sat at a range of 15 hexes or less. The Comm Sat can take 20 damage points before it is destroyed. Starcraft may not perform a turn nor end a Movement Phase in the Comm Sat's hex.
- 2) There's a minefield in areas C, D, E and F. For every Movement Phase that a vessel or torp expends at least one movement point in this area, roll an attack against it after its move is completed. This is a 3D8 attack which scores "All" damage.
- 3) The Draconian player must also fire torps at an off-board target to fulfill the Victory Conditions (see below). To do so, simply state what you're launching during the Torp Launch Phase. No counters are placed on the board for this special launch—the expended ordinance is merely marked off of the firer's Starcraft Display.

Victory Conditions

The Draconian player must meet all three of the following conditions by the end of the 10th game turn to win:

- Destroy the Comm Sat.
- Launch no fewer than 8 Mk. 50 torps (as per Special Rule 3) from Area I at the Saturnus fighter tender which is off of Edge 3.
- Exit the Revenge off of Edge 1.

If the Draconian player fails to meet all of these three conditions in the time allotted, the Saturnus player wins.

The Next Millennium

Their largest ships were a matched pair of Epping gunboats."

Intaka nodded approvingly. "And who were they? Did their ships or their uniforms bear any sort of markings?"

Willis thought about it for a moment. "No, not that anyone ever mentioned. I mean, besides the regular Draconian military insignia—"

The Warworlder stopped Willis in mid-sentence with a single motion of his hand. "Excuse me, Doctor. Did you say that the raiders were Draconian?"

Willis was confused. "Yes, I did. Why? You didn't know? I assumed everyone was aware that this sector is swarming with Draconians. We've tried contacting their government concerning this issue several times, but to no avail. The official response seems to be that the pirates are some sort of rogues that the local government does not feel responsible for."

Willis hunched forward and struck a



Silent Death

conspiratorial tone. "Many of us in the new administration feel that this is just a subterfuge of the of Draconians, though. These pirates are too well armed to not be getting their supplies from someone well connected. And no other group in the sector has the resources of the Draconians. Of course, there might be a secret base some—"

Intaka raised his hand again, and Willis fell silent.

"This changes things drastically," said the Warworlder, his grin growing wider than ever. He thought about it for a moment, then named another price for the Warworlders' services. It was less than half the original quote.

Willis nearly fell out of his chair again, this time for joy. Then he leapt out of his seat, leaned over the table and stuck out his hand. "Yes, Mr. Intaka," he gibbered, "I can say without fear of contradiction that the citizens of Pashkin would be more than happy to pay such a fee."

Scenario 3: Enemy in the Belt

Late in 7 AL, a clash between the Red Star Bear Claw Fighter Group and the ASP Technocracy 10001101 Fighter Group took place in Heaven's Crown, a tremendous asteroid belt. Large portions of the belt are stable and were being terraformed by the Red Stars. Unfortunately, news of the Red Stars' discovery of large deposits of precious metals in nearby parts of the belt triggered an invasion by the ASPers. This scenario depicts a portion of that conflict.

Forces

Two Elements of the 10001101 Fighter Group: Set up first in Areas C, D, E and/or F.

Sorenson A —	Pilot (Plt 10, Gnr 7) Gunner (Gnr 9)
Sorenson B —	Pilot (Plt 8, Gnr 6) Gunner (Gnr 7)
Pharsii II A —	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5)
Drakar A —	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 6) Gunner D (Gnr 2)

Two Flights of the Bear Claw Fighter Group: Set up second along any edge(s).

Blizzard A —	Pilot (Plt 7, Gnr 8)
Blizzard B —	Pilot (Plt 5, Gnr 9)
Blizzard C —	Pilot (Plt 4, Gnr 5)
Blizzard D —	Pilot (Plt 3, Gnr 3)
Epping A —	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 9) Gunner B (Gnr 8) Gunner C (Gnr 7)
Epping B —	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 6)
Epping C —	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 8) Gunner C (Gnr 7)

Special Rules

1) Use the rules for asteroids on page 79.

Victory Conditions

The first side to inflict at least 75 Total Point Values of casualties against its opponent before game turn 12 wins. (Count up each player's total at the end of each turn.) Otherwise, the scenario is a draw.



Scenario 4: Swiss Cheese Space

Late in 7 AL, a Primate scouting squadron was out investigating an unexplored region of space riddled with wormholes when they were ambushed by a hostile force of Draconian aggressors. Outnumbered and outgunned, the Primates threw caution to the wind and dove into the wormhole field.

Forces

Primate Scout Flight: Set up first in Areas C or D on Board 1.

Talon A —	Pilot (Plt 10, Gnr 5)
Talon B —	Pilot (Plt 8, Gnr 7)
Lance Electra A —	Pilot (Plt 7, Gnr 7) Gunner (Gnr 10)
Lance Electra B —	Pilot (Plt 7, Gnr 5) Gunner (Gnr 9)
Star Raven A —	Pilot (Plt 9, Gnr 10) Gunner A (Gnr 7) Gunner B (Gnr 9) Gunner C (Gnr 7)

Draconian Ambush Flight: Set up second along Edge 1 of Board 1.

Death Wind A —	Pilot (Plt 8, Gnr 7) Gunner (Gnr 5)
Death Wind B —	Pilot (Plt 6, Gnr 3) Gunner (Gnr 7)
Kosmos A —	Pilot (Plt 6, Gnr 9)
Kosmos B —	Pilot (Plt 5, Gnr 5)
Kosmos C —	Pilot (Plt 4, Gnr 5)

Kosmos D —	Pilot (Plt 1, Gnr 2)
Drakar A —	Pilot (Plt 3, Gnr 6) Gunner A (Gnr 5) Gunner B (Gnr 3) Gunner C (Gnr 5) Gunner D (Gnr 7)

Special Rules

- 1) Use the rules for wormholes on page 79–80.
- 2) Use the slingshotting rules on page 70.
- 3) Two separate playing surfaces are required for this scenario. Use a separate map sheet for each of these (of the two that were included with the Deluxe Boxed Set). The ships must set up on Board 1, but play can proceed immediately onto Board 2.
- 4) Use all of the wormhole counters. Separate them into two stacks, one with capital letters and one with lowercase letters. Randomly scatter one set on each map, just as you would with asteroids.

Victory Conditions

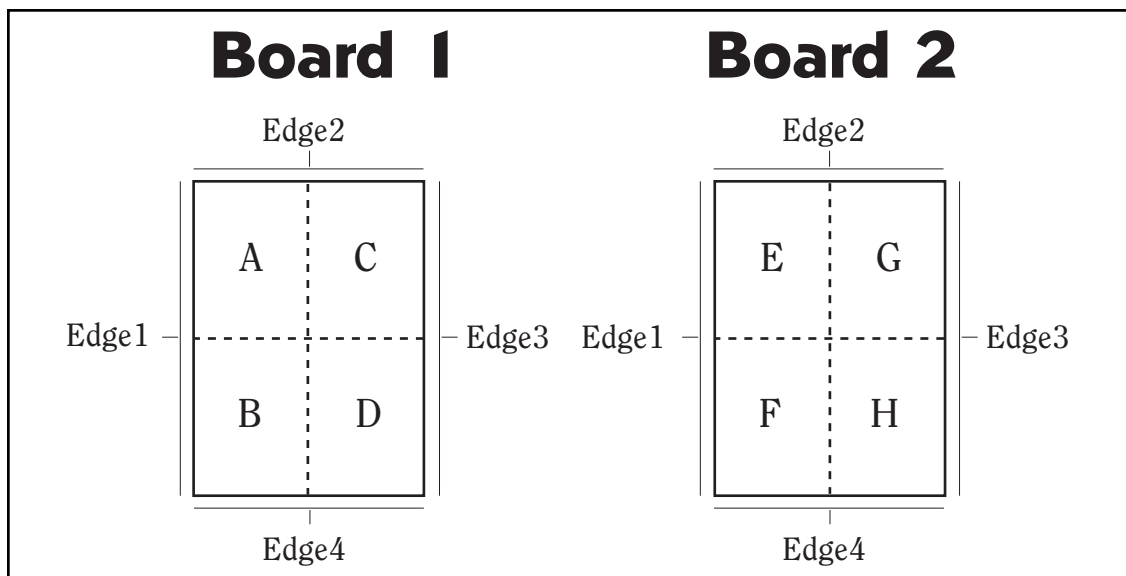
At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie result indicates a draw.

Intaka stood and enveloped Willis's hand in his own.

"Then I am happy to say, Doctor, that we have a deal. I will contact you later with the details of the agreement."

With that, Intaka turned and left. As the door closed behind him, Willis collapsed back in his chair.

It had worked! He had heard of the Warworlders' hatred for the Draconians, but he hadn't been sure he could rely on it to lower the price of their services. He could barely believe it, but it had worked. Perhaps he wasn't going to hate this job so much after all.



Silent Death

The Black Hole

Mike Trudgeon and Harvey Newcomb had been working the pilots in their squadrons like dogs. Today, they each had half of their best pilots out on training exercises, scrimmaging each other. As the protectors of one of the most highly prized planets in the galaxy, the Unkulunkulu Seapilots had to be ready to take on vastly superior forces and win. Since the Seapilots' resources were severely limited when compared to many of their opponents', their dogfighting abilities had to make up for what they lacked in ordnance.

Scenario 5: The Black Hole

Always trying to keep in tip-top form lest other try to rob them of their freedom, the pilots of the Unkulunkulu Archipelago often spend long hours running training missions in deep space. It was during one such run that the Unkulunkulu Seapilots ran afoul of a raiding force from the Luches Utopia.

To avoid a run-in with the Utopians, the Seapilots made a dash for the outskirts of a nearby black hole, hoping that the raiders wouldn't be foolhardy enough to follow them inside of the hole's domain. Sadly, their hopes were dashed as the Utopians failed to be swayed by the imminent danger.

Forces

Elements from the Unkulunkulu Seapilots: Set up first in Areas C, D, E and/or F.

Dart A —	Pilot (Plt 9, Gnr 9)
Dart B —	Pilot (Plt 6, Gnr 8)
Dart C —	Pilot (Plt 5, Gnr 7)
Dart D —	Pilot (Plt 5, Gnr 5)
Hell Bender A —	Pilot (Plt 7, Gnr 6)
Hell Bender B —	Pilot (Plt 5, Gnr 6)
Hell Bender C —	Pilot (Plt 5, Gnr 5)
Hell Bender D —	Pilot (Plt 2, Gnr 5)

The Utopian Raiders: Set up second along Edge 1.

Sorenson III A —	Pilot (Plt 7, Gnr 5) Gunner (Gnr 6)
Salamander A —	Pilot (Plt 6, Gnr 4) Gunner (Gnr 5)
Blizzard A —	Pilot (Plt 5, Gnr 6)
Blizzard B —	Pilot (Plt 5, Gnr 5)
Blizzard C —	Pilot (Plt 5, Gnr 3)
Blizzard D —	Pilot (Plt 1, Gnr 5)
Pit Viper A —	Pilot (Plt 8, Gnr 7)
Pit Viper B —	Pilot (Plt 5, Gnr 1)

Special Rules

- 1) Use the rules for black holes on page 80. There is one black hole on the board, and it has a radius of 10 hexes.
- 2) Use the slingshotting rules on pages 70–71.
- 3) The Unkulunkulu player places the black hole in Area E or F before either side sets up.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie result is a draw.



Scenario 6: Screening Force

In late 7 AL, the *Void Stalker* rogue fighter wing was making substantial headway against worlds still cut off from outside aid by the Terran-Hatchling War, attacking poorly defended targets almost at will. Their stiffest resistance to date was offered by the remnants of the Damaskus Confederation over Cairo Beta IV.

Although they had taken heavy losses during the Terran-Hatchling War, the Damaskans had managed to rebuild their decimated forces in almost record speed. They weren't about to lose everything they'd worked so hard to regain.

In this particular action, *Void Stalker* forces are trying to make their way to the planet's surface for a raid on manufacturing installations. Only scant Damaskus forces and a few Laser Satellites stand in their way.

Forces

Mixed Damaskus forces: Set up first, placing each vessel at least 12 hexes apart.

Thunder Bird A —	Pilot (Plt 8, Gnr 8)
Thunder Bird B —	Pilot (Plt 6, Gnr 6)
Thunder Bird C —	Pilot (Plt 5, Gnr 5)
Thunder Bird D —	Pilot (Plt 5, Gnr 4)
Epping A —	Pilot (Plt 4, Gnr 7)
	Gunner A (Gnr 6)
	Gunner B (Gnr 6)
	Gunner C (Gnr 5)
Epping B —	Pilot (Plt 3, Gnr 3)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
	Gunner C (Gnr 4)

Two *Void Stalker* Elements: Set up second along Edge 1 (using the long map setup).

Night Hawk A —	Pilot (Plt 10, Gnr 9)
Night Hawk B —	Pilot (Plt 7, Gnr 6)
Pharsii II A —	Pilot (Plt 7, Gnr 9)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
Pharsii II B —	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)

Special Rules

- 1) Do not use the standard map configuration for this scenario. Instead, use the long map setup as shown on page 103, placing the maps next to each other by their short ends, making a longer map than normal.
- 2) The Damaskus player must place two Laser Sats anywhere on the playing surface before either side sets up. Use dice or asteroids to represent these.
- 3) Each Laser Sat fires at the beginning of every Cannon Fire Phase at every *Void Stalker* vessel within 10 hexes. Each attack uses 3D8 as its attack dice, does Low damage and has Pulse Laser range increments. Each Laser Sat has a Defensive Value of 14 (despite the fact that they cannot move) and can jam tracking torps as vessels do, except that each may attempt jamming against *all* tracking torps. These jamming attempts succeed on a 1D4 roll of 1–2 per torp. Laser Sats may not dodge torps which make it into their hexes. Laser Sats can only be engaged by enemy cannon fire at a range of 10 hexes or less. Each Laser Sat can take 10 damage points before being destroyed. Their attack capability is never reduced due to the acquisition of nonfatal damage. Starcraft may not perform a turn nor end a Movement Phase in a Laser Sat's hex.

Victory Conditions

The *Void Stalker* player must achieve both of the following victory conditions by the end of game turn 10 in order to win the game:

- Both Laser Sats must be destroyed.
- Two *Void Stalker* starcraft with a current Drive number of 10 or greater must leave via Edge 2.

If the *Void Stalker* player fails to fulfill both of these requirements before the end of game turn 10, then the Damaskus player wins.

Over the years since the Empire had been destroyed, the Seapilots had developed from a ragtag association of second-rate pilots and gunners into a first-class defense force. The way they kept their combat edges honed to razor sharpness was by constant practice.

"Just like anything else in life," Trudgeon muttered to himself. "You gotta use it or lose it."

Suddenly a meld laser blast seared through the void in front of him, narrowly avoiding his bow. Trudgeon swore up a blue streak.

"Tepe? Cooney? Yanez? Who the hell was that? I'm going to check your ship logs when I get back, and the clown that nearly blew my nose off is going to be grounded for two weeks!"

Then Trudgeon heard laughter over the ship's communicator. "Cool down, Trudge. You can't bust someone who ranks as high as you do."

Trudgeon recognized the voice. "Harv," he grumbled, "you and I



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are going to have some words about this when we get home.”

Newcomb laughed him off. “Come on, Trudge, I didn’t even scratch your pretty paint job. No harm done.

“I was just blowing off some steam. After all, we’ve been out here for hours.”

“That’s right, Captain,” chimed in Nensel. He was in Newcomb’s squadron, and he knew Trudgeon couldn’t bust him. “And I think your suggestion to get our butts back to the base is a marvelous one.

“I second that!” said Kristofek, another of Newcomb’s pilots.

“Let’s put it to a vote,” said Newcomb. “All in favor?”

Every pilot on patrol chimed in, except Trudgeon. “Aye!”

“Opposed?” The airwaves were silent.

“Motion carried!” proclaimed Newcomb. “All right, folks, let’s head on home.”

The four Hell Benders and four Darts lined up in formation and started the long journey back to their planetoid home.

The Mini-Campaign

Once you’ve played the scenarios presented in *Silent Death*, you may want to play a multi-scenario campaign in which you select your forces and provide your own reinforcements between battles.

The Mini-campaign is played in a series of six scenarios—each of which is a slightly modified version of the Advanced Scenarios. However, players purchase their own forces which they must deploy and keep track of from scenario to scenario.

The Mini-campaign is designed to involve two distinct “sides” which battle each other from one situation to the next. Though several players may be involved, all situations in the Mini-campaign are phrased in terms of two sides.

Preparation

Before the campaign can begin, each side must buy its starting forces—its “squadron” of campaigning fighters. These purchases are made with an allotment of 500 points per side. Starcraft are purchased for their BPV value, while crewmembers are bought for their point costs, just like normal. Players are allowed to buy more or fewer pilots and gunners than are needed by their initial vessel purchase. Players must spend all 500 points—they may not be saved for use later. Record all purchases on the Mini-campaign Roster found below. Players should give their forces a unit name (like “The Destroyers” or “Reaper’s Own”) and design a simple insignia or badge which identifies the unit.

To add some flavor to the game, players may specify that starcraft purchases by each side must be restricted to models which are unavailable to the other side. In this case, each side should roll 1D10. The high roller selects one starcraft design that is only available for purchase by his or her side. Then, the low roller selects a different model which only his or her side may buy. Alternate back and forth until all the starcraft designs are sanctioned in this way. Proceed to select vessels from this restricted pool of starcraft types and enter the

final purchases on the Mini-campaign Roster. Later in the campaign when reinforcements are purchased, each side is still restricted to buying from their own pool of vessel types.

The last step in preparing for the Mini-campaign is to designate one side as Side A, and the other as Side B. It does not matter which is which, so one side should roll 1D6—if the result is 1–3, that side is Side A; if 4–6, that side is Side B.

Campaign Mechanics

Once each side has selected its starting forces and determined who is Side A and Side B, the first scenario of the Mini-campaign may begin. Refer to the scenario descriptions below. Note that it is not necessary for each side to always field all of its forces for every scenario—participation is always optional for each unit.

In each scenario, players are likely to lose fighters and crewmembers to enemy fire. Once destroyed, a starcraft must be removed from that side’s roster. Once killed, pilots or gunners must also be removed from the roster. These forces are no longer available for use in future scenarios of the campaign.

All non-destroyed starcraft left on the map at the end of a campaign scenario are recovered and available for use in the next scenario, as are forces which exited the playing surface. Only 20 damage points may be repaired on each vessel in between each scenario. Damaged craft may be brought into a scenario if a player desires.

In between each scenario of the campaign, both sides have the opportunity to buy reinforcements which are then added to their rosters. The conditions and point values follow:

- If a side has won the preceding scenario, it gains 150 points.
- If a side lost the preceding scenario, it gains 50 points.
- If the preceding scenario was a draw, each side gains 100 points.



Players may buy starcraft, pilots and gunners as desired. These forces are immediately available for the next scenario.

Reinforcement points need not be completely spent in between each scenario. Some or all may be saved for expenditure in a later post-scenario interval. Keep a side record of those reinforcement points acquired, spent and saved.

Players are encouraged to use the *Experience* rules on page 66 when playing the Mini-campaign.

The Scenarios

The Mini-campaign consists of six scenarios played back-to-back in the order given here. Before each scenario begins, players determine which of their roster's starcraft they will commit to the battle. These vessels are then manned by any of the pilots and gunners available on the roster (player's choice).

After finishing each scenario, the player can recover their starcraft and make whatever necessary repairs to them, as well as purchase new forces as described above.

1) Scenario 1: Rescue. Side A takes the role of the recovering player, Side B takes the role of the defending player. Side A must recover the Life Pod placed by Side B. Side B may not field more than 300 Total Point Values worth of forces. Any starcraft in Side A's force may pick up the pod.

2) Scenario 2: Into the Minefield. Side B takes the role of the attacker who must brave the minefield and destroy the Comm Sat placed by Side A. Side B need not perform the torp launch against the off-board target, nor exit any of his forces to win.

3) Scenario 3: Enemy in the Belt. Side A must set up in the asteroids, while Side B sets up along the board edge.

4) Scenario 4: Swiss Cheese Space. Side A must set up in the wormhole field on Board 1, while Side B sets up along the edge of Board 1.

5) Scenario 5: The Black Hole. Side A sets up in the middle of the board, while Side B sets up along the edge.

6) Scenario 6: Screening Force. Side B takes on the role of the attacker. Side A must place two Laser Sats anywhere on the playing surface and distribute his or her starcraft evenly among the two map sheets. Up to 12 ships can be deployed by Side A.

Mini-Campaign Victory

The winner of the Mini-campaign is the side which has won the most scenarios. If both sides have won the same number of scenarios, the players should then play a tie-breaking game with each side using all of its remaining ships. The side that wins the tie-breaker is the winner of the Mini-campaign.

Mini-Campaign Roster

Unit Name:	Insignia:	
Starcraft	Pilots	Gunners

The Next Millennium

Trudgeon swallowed his irritation with Newcomb and yelled, "Last one back to Graceland buys the beer!"

And so the starfighters were zooming along at a good clip when Korinko spoke up. "Um, guys? I've got some UFOs at two o'clock. Anyone recognize their signatures?"

Trudgeon switched over to his long-range sensors, and there they were: eight ships coming right at them. Nensel spoke first.

"I count a Sorenson, a Salamander, two Pit Vipers and five Blizzards. An even stranger group than our own."

"I've seen these signatures before," said Newcomb. There was a tension in his voice that Trudgeon had never heard before. "They're from the Utopia."

Newcomb had been living on Number 6, one of the Luches planets, when the Grubs arrived. The government had abandoned the people on the planet to the nonexistent mercies of the Night Brood.

Newcomb had been



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part of the planetary defense wing. When the bulk of the navy pulled out, he had led a mutiny against the commanders. He refused to leave his friends and family behind, entirely undefended.

The commanders had reluctantly let him go, not wishing to spare any resources to quibble with a person they regarded as a madman. Newcomb gathered a force of twenty starfighters to stand against the Grub invasion. It wasn't nearly enough.

When it was obvious that the planet had been overrun, Newcomb and two other surviving pilots struck out for parts unknown. Looking back at their desecrated planet, they vowed that they would someday return and drive the Hatchlings out of their home. In the meantime, they would be content to take their revenge on those who had abandoned them in their greatest moment of need: the Utopians.

Still, three ships would be no match against the Utopian

Designing Your Own Scenarios

Using the *Silent Death* points system, it's easy to devise simple, fairly balanced scenarios of your own. These can feature any number and type of starcraft on each side, in any combination that you like, allowing for an almost infinite amount of variety.

When designing your own scenarios, use the following simple procedure.

- 1) Select a build point level of 50 or more points to be used by each side in the scenario. The higher the build point total, the larger and more involved the game will become.
- 2) Each player should select vessels and all necessary crewmembers. See the table below for a list of each ship's Basic Point Value. Each point of Piloting and Gunnery costs one point, too. The cumulative Total Point Value of all vessels purchased and outfitted with crews may not exceed the side's available build points.
- 3) Assemble all the starcraft displays necessary for each side's forces.
- 4) Set up each side's forces, one along Edge 1, the other along Edge 3. Use a pregame initiative roll to determine whose side must set up first. Then begin the first game turn.
- 5) Play 10 turns.
- 6) At the end of 10 turns, each side should count up the Total Point Values of all opposing craft that they have destroyed. The side with the highest total wins.

This procedure offers quite a bit of variety, as you can experiment with all sorts of different types of ships, using them in a number of different combinations. Also, by setting the point level, you're controlling how complex the game will be. The higher the number of points each player has to purchase his or her forces, the more involved the game will be and the longer it will likely take.

Plus, more *Silent Death* supplements are released all the time, and these supply you with even more ships to play with.

Purchasing Forces

The *Starcraft Point Cost Table* makes it easier for you to purchase forces. Once you get to know the ships, flipping through the starcraft displays just to make sure of a vessel's Basic Point Value can be tedious. Now all you have to do consult this table. It also lists the number of crew members each ship carries, to help you remember how many points you'll need to spend on crew skills after you purchase the ship.

Starcraft Point Costs Table

Starcraft	Basic Point Value	Crew
Pit Viper	12	1
Spirit Rider	18	1
Blizzard	19	1
Dart	21	1
Thunder Bird	25	1
Kosmos	27	1
Hell Bender	32	1
Talon	33	1
Shryak Shuttle	34	2
Teal Hawk	43	1
Night Hawk	47	1
Death Wind	60	2
Lance Electra	60	2
Salamander	66	2
Sorenson III	68	2
Sentry	80	3
Glaive	106	2
Epping	119	4
Revenge	120	2
Pharsii II	120	4
Seraph	121	2
Drakar	121	5
Star Raven	125	4
Betafortress	216	5
Betafortress Alpha	218	6
Betafortress Beta	220	6



The Starcraft

It is perhaps *Silent Death's* greatest strength that certain fighters can easily decimate particular foes while being susceptible to others sometimes half their size. The various mixes of weapons, armor and speed have telling effects on the *Silent Death* battlefield, but no matter how well-balanced the design, it always seems that an Achilles' heel can be found by a cunning opponent.

The 24 starcraft for which Starcraft Displays are provided (in the back of the book) are listed below, complete with specifications and some comments to help you get a handle on the roles that each ship plays in the game. The entries have been arranged in alphabetical order, based on each ship's nickname. You may want to refer to the ship's starcraft display while reading its description for full details on it.

Pyramidis Shipyards 340 Model B/C "Betafortress"

Crew: 5

Maneuvering Thrust: 0.067 km/s/s

Mass: 1500 tons

Translight Capability: 5 light-years/day

Armor: Reinforced Crystanium

Atmospheric Capability: None

Armaments:

2 x Mk. 10 Plazguns

4 x Mk. 15 Blatguns

8 x Mk. 10 Splatterguns

3 x Missile Launchers (Magazines: 20 missiles)

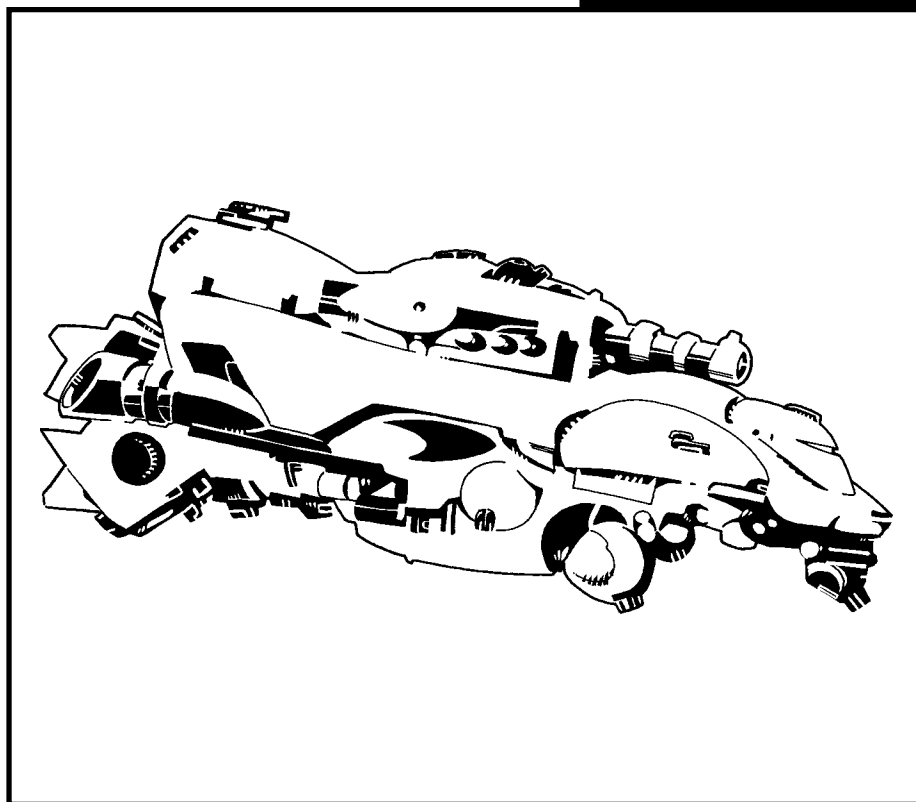
5 x Mk. 50 Torp Loads

10 x Mk. 10 Torp Loads

Commentary: House Ptolemus's own Pyramidis Shipyards originally built this exceptional gunboat, but with the house's destruction, the design has passed into the public domain. The "Betafort," as its crews often refer to it, packs a double wallop with two Plazgun turrets, while blast cannons and missile launchers round out its point defenses.

Though the Betafortress carries a hyperdrive, this is often removed by in-system defense forces. In its place, an extra gunner can staff a handy, rear-mounted Disruptorgun or twin Splatterguns. Such field modifications are commonly made by tech-crews during wartime, and these altered ships are generally termed the Betafort Alpha and Betafort Beta.

What more can be said? Huge, plodding and very, very deadly, the Betafort defines the upper limits of gunboat parameters. Any half-decently crewed Betafort will cost over 250 points; too expensive for many low-valued force purchases. Tactical limitations will prevent its arrival in all but the largest design-your-own scenarios. Its torp attacks can be glorious and should not be ignored. Bank on the Betafort being able to cripple or destroy two enemy ships per turn of engagement.



forces, even as harried as they were by the Grubs. Newcomb and his two compatriots made a solemn vow that their retribution would someday occur.

After that, they had made their way to the Unkulunkulu Archipelago, which they had heard was a haven for pilots surviving the Terran-Hatchling War. There they had joined up with the Seapilots, biding their time and honing their skills.

Since then, the Grubs had been mostly killed off, driven underground or gone into hibernation after having killed every-

Silent Death

thing in their path. That left only one outlet for Newcomb's rage: the hated military of the Luches Utopia. And now here they were.

True, these weren't the same people that had pulled out of Number 6, leaving thousands of helpless people behind. But they were their partners, and that was good enough for Newcomb.

When Newcomb said, "They're from the Utopia," Trudgeon knew what that meant. Even if these ships weren't looking for a fight, they were definitely going to get one.

"Look, Harv," he began, "now isn't the time or the place." But it was already too late. Newcomb's Hell Bender was already breaking off from the formation and heading directly toward the Utopians.

"Harv!" Trudgeon shouted, but it was no use. He cursed his friend up and down. Right in the middle of a particularly colorful phrase, he noticed the rest of the Hell Benders breaking off to follow Newcomb.



Imperial Transtar IO10 series E "Blizzard"

Crew: 1

Maneuvering Thrust: 0.156 km/s/s

Mass: 150 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

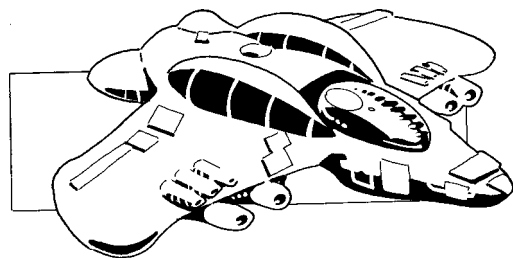
Armaments:

1 x Mk. 10 Disruptorgun

4 x Mk. 10 Torp Loads

Commentary: As with all of Imperial Transtar's ships, the fall of the Terran Empire has cast the Blizzard's design into the public domain, as there remains no entity, corporate or otherwise, to lay claim to the copyrights and patents. Predecessor to Transtar's line of "Hawk" fighters, the Blizzard is a very rugged, well-tested and popular design. The Disruptorgun, main armament restricts this interceptor to close-in work, but the supplementary torpedoes provide a flexibility rare in such small combat machines. Tried and tested, the Blizzard is currently produced by shipyards across Terran space.

Characteristic of the smaller fighters, the Blizzard is fast and lightly armored. Fortunately, it holds its weapon for 12 hits. That weapon, the Disruptorgun is best suited for close-quarters fighting. To ensure maximum effectiveness, a flight of Blizzards demand a good squadron leader so that the initiative will bring late-moving fighters right up to their targets for point-blank shots. The 4-torp load gives the Blizzard great flexibility, as few opponents can manage to laugh off a complete salvo.



Red Star Dynamics C.A.L. 220 flash "Dart"

Crew: 1

Maneuvering Thrust: 0.194 km/s/s

Mass: 140 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

Armaments:

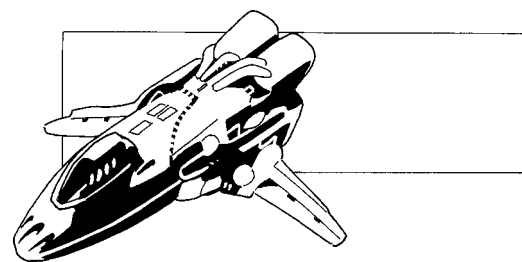
2 x Mk. 10 Pulse Lasers

1 x Mk. 10 Minigun (Ammo: 9,000 rounds)

Commentary: Despite the fact that it's small and lightly armored, the Dart deported itself well during the Terran-Hatchling War. Although Darts often serve as part of an escort for a larger ship, a handful of these zippy crafts can act as an excellent strike force. Often they've been and gone before the target has any time to come up with a response.

The Dart may not take much damage, but it's the toughest fighter to hit, and it tenaciously holds its speed up to the very end. Since it has no torpedoes to use against larger craft, the Dart is best used against small opponents like the Pit Viper and Blizzard. Its weapons really don't have enough punch to allow it to brawl with vessels out of its class.

Still, there is something to be said for sheer force of numbers. It is not unheard of for even a mighty Betafortress to fall to a large enough force of Darts. It's similar to hive of bees attacking a human. A single sting is rarely enough to do any real damage, but after a while, the effect of all those tiny jabs add up.



Delta Combine PKM-221 "Death Wind"

Crew: 2

Maneuvering Thrust: 0.140 km/s/s

Mass: 400 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

1 x Mk. 15 Ion Ram

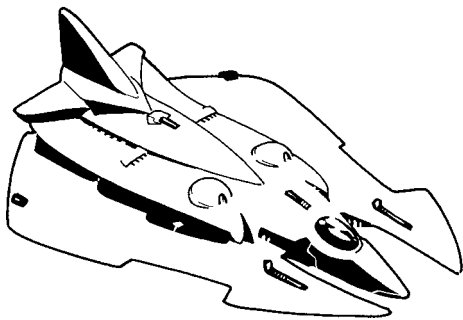
2 x Mk. 10 Splatterguns

1 x Mk. 10 Minigun (Ammo: 24,000 rounds)

4 x Mk. 20 Torp Loads

Commentary: The Death Wind is a powerful combatant, particularly when facing medium fighters. The Ion Ram makes short work of most foes, while the second crewmember can keep enemy vessels off the Death Wind's tail. Many aces owe their status to this fighter's balance of armor and firepower, which insures that the Death Wind will operate for many years to come. Delta Combine was an independent Imperial producer, but they've fallen on hard times. At one time, the PKM-221 was only sold to a few favored Provincial powers, but these days, they'll sell them to anyone willing to buy.

One of many medium fighters, the Death Wind is distinguished by the impressive Ion Ram. In conjunction with the Minigun, Splatterguns and a Drive of 14, the Death Wind can hold its own against light and medium opponents. Note that after some initial armor is overcome, the Death Wind falls apart rapidly, and it's apt to lose its main armament quickly.



Krote-Khol Systems SFX20-d "Drakar"

Crew: 5

Maneuvering Thrust: 0.078 km/s/s

Mass: 1000 tons

Translight Capability: None

Armor: Crysteel Double Hull

Atmospheric Capability: None

Armaments:

1 x Heavy Plazgun

1 x Railrepeater (Ammo: 4000 rounds)

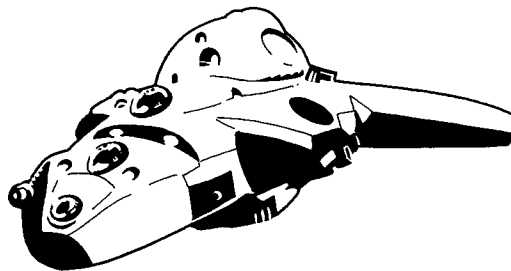
6 x Mk. 10 Pulse Lasers

2 x Missile Launchers (Magazine: 10 missiles each)

2 x Mk. 10 Torp Loads

Commentary: The Drakar is a MPAC design produced by the House LeGrange affiliate, Krote-Khol Systems. Known more for their Escort Class vessels, Krote-Khol has succeeded with this production model gunboat. The Drakar usually sees duty with heavy fighter wings. Considering that it usually faces smaller vessels in combat, its Heavy Plazgun weapon turret can be irresistible. Due to House LeGrange's losses in the Terran-Hatchling War, it no longer manufactures the ship, but it has licensed the design to several independent manufacturers, ensuring a steady supply.

Though it initially strikes one as being very powerful, the Drakar is vulnerable in many areas. The Pulse Lasers and small Missile Launchers aren't powerful enough to fend off hordes of attrition fighters, and the Heavy Plazgun, though devastating, can only engage other gunboats. Support each Drakar with a few smaller fighters if you want to keep it around.



The Next Millenium

"Walrus Squadron! Hold it right there! We are severely outgunned. Even you morons should be able to see that we cannot stand with these ships toe to toe."

"Well," drawled Kristofek, "unless you got yourself a better idea, Trudge, we're going after him. You never run out on one of your own."

"And you never try to get them killed either!" Trudgeon shot back.

"Porpoise Squadron, you're with me." He scanned his long range sensors desperately, looking for some kind of cover he could lead the Seapilots into. Their smaller, faster ships would fare better in cramped quarters of any kind. Out here in open space, the advantage went to the Utopians.

He saw it right away, but at first he refused to even acknowledge it. Then, when he realized there was no other choice, he made a decision that, if it went wrong, he hoped he'd live to regret.



Silent Death

“Seapilots, I’ve got a space-time anomaly at ten o’clock, about three hundred kilometers away. We’re heading for it.” The other Darts all fell in right behind Trudgeon’s.

“You hear that Walruses? Harv! We’re not following you into that death trap. If you want some support, meet us at the anomaly.”

“What the hell is he talking about?” complained Korinko as he sped off after Newcomb. “What anomaly?”

“He means the black hole, you idiot,” Cooney supplied.

“Oh,” was all Korinko could say.

Newcomb’s anger was still raging within him, but the cold reality of his situation was starting to sink in. Trudgeon wasn’t following him, and neither was half the force. He was happy to see his squadron had backed him up to a man, but it gave him little consolation.

There was no doubt that the four Walrus Hell Benders could take on the Utopian force. It was time to make a hard decision.

Arc Gotha MPAC-17 c “Epping”

Crew: 4

Maneuver Thrust: 0.109 km/s/s

Mass: 1000 tons

Translight Capability: None

Armor: Fortified Crysteel

Atmospheric Capability: Full

Armaments:

1 x Mk. 20 Meld Laser Cannon

12x Mk. 10 Pulse Laser Cannons

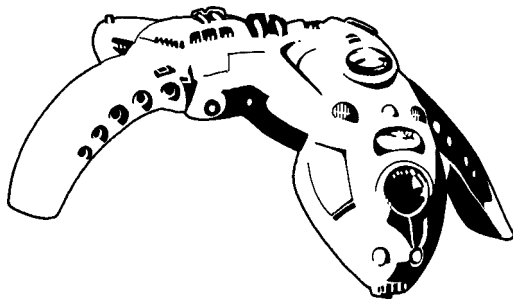
3 x Missile Launchers (Magazine: 30 each)

4 x Mk. 30 Torp Load

Commentary: A gunboat design from Arc Gotha of House Devon, the Epping is now a formidable gunboat, as its laser defenses are no longer underpowered. The missile launchers are the most formidable of any fielded by this class of vehicle or smaller. For added bite a barage of four Mk 30 torps were added, and its defenses shored up. Unfortunately the upgrade in damage reduction didn’t reinforce the weak internal structure this vessel has always suffered from. While the Epping now comes on like a bulldog, it still has a very fragile glass jaw.

The Epping is commonly available, and is excellently priced, as it is still having problems overcoming the poor reputation of its predicesor.

Even when the gunners are good, this gunboat has to get in close to be effective. Many of its potential targets can easily engage it from beyond 10 hexes. But when the range is right and all three of those launchers lock-on, watch out. Best keep the Epping on smaller opponents.



Jasper Machines Y910b G1 / U1 “Glaive”

Crew: 2

Maneuvering Thrust: 0.119 km/s/s

Mass: 900 tons

Translight Capability: None

Armor: Reinforced Crysteel

Atmospheric Capability: None

Armaments:

1 x Mk. 10 Plazgun

1 x Mk. 10 Splatterguns

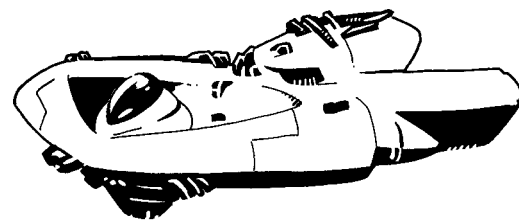
1 x Protobolt Projector (Ammo: 4 protobolts)

2 x Missile Launchers (Magazine: 20 missiles each)

3 x Mk. 40 Torp Load

Commentary: The Glaive was originally produced by House Ptolemus, but has now fallen into the public domain. Combat testing proved that the Glaive could both take it and dish it out, particularly with its burgeoning Plazgun weapon mount. Most analysts originally predicted that the design would fail because it incorporated so many different weapon technologies into one craft. Jasper Machines proved these skeptics wrong—dead wrong. Too bad they’re not around to reap the fruits of their labor.

A stock heavy fighter, the Glaive is a good match for the Pharsii, since its powerful Plazgun helps make up for only having one gunner. With an added point-defense system, increased missile and torp payloads the Glaive has become a superior two man dogfighter. Its strength lies in its size, which helps it absorb considerable damage. Here the shortcoming are its low drive, and how easy it is to hit.



Ironhorse F/S 11-a "Hell Bender"

Crew: 1

Maneuvering Thrust: 0.142 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crysteel w/belt

Atmospheric Capability: Full

Armaments:

1 x Mk. 20 Meld Laser

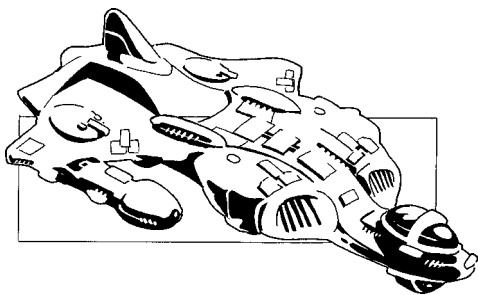
1 x Mk. 20 Autocannon (Ammo: 16,000 rounds)

2 x Mk. 9 Pulse Lasers

2 x Mk. 30 Torp Loads

Commentary: Ironhorse was a subsidiary of House Colos, but when the Colosians escaped to the stars during the Terran-Hatchling War, they left the people of Ironhorse behind, and they became independent. The Hell Bender, along with many other Ironhorse designs, is in operational use in just about every space navy inside the frontier. As an all-purpose fighter it stands up well to any other in its class. The pair of Mk. 30 torps gives it an impressive boost in firepower. The fighter's Autocannon is a standard repeating mass driver, but the ammo load is, as always, restrictive.

The Hell Bender offers its pilot many weaponry options. Using the optional rule that permits a crew member to fire multiple cannon systems each turn makes the Bender even deadlier. The Bender's bane is a crit on the eighth hit. Use it to draw fire from light fighters while maneuvering for shots against primary targets. The torps are effective and should be used wisely. Discharge them close-up and personal.



Caladyne Industries BUUR-3 (export) "Kosmos"

Crew: 1

Maneuvering Thrust: 0.168 km/s/s

Mass: 250 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

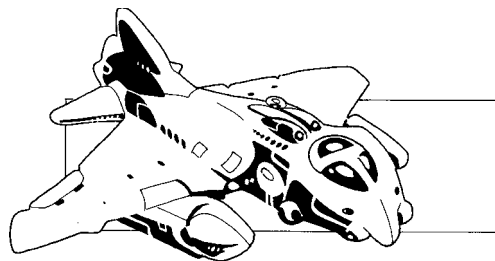
Armaments:

1 x Mk. 9 Minigun (Ammo: 18,000 rounds)

1 x Missile Launcher (Magazine: 10 missiles)

Commentary: The Kosmos was manufactured in the Imperium for over twenty years. Full production of this model ceased over ten years ago, as upgrades to its design could not keep pace with new models built by other defense contractors. Nevertheless, the Kosmos has managed to hang on while many newer models have faded away due to the machine's relative ease of repair and the availability of necessary parts. This particular export model, which has upgraded engines, is favored by House Colos.

An enigma in fighter designs, the Kosmos relies completely on ammunition-dependent armaments, leaving it no resort in case of depletion. Its staying power in combat is woefully short-lived, so use it to make a quick strike with the Missile Launcher, then dance around with the smaller opponents for Minigun shots and pray for doubles. Don't waste your precious time sending Kosmos fighters in against heavy hitters like gunboats—they won't get the job done.



The Next Millenium

He hailed the Utopian ships, and their leader answered. "This is Captain Endé Akimbo of the Luches Utopia. Do you have any last words before we blow you into dust?"

The man's tone was cold and hard. It reminded Newcomb of the commander who had ordered the navy to leave Number 6. He felt his anger swell within him.

"Listen you fascist bastards—"

He was interrupted by Kristofek. "Hey, Newcomb! Is this a private party or can anybody join?"

The Utopian leader's haggard face lit up on Newcomb's comscreen. "Newcomb? Harvey Newcomb, I presume." He had Asian features, but his skin looked gray in the green light from his cockpit displays. Newcomb recognized the explosive collar around his neck that all Luches military personnel were required to wear. He had been shaved bald, but his white eyebrows and the lines carved into his



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face by debauchery and the years showed his age.

The man laughed cold enough to send chills up a skeleton's spine. "The Utopia's been looking for you for a long time, pretty boy. You're even on Luches's list of traitors." The man seemed distracted for a moment, reading some information flowing across the bottom of his comscreen.

"And there's a handsome price one your head." The man smiled and stared directly into the comscreen. "I've got just one thing left to say to you, loser. My name's Endé Akimbo, and I'm going to carve that on your grave!"

Newcomb returned the grin as savagely as he could, before ending the contact. "Catch me if you can, slave-boy!"

Then he broke off his intercept course and headed back to rendezvous with the Porpoise Squadron on the outskirts of the black hole. The other members of Walrus Squadron fell in behind him and followed him toward the anomaly.



Palomar-Lockheed CR5000 (export) "Lance Electra"

Crew: 2

Maneuvering Thrust: 0.12 km/s/s

Mass: 420 tons

Translight Capability: None

Armor: Crysteel w/belt

Atmospheric Capability: None

Armaments:

2 x Protobolt Projectors (Ammo: 4 protobolts each)

1 x Mk. 10 Pulse Laser

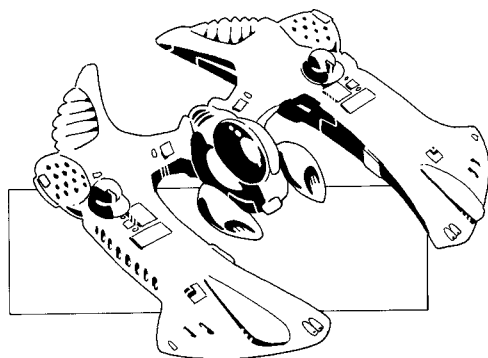
1 x Missile Launcher (Magazine: 20 missiles)

2 x Mk. 30 Torp Loads

2 x Mk. 10 Torp Loads

Commentary: Palomar-Lockheed was an old, but struggling Imperial firm when the Hatchlings arrived. The Lance Electra was an attempt to regain status in the fiercely competitive fighter industry. Unfortunately, it has never performed up to promised design specifications, being relatively slow and lacking combat staying power. Still, since the design is now in the public domain, you're fairly well guaranteed to see this ship around for some time to come.

Think of the Electra purely as a strike fighter. Close with the target, unleash two full spreads of Protobolts and the Mk. 30s, then "get the hell out of Dodge." The Missiles are best used for self-defense while inbound and outbound from the target. The low-powered Pulse Laser is only useful under very limited circumstances—it's nothing to be relied upon. The Lance Electra isn't keen for a dogfight, so don't get embroiled in one.



Imperial Transtar 1220 series "Night Hawk"

Crew: 1

Maneuver Thrust: 0.150 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

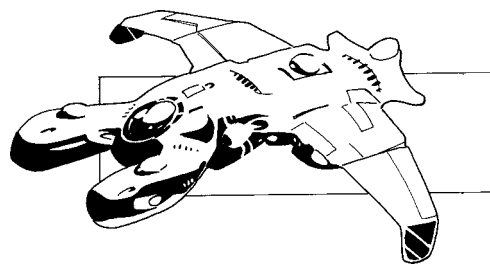
Armaments:

6 x Mk. 10 Splattergun Blast Cannons

1 x Mk. 20 Meld Laser Cannon

Commentary: Transtar's Night Hawk is the attrition fighter of choice for nearly every military force. Its Meld Laser is well equipped to engage larger vessels, while its Splatterguns makes short work of enemy SPAC Fighters at short range. Its design now in the public domain, the Night Hawk's lack of warheads actually works in its favor in locales where such ordnance is hard to come by and supply ships may be few and far between. A strong and persevering craft.

Ah, the Night Hawk! How many players have that reaction when they discover they'll be flying one? It's those devastating "Medium + 10" Splatterguns that really get the adrenaline flowing. The psychological damage you inflict on your opponent when you fire this weapon is as important as shot's results. But there is a good reason why the Night Hawk is so cheap—susceptibility to torp attacks. The Night Hawk's Splatterguns force a headlong rush towards enemy ships, but that is quickly curtailed by three or four torps dropped head-on at 15–20 hex range. Oddly enough, the best counter to a Night Hawk is the lowly Thunder Bird or a pair of Spirit Riders.



Heavy Metals PWHa2 "Pharsii II"

Crew: 3

Maneuver Thrust: 0.141 km/s/s

Mass: 900 tons

Translight Capability: None

Armor: Crystanium w/belt

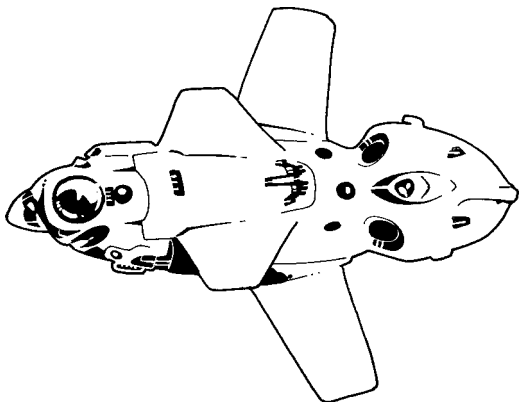
Atmospheric Capability: Full

Armaments:

- 1 x Mk. 30 Turbo Laser Cannon
- 8 x Mk. 10 Splattergun Blast Cannons
- 1 x Missile Launcher (Magazine: 20)
- 1 x Mk. 20 Explosive Torpedo
- 2 x Mk. 10 Explosive Torpedoes

Commentary: A *tour de force* production by an up-and-coming armaments manufacturer, the Pharsii II is a truly powerful design. Based upon an earlier, undergunned version, this newer edition of the craft has an increased weapons load at the cost of its predecessor's larger crew complement, electronics array and engines. The tradeoff has been worthwhile, however, as the Pharsii II is now in extensive use throughout all of Terran space.

The Pharsii is a real power house, but its expense will deter most purchasers. That doesn't mean that the cost isn't justified, though. It's more than deserved, simply by virtue of the design's potential to launch missiles and torps and take three quality gun shots—all in one turn. The second gunner comes in handy during close-quarters fighting, while the generous damage track keeps it in the battle after weaker opponents have fallen to its hammering Splatterguns. A superb dogfighter that most pilots would be happy to fly.



Vott-Messerschmitt VMe.310g "Pit Viper"

Crew: 1

Maneuver Thrust: 0.185 km/s/s

Mass: 90 tons

Translight Capability: None

Armor: Crysteel w/belt

Atmospheric Capability: Full

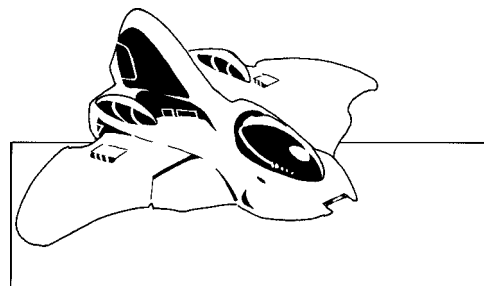
Armaments:

- 3 x Mk. 8 Pulse Laser Cannon

Commentary: An indigenous House Devon design, the Pit Viper has proven to be a popular point defense fighter within its home province, as well as in those to which it has been exported. Pilots like its acceleration, while procurement officers like the low price tag. There are no foreign licensing agreements to build the Pit Viper at this time, but many shadier firms took advantage of the Devonians' absence during the Terran-Hatchling War to pirate the design for themselves.

The best thing that the Pit Viper has going for it is that it's cheaper than dirt. Due to the fact that its design has more or less fallen into the public domain (despite House Devon's protests to the contrary), parts are plentiful and readily available. There's little worse than having to try to fix up a ship when you're light-years away from the parts you need to effect the repairs. That's not a problem with this ship.

The Pit Viper is purely a nuisance fighter. Don't plan to bring the house down with these little guys. Pit Vipers are useless against any vessel with an armor value greater than 2, so keep that in mind when you're allocating their attacks.



The Next Millenium

Trudgeon had hardly been so relieved in his life. "Hey, Harv," he called into the communicator, "glad you could make it."

"I asked along a few guests," Newcomb quipped. "Hope you don't mind. They should be along any minute."

"Aw, you know how I hate unexpected company. If I'd known they were coming...well, now we'll just have to blow them away."

"Sounds good to me," said Newcomb as Walrus Squadron fell into formation with Porpoise. They hadn't long to wait before the battle was met.

As the Luches fighters dashed in towards the Seapilots, Trudgeon and Newcomb led their squadrons deep into the black hole's area of influence. As Trudgeon had hoped, the faster Unkulunkulu ships were able to use the hole's incredibly strong pull to their advantage.

At first, the Luches ships held back from the hole's rim, afraid to wander too close to its center and then not be



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able to escape its gravitic attraction. Eventually, though, Akimbo managed to persuade his pilots that they were safer in the confines of the black hole than risking his wrath.

One particularly determined Blizzard zipped in to take on Cooney's Dart, but the Porpoise pilot banged it on the tail with its minigun. Its engines momentarily failing, the Blizzard was pulled into the center of the black hole and crushed to infinitesimal size.

After that, the Utopian pilots were even more careful, but the Seapilots, emboldened by Cooney's success decided to take the battle to them.

Now outnumbered, the Utopians were frustrated by the vastly superior piloting of the Unkulunkulus. One by one, they were destroyed until only Akimbo was left.

Newcomb hailed the lone Utopian. Even through his comscreen, Newcomb could see the fascist sweating. "Who's having their gravestone carved today?" asked



Caladyne Industries FUUG-1 (export) "Revenge"

Crew: 2

Maneuver Thrust: 0.126 km/s/s

Mass: 770 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

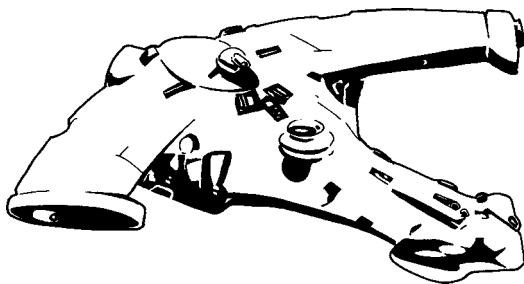
3 x Missile Launchers (Magazine: 5 each)

10 x Mk. 50 Explosive Torpedoes

Commentary: The Revenge is a medium two-person vessel converted from an Imperial stealth ship into the ultimate strike fighter. This TPAC is something of an enigma: marketed as strike vessel—it carries an impressive torpedo load, particularly for a ship in its class—but its staying power is severely restricted by the light missile capacity. The Revenge is rarely seen operating without other fighters, and it is best used with these escorts.

Equipped with the sometimes hard-to-find missile torpedo, the Revenge has proven itself to be an effective fighter against the Hatchling scourge. Whereas its traditional torps are nearly useless against the Grub's unique defenses, the missiles from the retrofitted torpedoes pack enough of a punch to severely wound or possibly destroy even a mighty Muskellunge with a single attack.

If ever there was a design with a single purpose, the Revenge is it. Purely a war-head carrier, the Revenge's ten Mk. 50s will kill what they're fired at. Think of it as a strike fighter which has to release its salvo before it starts taking too much damage.



Vanguard XFiii "Salamander"

Crew: 2

Maneuver Thrust: 0.159 km/s/s

Mass: 400 tons

Translight Capability: None

Armor: Crystanium alloy w/belt

Atmospheric Capability: Full

Armaments:

1 x Mk. 10 Impulsegun Ion Cannon

1 x Mk. 10 Pulse Laser Cannon

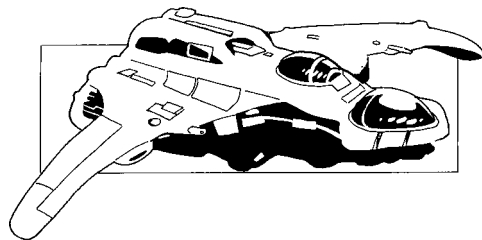
2 x Mk. 10 Splattergun Blast Cannons

1 x Mk. 20 Explosive Torpedo

4 x Mk. 10 Explosive Torpedoes

Commentary: This TPAC Fighter is a well-rounded combatant, well liked by its pilots and weapons officers. Originally of outer provincial design and production, the Salamander forms the backbone of many heavy fighter squadrons based on the frontier. Vanguard has managed to keep an iron grip on the rights to the design of this extremely popular ship. This had kept the price up, but hasn't prevented those who have the means from adding a number of these ships to their arsenals. Thanks to Vanguard's agreements with the Kashmere Commonwealth, parts and supplies for the Salamander are almost always readily available for those that might find themselves in need of them.

All things considered, the Salamander has to be the best all-purpose fighter currently around. With a moderate price tag, good mix of weapons, that all-important gunner and a good torp load, the Salamander should be your vehicle of choice when a scenario's objective is unclear at the time of force purchases.



Pyramidis Shipyards 270 Model S/T "Sentry"

Crew: 3

Maneuvering Thrust: 0.099 km/s/s

Mass: 690 tons

Translight Capability: None

Armor: Crystanium alloy belt

Atmospheric Capability: None

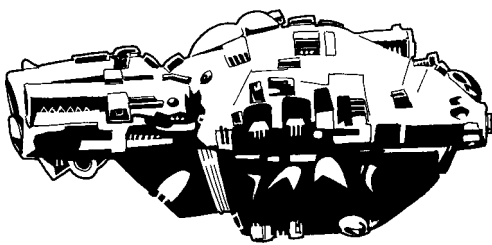
Armaments:

2 x Mk. 15 Blatguns

8 x Mk. 10 Splatterguns

Commentary: The Sentry was built by the Ptolemeans in response to the need for stronger, more defensively-oriented fighters. It serves well in this role, but it is utterly incapable of undertaking raids or deep strike missions against enemy formations. It is considered something of a miracle that Pyramidis Shipyards was able to go from initial concept to full production in just under 200 days. Upgrades to the design have virtually ceased since then. This is because, with the design now fully in the public domain, it's difficult to make any changes and guarantee that spare parts will be universally available.

"A flying brick with a hefty throw weight" is the best way to describe this heavy point-defense fighter. Tactically the Sentry is very limited. Move it to the area you have to defend and keep it there till the game's over or it's dead. The Sentry's greatest enemy is a Heavy Plazgun, though a couple of well-placed Ion Ram shots will ruin its day, too. Good anti-torp systems will eliminate warheads as a threat until it's too late to matter. Expensive, but warranted in certain situations.



Augustus Naval 317dire "Seraph"

Crew: 2

Maneuver Thrust: 0.151 km/s/s

Mass: 800 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

1 x Mk. 30 Turbo Laser Cannon

6 x Mk. 10 Pulse Laser Cannons

1 x Missile Launcher (Magazine: 20)

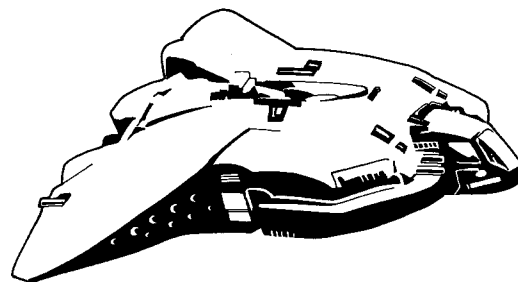
1 x Mk. 50 Explosive Torpedo

4 x Mk. 10 Explosive Torpedoes

Commentary: This TPAC Fighter is a truly impressive combat machine. With a well-rounded array of armaments, it really only suffers from the lack of another crew member to supplement the already impressive firepower.

The Seraph was originally a product of House Augustus-Hayes, a government not well known for its arms industry nor, unfortunately, for its military abilities. The Seraph's popularity has outlasted its creators by a number of years.

This is one tough machine, capable of handling opponents of any size. Use the Seraph's Pulse Lasers against light opponents, its torps against medium foes and the Turbo Laser against heavy gunboats. Because the Seraph is undergunned for its size, you must play to its singular strength: durability. Use the Seraph to draw enemy fire away from your more crucial units. Because it strikes such an imposing figure in a game, your opponent may forget that its bark is worse than its bite.



The Next Millenium

Newcomb as he sailed in closer to the black hole.

Akimbo's answer was an unfettered howl of rage. He launched his battered ship in after Newcomb's, trying to ram it at full speed. He succeeded in clipping the Hell Bender's rudder, but the damage he did to his own ship proved to be fatal.

It's engines severely damaged, Akimbo's Blizzard was inextricably drawn toward the center of the black hole. Although Akimbo forced everything he had left into blasting his way out of there, it wasn't nearly enough. Newcomb listened to him rail against his failing engines until the very end. Then his ship slid in to the darkness and disappeared forever.

Once it was over, the Seapilots took inventory. They had lost four ships of their own, but each of the pilots had managed to eject before their ships had fallen apart. Luckily, none of them had been close enough to the black hole to be drawn in before they were rescued.



Silent Death

Three Luches lifepods had also survived, but the Seapilots were unable to help them right away.

"It's the collars," Newcomb explained. "They're individually keyed to the ships that each crew member's attached to. If they get too far away from those ships, the collars explode. As you might imagine, this can be fairly unpleasant for the Utopians wearing the collar.

"You'll notice that two of the life pods are full of dead people. That's because they drifted too far from their ships.

"The collars can be cut off, but we don't have the tools here to handle this. We'll have to send someone back for them."

After communicating their intent to the surviving Luches, Trudgeon finally called up Newcomb on his comscreen.

"Well, Harv, I hope you're happy with this. We're down four ships, and not much to show for them."

"Hey, Trudge, any day

Aerex SA4000(mod) "Shryak Shuttle"

Crew: 2

Maneuver Thrust: 0.081 km/s/s

Mass: 275 tons

Translight Capability: 13 light-years/day

Armor: Crysteel w/Ordium II belt

Atmospheric Capability: Full

Armaments:

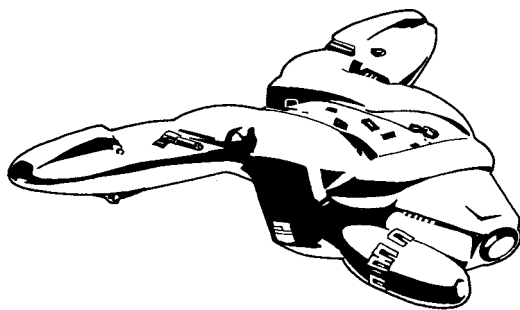
4 x Mk. 10 Pulse Laser Cannons

1 x Missile Launcher (Magazine: 10)

Commentary: This smuggler's craft is a modified version of a stock Inner Provincial hypershuttle. Since it is most often used by blockade runners operating in garrisoned areas, it has been combat-tested time and again and not come up wanting. The Shryak Shuttle is capable of holding its own against smaller military craft for short periods of time, but it requires escorts on missions where the risk of entanglements with the local law are high.

This is an odd design. The Shryak is best used as a moving fire base. The 360° quad Pulse Lasers are the primary armament, and given this shuttle's incredibly tough armor, the guns keep firing to the bitter end. Use the Shryak to defend against intruding flights of small fighters.

With its high Damage Reduction, use this ship to draw fire from your more fragile vessels. It can shrug off shots that would cause pieces to start falling off less-solid ships. Due to its slowness, though, you may need to use your other ships to lure your opponents within the Shryak Shuttle's range. This is one ship that won't be chasing another fighter down.



Transprovincial S 1436b "Sorenson III"

Crew: 2

Maneuver Thrust: 0.135 km/s/s

Mass: 600 tons

Translight Capability: None

Armor: Crysteel w/belt

Atmospheric Capability: Full

Armaments:

4 x Mk. 15 Blatgun Blast Cannons

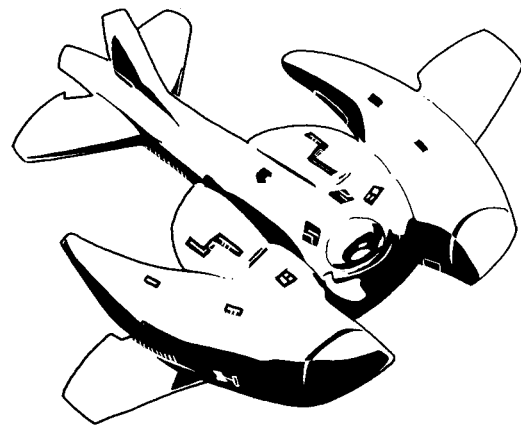
4 x Mk. 20 Explosive Torpedoes

3 x Mk. 10 Explosive Torpedoes

Commentary: The Sorenson III is a full combat version of a design originally intended only for customs and patrol duty with armed forces throughout the inner provinces. As a stopgap conversion distributed widely through arms dealer networks, even its upgraded design is mediocre. It fails in the close combat role, and it is really only useful as a standoff warhead delivery system.

Despite its shortcomings, the Sorenson III has seen duty with militaries throughout Terran space, if often for no other reason than it happened to be available when it was needed.

The Sorenson has been strengthened as a dogfighter by replacing the rear pulselasers with the dual 360° Blatguns. At the beginning of a battle, it should be used to manipulate your opponent's moves by sending out harassing salvos of torpedoes. Near the end of a battle, send the Sorenson in to finish off cripples with the Blatguns. However, during the height of a battle, keep this vessel far away from larger craft. It will not survive if pressed into that role.



Gilliam Y700 "Spirit Rider"

Crew: 1

Maneuver Thrust: 0.147 km/s/s

Mass: 125 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

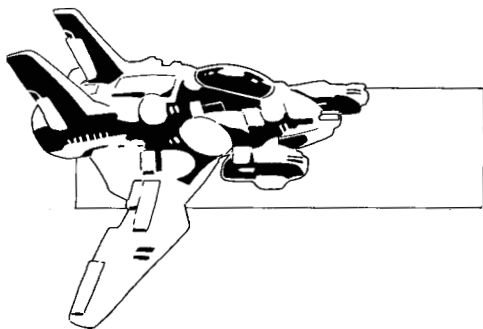
Armaments:

2 x Mk. 10 Splattergun Blast Cannons

2 x Mk. 10 Explosive Torpedoes

Commentary: This is a strong entry into the SPAC Fighter market from House Gilliam—a noted weapon systems producer that managed to survive the Terran-Hatchling War. The design is tried and true, and best of all, it's cheap. Gilliam's aggressive "products placement" program has insured that the Spirit Rider will continue to see extensive, long-term service across Terran space, and plans are in development to take this craft into Promethean space as well.

A wonderfully cheap but effective craft, the Spirit Rider's obvious strength lies in a good set of guns which should be enough to penetrate just about any armor. But don't forget those two Mk. 10 torpedoes, which are the fighter's greatest asset. Few other light fighters have them. A swarm of Riders can overwhelm most defenders by sending out waves of small torps and following them up with well-placed, concentrated Splattergun fire. A late crit and weapon hit add to the Spirit Rider's overall appeal. When you've got a few points left over after purchasing your larger ships, the Spirit Rider is a solid bet for some additional support.



Bellicose Design Conglomerate V27c "Star Raven"

Crew: 4

Maneuvering Thrust: 0.111 km/s/s

Mass: 1200 tons

Translight Capability: None

Armor: Crysteel Double Hull

Atmospheric Capability: None

Armaments:

1 x Mk. 16 Disintegrator

4 x Mk. 20 Meld Lasers

16 x Mk. 10 Pulse Lasers

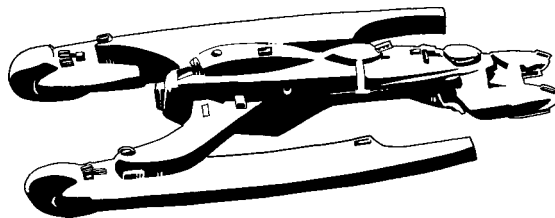
1 x Missile Launcher (Magazine: 25 missiles)

2 x Mk. 50 Torp Loads

4 x Mk. 20 Torp Loads

Commentary: The Star Raven is a popular Bellicose Design product which was conceived to combat small and medium fighters. In that role, it does quite well. However, against its own class of vessels it fares rather poorly. This is mostly due to a lack of heavy armament. Despite all this, the Bellicose Conglomerate has had to step up production of the Star Raven, since in the current market any well-supported ships are in high demand.

Though not armed with the Plazgun armaments of other gunboats, the Star Raven is still an effective design. Engage more threatening gunboats at long range with the Meld Lasers, then use the Raven's superior speed to close for a close-range shot with the Disintegrator, which ignores enemy armor—a real plus against other gunboats. The Pulse Lasers can be used offensively when concentrated forward, or defensively against pesky light fighters.



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I can strike a blow against the Utopia, I count as a good one—as should anyone who cares about freedom.

"Besides," Newcomb grinned, "what better practice could you have offered these young punks?"

Trudgeon laughed out loud. "Point taken, Harv. And I'm going to repeat myself here: last one back to Graceland buys the beer!"



Silent Death

Silent Death Miniatures

You may notice that while 24 ships are discussed in this book, only 12 different types of ships figures come with the boxed game. The remaining 12 figures are available in metal at your local game store.

Boxes of the plastic ships are available for sale separately. These allow you to build large forces quickly. In fact, there are more than enough ships in the boxed game or a single boxed set for several games.

In response to those diehard faithful who prefer metal figures to plastic, all of the 24 ships described in this book are also available in white metal. Metal ships have a nice heft to them and take paint quite well. They are sold in blister packs, with one or two ships in each pack.

Purchasing blisters permits you to tailor your force more closely than buying the boxed sets would. Also, with blisters, you only get the ships you really want,

Bellicose Design Conglomerate T5b "Talon"

Crew: 1

Maneuvering Thrust: 0.153 km/s/s

Mass: 270 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

Armaments:

2 x Mk. 10 Disruptorgun

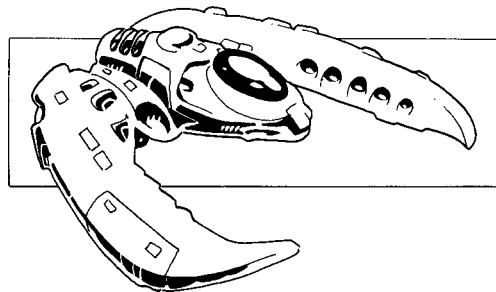
2 x Mk. 10 Pulse Lasers

1 x Mk. 10 Torp Load

Commentary: Bellicose Designs is a long-standing, independent production house that's willing to supply just about anyone with innovative designs, as long as they can pay the sometimes exorbitant bills. More than once, Bellicose has been forced to hire the Warworlders to collect on an outstanding invoice.

The Talon spent many years on the drawing board and was rushed into production when House Colos demanded it for their war against House Ptolemus. Deliveries were made to front line units in late Imp 475 where it was sent into battle relatively untested. After some teething problems were fixed, the Talon served adequately, and it proved its worth several times over in the course of the Terran-Hatchling War.

The Talon bridges the gap between light and medium fighters. Its high Defensive Value should help ward off some crucial closing defensive fire as it maneuvers for its point-blank Dual-Disruptorgun shot. Use small groups of Talons to corral and intimidate your foe, but save your best pilot for a sturdier mount.



Imperial Transtar 1320 series F "Teal Hawk"

Crew: 2

Maneuver Thrust: 0.177 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

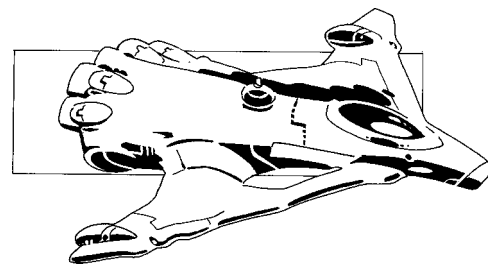
2 x Mk. 15 Blatgun Blast Cannons

1 x Mk. 10 Explosive Torpedo

Commentary: Another production model of Transtar's relatively successful "Hawk" line of fighters, the late-coming Teal Hawk has not proven to be nearly as popular as its predecessors. Its main weapon system is not well suited to typically heated SPAC dogfights, while the second crewmember is largely extraneous. Still, in some parts of Terran space, the Teal Hawk is the cutting edge of starfighter tech, and in these isolated pockets, it does well.

More of these pockets cropped up after the Terran-Hatchling War. Many governments were happy to have anything for their military to fly, and so the Teal Hawk survives.

Despite its bad press, the Teal Hawk is a great fighter to have waiting in the wings. As a battle progresses, use the Teal Hawk to swoop in and pick-off damaged opponents. Its excellent speed ensures that it will escape torps and hounding fighters whenever necessary. Because there is only a small chance that you will have to switch gunners after the first crit, it is generally a good idea to give the Pilot or Gunner a Gunnery value of 1 to save on points.



Imperial Transtar 1020 series H "Thunder Bird"

Crew: 1

Maneuver Thrust: 0.155 km/s/s

Mass: 200 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

4 x Mk. 10 Pulse Laser Cannons

1 x Mk. 20 Explosive Torpedo

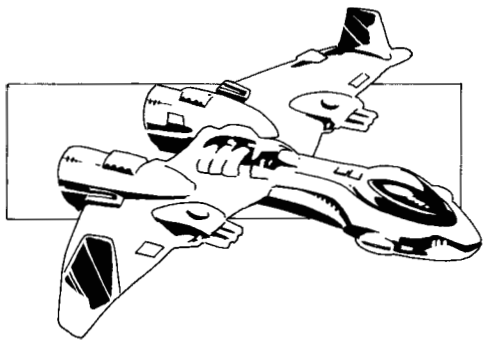
4 x Mk. 10 Explosive Torpedoes

Commentary: The Thunder Bird is an aging Imperial SPAC Fighter which is now widely used throughout Terran space. Though an adequate design, this vessel has been bolstered by the introduction of an increased torp load. A popular ship, it can be found in many of the Twelve's militaries, as well as in the forces of mercenaries and pirates across all of Terran space.

Many pundits of the starcraft industry consider the Thunder Bird to basically be a piece of junk, but if you can avoid enemy attention for a few game turns, it's easy to exploit this design's advantages. Just don't get too eager with this ship, and you'll eventually get your chance to use it.

Even so, the Thunder Bird's far from a useless vessel. First of all, it's fast, and second, it carries five torpedoes. Use the Thunder Bird to outflank opponents, then launch torps to drive foes into the guns of your better ships.

Taking a crit after four hits is this craft's bane, but the key to using the Thunder Bird is not taking fire until after its job is done.

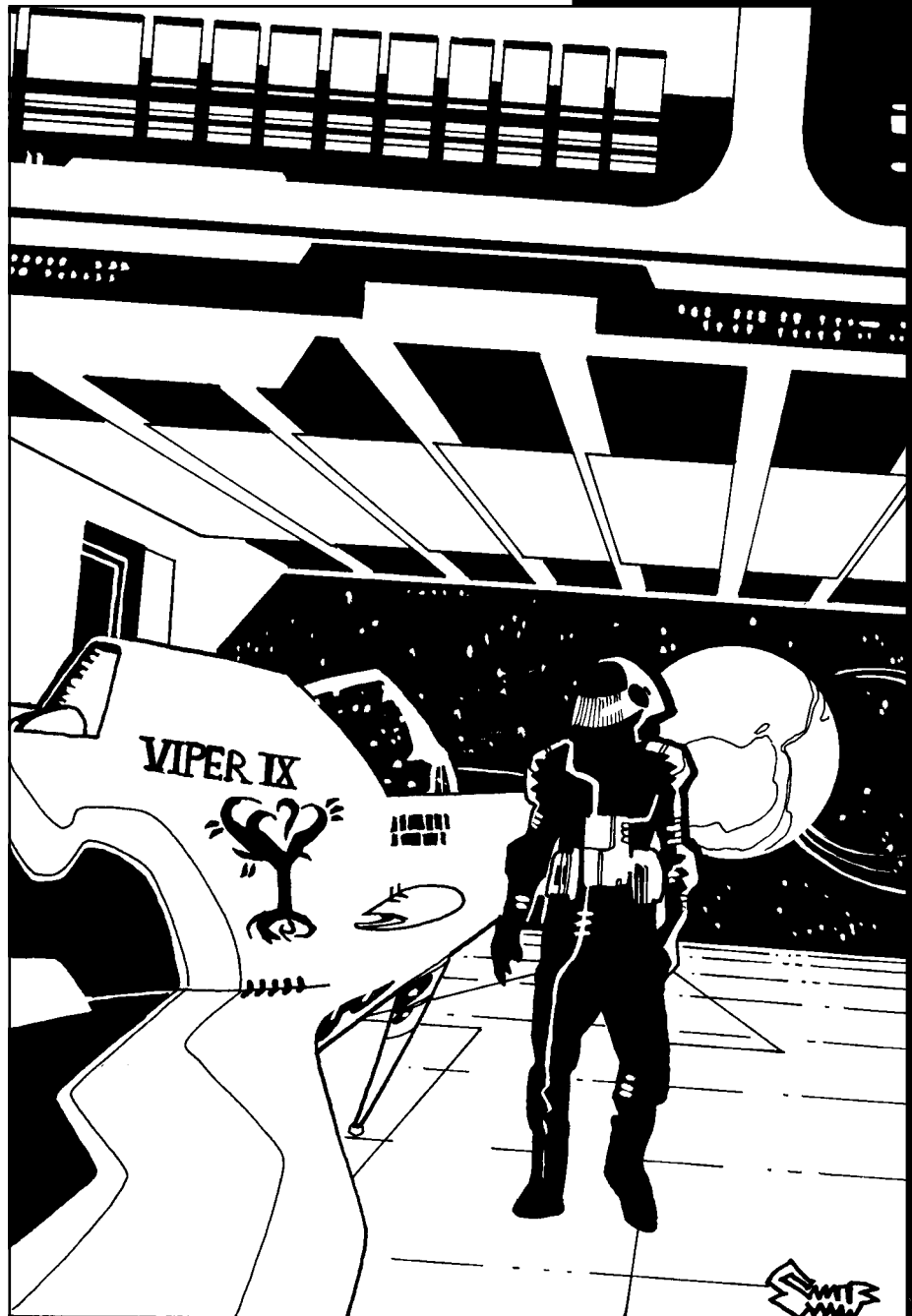


Other Ships

Of course, with humanity having spread itself so thinly across the stars, these 24 ships are hardly a complete listing off all that's available in the *Silent Death* universe. You can, of course, build ships of your own, using the Starcraft Design System in this book. And *Iron Crown* will be releasing supplements for *Silent Death* on an ongoing basis, most of which will contain new starcraft, complete with displays and ready to plug into your game. For more about these upcoming products, see the ad in the back of this book or contact *Iron Crown* for our latest catalog.

The Next Millenium

not a whole assortment
of ships of which you
may only need a few.



Sourcebooks

Silent Death is more than just a game. It's a hobby. ICE will be coming out with new products all the time to support the hobby. The most basic of these are the regularly released sourcebooks.

These books concentrate on a particular part of the *Silent Death* universe in more detail than was permitted by the space in this book. In addition to the background material, each sourcebook features a number of new ships, including ship displays for each of them so that you can use them in your games.

Combatants

Starfighter Organizations

This section details eight different fighter combat organizations. All are generally of Wing or Regiment strength, which is the standard operational force used throughout Terran space at this time. Larger forces are rarely used for fear of unintentionally incurring massive Night Brood attacks from nearby Clutchworlds.

Force Hierarchy

The normal, full-strength hierarchy of fighter organizations is displayed below:

- **Single:** an individual fighter or small gunboat.
- **Element:** 2 single combat craft.
- **Flight:** 2–4 elements. Total of 4–8 vessels.
- **Squadron:** 2–4 flights. Total of 8–32 vessels.
- **Wing/Regiment:** 2–4 squadrons. Total of 16–128 vessels.
- **Starfighter Force:** 2–10+ wings/regiments. Total of 32–1280+ vessels.

The Warriors

As can be seen from the modest selection of organizations below, there are many antagonists in the *Silent Death* universe. Some are relatively untested in battle, while other, elite units have seen extensive action. Of all of these, the most feared in Terran history were the Emperor's.

Since the Empire's fall, this maxim has held true. Despite the fact that they have no Empire to back them up, many formerly Imperial combat organizations still strike fear into those that hear their names. Of those generations that survived the Terran-Hatchling War, the majority realized that they knew no other life than that of battle. Now under their own auspices, they sell their services as mercenaries to the highest bidders. Some have been known to lend themselves to higher causes, but even so, it costs money to maintain a combat-ready group. It has to come from somewhere.

The Time

The following sample unit configurations are fully up to date as of the 1st of the year 7 AL.



76th Imperial Independent Fighter Wing

Dubbed "Void Stalker"

Commanding Officer: Valmar Pfaltzgraf

The Void Stalkers are a proud band of warriors well trained in freewheeling fighter tactics. Their skills have been honed on many occasions since their unit's creation in Imp 467, and they served the Emperor with unquestioning loyalty until Imp 475. The Void Stalkers were given orders to link-up with the despised Millennia Warrior unit "Avalanche" and proceed to undertake genocidal operations against a defenseless Minor Clan on the Frontier. Unwilling to carry out such orders—or even to serve under someone who would give them—Valmar Pfaltzgraf, a young Void Stalker officer, led a successful mutiny and wrested control of the wing.

Together with his subordinate officers, Pfaltzgraf seized control of his unit's small carrier vessel, engaged its translight drives and left the Imperium far behind. Soon after, Pfaltzgraf miraculously made contact with Renegade House Tarquinis hiding deep within the Frontier and offered that house his unit's services. For many years, the Void Stalkers were a terrible bane to any Imperial forces that might enter their declared territory. Although they treated captives with the utmost care and respect, there were few that ever managed to declare themselves victorious over them.

Today, Pfaltzgraf is getting on in years, but there are few that question his right to command, and those that are so foolhardy do so only in harsh whispers. After all, the old man got the wing through the Terran-Hatchling War, and for that he has earned even his newest recruits' undying respect.

Squadron Summary

INDIGO SQUADRON

Squadron Leader:

Stefan Ludena (Plt 10, Gnr 9)

Assets: 10 x Night Hawk

BRICK SQUADRON

Squadron Leader:

Jet Herakovich (Plt 10, Gnr 10)

Assets: 8 x Teal Hawk

COBALT SQUADRON

Squadron Leader:

Junius Flachmeyer (Plt 10, Gnr 9)

Assets: 12 x Pharsii II

26th Hibernian Heavy TPAC Regiment

Dubbed "Lucky Stars"

Commanding Officer: Eleanor Pulaski

The 26th was formed out of the remnants of other units fleeing to the relative safety of the Hibernia Freehold from the battlefields of the hard-fought Terran-Hatchling War. Strangely enough, this motley crew of pilots and gunners from across Terran space banded together quickly under the pressure of an impending Hatchling invasion, becoming one of the tightest regiments around. Under Commander Pulaski's able guidance, the Lucky Stars have become a force to be reckoned with.

The Lucky Stars have earned their nickname time and time again. They have often been able to stave off attacks by more powerful forces through their sheer cunning and expertise. The Lucky Stars specialize in training their members in some of the trickiest flying maneuvers that have ever been invented—and a few of those that haven't! This translates into an extremely high morale which is matched only by the Lucky Stars' legendary foolhardiness, and is, in fact, inspired by their well-recorded exploits.

Squadron Summary

PULASKI SQUADRON

Squadron Leader:

Matthew Pulaski (Plt 10, Gnr 9)

Assets: 12 x Night Hawk

MURRAY SQUADRON

Squadron Leader:

Bernice Murray (Plt 8, Gnr 10)

Assets: 6 x Seraph
6 x Pharsii II

FINK SQUADRON

Squadron Leader:

Ray J. Fink (Plt 9, Gnr 8)

Assets: 8 x Spirit Rider

The Next Millenium

Miniatures

As new sourcebooks are released, new miniatures will be produced for the ships described in each book. This way, you'll be sure to always have something new and exciting on your gaming table.

Some of these new figures will be produced in plastic, but all of them will be available in metal, especially at first.

You should be able to find all the miniatures you want, as well as any new *Silent Death* sourcebooks, at the same place where you bought this game. If you can't find them anywhere, you can always contact *Iron Crown Enterprises* directly for our latest catalog. See the front of this book for our mailing address and telephone number.



Silent Death

Hibernian Toasts

May you have your guns locked and loaded an hour before the Grubs arrive.

May God turn the hearts of your foes. And if their hearts can't be turned, may God turn their ankles so we'll know them by their limping.

May the sun always be at your back so that it shines into your enemy's eyes.

May the Lord hold you in the palm of his hand—but not so tightly that he forgets to let go.



7001st Draconian TPAC Regiment

TPAC component of “Dangerous Drakes”
Commanding Officer: Assante Missand

One of the first Draconian fighting forces to make its influence felt in Terran space, the 7001st is composed entirely of crack Draconian pilots and gunners. Arriving in Terran space with a limited number of Promethean ships meant that some units had to content themselves with Terrans' craft. So far, the 7001st has made do with the vessels they've purchased through the Colosians, but their unfamiliarity with the craft occasionally shows.

Squadron Summary

ALPHA SQUADRON

Squadron Leader:
Lorrenso Osskar (Plt 7, Gnr 6)

Assets: 12 x Seraph

BETA SQUADRON

Squadron Leader:
M'chaka Kam Linzo (Plt 8, Gnr 7)

Assets: 6 x Glaive
6 x Pharsii II

GAMMA SQUADRON

Squadron Leader:
Prangut (Plt 6, Gnr 8)

Assets: 6 x Salamander
6 x Revenge

10001101 ASPer Fighter Group

Commanding Officer: Isaac Hawking

The 10001101 was hastily assembled during the Terran-Hatchling War, but they somehow managed to distinguish themselves well during that conflict. Its fighters are characterized by skillful if somewhat uninspired deportment in combat. Its pilots and gunners spend more time with computerized combat simulators than anyone else. (Data Sphere pilots are programmed and don't need training.) Because of this, they do well in standard situations but can quickly fall apart when faced with an unforeseen eventuality or a new combat maneuver.

Squadron Summary

PRIMUS SQUADRON

Squadron Leader:
Matt “Bones” Klimesh (Plt 7, Gnr 7)

Assets: 8 x Sorenson III

SECUNDUS SQUADRON

Squadron Leader:
Paul Kominsky (Plt 6, Gnr 8)

Assets: 8 x Thunder Bird

TERTIUS SQUADRON

Squadron Leader:
Steve Karseboom (Plt 7, Gnr 7)

Assets: 8 x Pharsii II

Red Star's Bear Claw Regiment

Commanding Officer:
Alexander Black Oak

The Bear Claw regiment has a history as old as Red Star itself—older, in fact. The Bear Claws were the ones that led the people that would found House Red Star from their ancestral homes on Old Earth to their new lands on Mars. From there, the Bear Claws figured prominently in the House's development, guarding development after development, always seeming to be where they were needed most.

The Bear Claw regiment has never been entirely destroyed, but they came nearest to that fate during the Terran-Hatchling war. In the climactic moment of the battle for Mars, the Bear Claws were torn to pieces. Only a few managed to escape to continue their band's name. Bear Claw's ranks were quickly refilled with eager volunteers from other bands, and today, they proudly defend their new homeland.

Squadron Summary

GRIZZLY SQUADRON

Squadron Leader:
Tom Mankiller (Plt 9, Gnr 8)

Assets: 12 x Seraph
4 x Salamander

KODIAK SQUADRON

Squadron Leader:
Reynard Coyote (Plt 10, Gnr 7)

Assets: 10 x Revenge

POLAR SQUADRON

Squadron Leader:

Juwan Big Sky (Plt 8, Gnr 10)

Assets: 10 x Revenge

Unkulunkulu Seapilots

Commanding Officer: Nicholas Lucey

The Seapilots are a recently formed unit composed of pilots and ships from all over Terran space. Each of the men and women that joined up with the Seapilots is a seasoned veteran of the Terran-Hatchling War, having earned their skills the hard way—fighting up close and personal with the invading Grubs. Accordingly, most of the crews have lost nearly everyone they ever knew to the Night Brood. To them, their fellow Seapilots are their new family, a family they are willing to lay down their lives to protect.

Squadron Summary

DOLPHIN FIGHTER SQUADRON

Squadron Leader:

David Gill (Plt 9, Gnr 9)

Assets: 6 x Pit Viper

PORPOISE FIGHTER SQUADRON

Squadron Leader:

Michael Trudgeon (Plt 8, Gnr 10)

Assets: 4 x Dart
2 x Talon

MANATEE FIGHTER SQUADRON

Squadron Leader:

Mark Nosek (Plt 10, Gnr 6)

Assets: 4 x Blizzard
2 x Spirit Rider

OTTER FIGHTER SQUADRON

Squadron Leader:

Fritz Christofferson (Plt 10, Gnr 5)

Assets: 3 x Salamander

WALRUS STRIKE SQUADRON

Squadron Leader:

Harvey Newcomb III (Plt 9, Gnr 8)

Assets: 4 x Hell Bender
4 x Lance Electra
1 x Revenge

SEAL SUPPORT SQUADRON

Squadron Leader:

Joseph Schill (Plt 8, Gnr 8)

Assets: 3 x Sorenson III

WHALE SUPPORT SQUADRON

Squadron Leader:

Michael Schneider (Plt 7, Gnr 10)

Assets: 1 x Betafortress
1 x Drakar
1 x Star Raven

The Next Millenium



Silent Death

2010th Luches Utopian SPAC Fighter Group

SPAC component of "Rightful Justice"
Commanding Officer: Xiang Ptu

The 2010th is a relatively new unit, having been formed out of the remnants of other units destroyed during the Terran-Hatchling War. Led by the notorious Xiang Ptu, under whom crews have a survival rate of only 50% per mission, the crews of Rightful Justice have been known to defect during the middle of a battle, sometimes going so far as to fight for the other side. Crews are kept in line by the force of fierce discipline and the knowledge that the price of failure can be worse than death.



Squadron Summary

COMMANDMENT SQUADRON

Squadron Leader:

Walter Escrow (Plt 9, Gnr 2)

Assets: 4 x Dart
4 x Hell Bender
4 x Pit Viper

LAW SQUADRON

Squadron Leader:

Endé Akimbo (Plt 7, Gnr 8)

Assets: 6 x Spirit Rider
4 x Blizzard
2 x Kosmos

STATUTE SQUADRON

Squadron Leader:

Alberto Sangre (Plt 7, Gnr 7)

Assets: 12 x Spirit Rider

The Primate Carnivores

Commanding Officer: K'tinga Krusa

The Carnivores were one of the first wings of Primates to be formed in Terran space. Most of its pilots were warriors turned explorers, people that thought they had put the violence of Prometheus behind themselves—at least for a while. When the call to arms came, though, few failed to respond. Outfitted in Devonian starcraft, the Primates returned to space combat like fish to water. Although the new ships took some getting used to, the Carnivores seems to have adjusted rather nicely.

Squadron Summary

CYAN SQUADRON

Squadron Leader:

Swicanda Molauts (Plt 10, Gnr 9)

Assets: 10 x Talon

TEAL SQUADRON

Squadron Leader:

Triga Hantouder (Plt 8, Gnr 7)

Assets: 8 x Lance Electra

GOLD SQUADRON

Squadron Leader:

Gandew Dreip (Plt 7, Gnr 10)

Assets: 5 x Star Raven

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2

DAMAGE TRACK

19	2	*	15	1
8	4	W	1	×

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2

DAMAGE TRACK

19	2	*	15	1
8	4	W	1	×

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2

DAMAGE TRACK

19	2	*	15	1
8	4	W	1	×

TPV

Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2

DAMAGE TRACK

19	2	*	15	1
8	4	W	1	×

CRITICAL HITS

- 2 — **Pilot killed.** Pit Viper may perform no further actions.
- 3 — **Pilot dazed.** Pit Viper may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Pit Viper may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Engines severely damaged.** Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Pit Viper may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
- 12 — **Reactor hit.** Power generator detonates; vessel is destroyed.

■ PULSE LASER SPECS ■

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

BLIZZARD

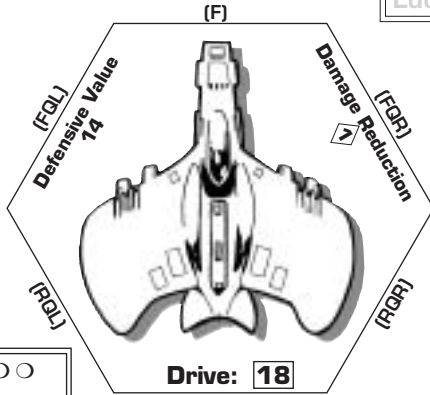
BPV: 19 I.D.

TPV

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 10 Torps



Decoys:
P-D: —
Dmg Con: 1-2

Drive: 18
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	18	t	1	*	16	t	14	12
	t	10	8	w	6	1	t	×

BLIZZARD

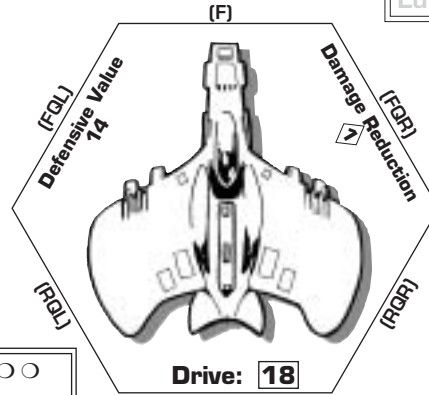
BPV: 19 I.D.

TPV

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 10 Torps



Decoys:
P-D: —
Dmg Con: 1-2

Drive: 18
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	18	t	1	*	16	t	14	12
	t	10	8	w	6	1	t	×

BLIZZARD

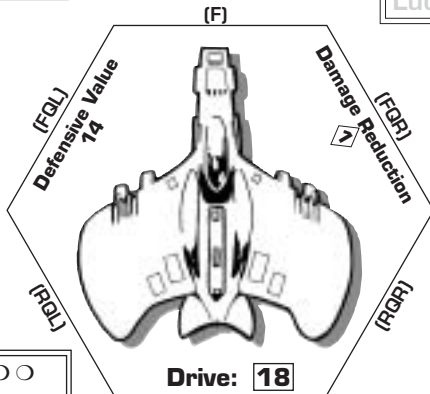
BPV: 19 I.D.

TPV

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 10 Torps



Decoys:
P-D: —
Dmg Con: 1-2

Drive: 18
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	18	t	1	*	16	t	14	12
	t	10	8	w	6	1	t	×

BLIZZARD

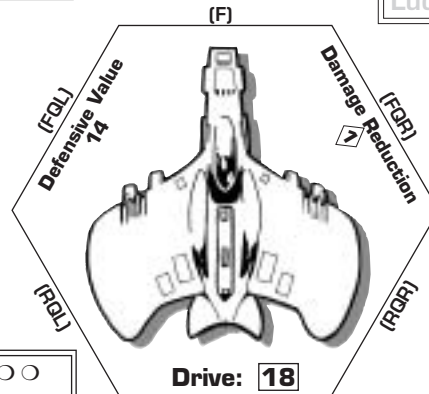
BPV: 19 I.D.

TPV

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 10 Torps



Decoys:
P-D: —
Dmg Con: 1-2

Drive: 18
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	18	t	1	*	16	t	14	12
	t	10	8	w	6	1	t	×

CRITICAL HITS

- 2 — **Pilot killed.** Blizzard may perform no further actions. Defensive Value drops to 5.
- 3 — **Torp Loads jettison.** Remove any remaining torp loads.
- 4 — **Electronic Warfare knocked out.** Blizzard may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Major Structural Damage inflicted.** Blizzard takes 1D4 more hits.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeter hit.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.
- 9 — **Hull compromised.** Reduce Defensive Value by 5.
- 10 — **Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.
- 11 — **Pilot dazed.** Blizzard may not move or fire until after the next game turn.
- 12 — **Reactor hit.** A blizzard of scrap metal is all that's left.

IDISRUPTORGUN SPECS

- Short Range:** 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
§ If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

BPV: 18 I.D. ■ SPIRIT RIDER

TPV

Pilot
 2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

(F)
 Defensive Value 14
 Damage Reduction 3
 Drive: 15
 (R) Tight Turn Cost: _____ +3

Decoys: ○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	3	15			2	12
	1	9	W	*	6	2

BPV: 18 I.D. ■ SPIRIT RIDER

TPV

Pilot
 2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

(F)
 Defensive Value 14
 Damage Reduction 3
 Drive: 15
 (R) Tight Turn Cost: _____ +3

Decoys: ○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	3	15			2	12
	1	9	W	*	6	2

BPV: 18 I.D. ■ SPIRIT RIDER

TPV

Pilot
 2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

(F)
 Defensive Value 14
 Damage Reduction 3
 Drive: 15
 (R) Tight Turn Cost: _____ +3

Decoys: ○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	3	15			2	12
	1	9	W	*	6	2

BPV: 18 I.D. ■ SPIRIT RIDER

TPV

Pilot
 2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 10 Torps

(F)
 Defensive Value 14
 Damage Reduction 3
 Drive: 15
 (R) Tight Turn Cost: _____ +3

Decoys: ○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	3	15			2	12
	1	9	W	*	6	2

CRITICAL HITS

- 2 — **Pilot killed.** Spirit Rider may perform no further actions.
- 3 — **Engines destroyed.** Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Spirit Rider may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters hit.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines severely damaged.** Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Spirit Rider may not move or fire torps until after the next game turn.
- 12 — **Reactor hit.** Power supply detonates; vessel is destroyed.

■ SPLATTERGUN SPECS ■

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

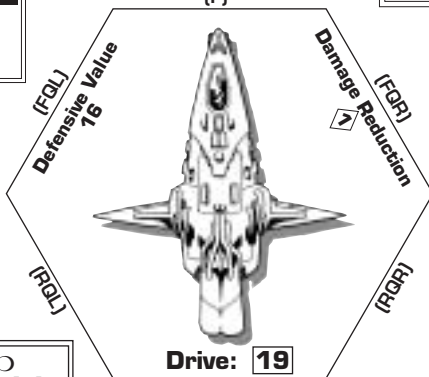
DART**BPV: 21 I.D.**

Pilot
 2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1

Pilot
 1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low†
 ○ ○ ○ ○

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV



Decoys: ○
 P-D: 1-6 [1]
 Dmg Con: 1-2

Drive: **19**
 (R) Tight Turn Cost: _____ +3

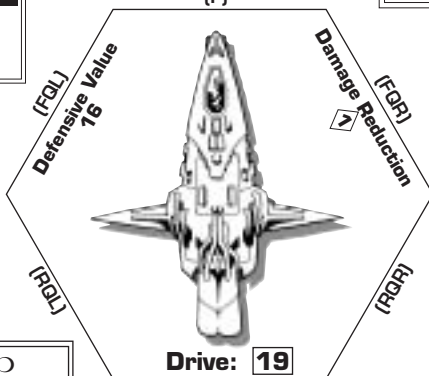
DAMAGE TRACK**DART****BPV: 21 I.D.**

Pilot
 2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1

Pilot
 1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low†
 ○ ○ ○ ○

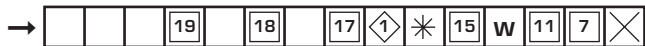
Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV



Decoys: ○
 P-D: 1-6 [1]
 Dmg Con: 1-2

Drive: **19**
 (R) Tight Turn Cost: _____ +3

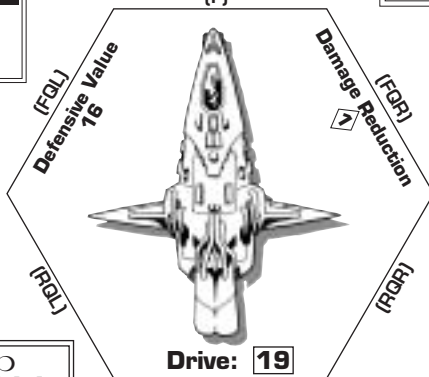
DAMAGE TRACK**DART****BPV: 21 I.D.**

Pilot
 2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1

Pilot
 1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low†
 ○ ○ ○ ○

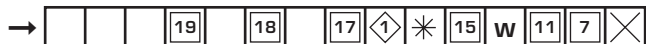
Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV



Decoys: ○
 P-D: 1-6 [1]
 Dmg Con: 1-2

Drive: **19**
 (R) Tight Turn Cost: _____ +3

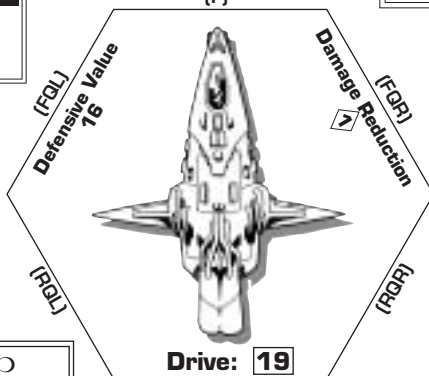
DAMAGE TRACK**DART****BPV: 19 I.D.**

Pilot
 2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1

Pilot
 1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low†
 ○ ○ ○ ○

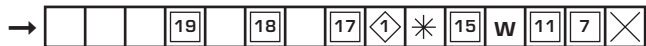
Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV



Decoys: ○
 P-D: 1-6 [1]
 Dmg Con: 1-2

Drive: **19**
 (R) Tight Turn Cost: _____ +3

DAMAGE TRACK**CRITICAL HITS**

- 2 — **Structural collapse.** Dart folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Dart's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Dart may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Dart may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Ammo destroyed.** Gun may no longer fire.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Pulse Laser Capacitors overheat.** Dart takes one more hit on damage track due to internal flash fire.
- 10 — **Controls momentarily lock up.** Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
- 11 — **Pilot killed.** Dart may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Dart is gone.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-5 hexes.
 Long Range: 6-12 hexes (-1 To Hit).

† Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

THUNDER BIRD

I.D. **BPV: 25**

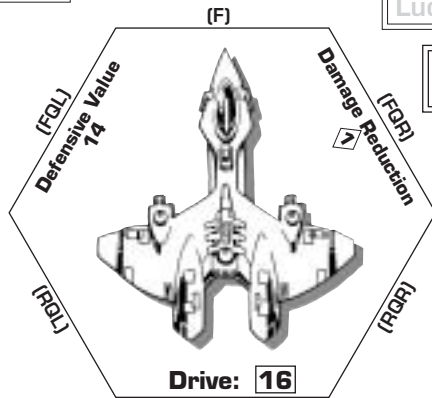
TPV

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20 Torp

Mk. 10 Torps



Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3

Drive: **16**
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	16	1	*	14	t	11			
T	*		9	w	5	t	1		⊗

THUNDER BIRD

I.D. **BPV: 25**

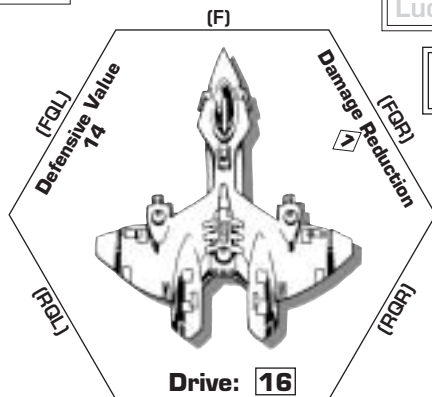
TPV

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20 Torp

Mk. 10 Torps



Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3

Drive: **16**
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	16	1	*	14	t	11			
T	*		9	w	5	t	1		⊗

THUNDER BIRD

I.D. **BPV: 25**

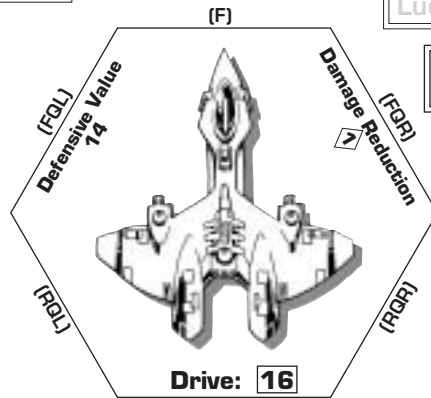
TPV

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20 Torp

Mk. 10 Torps



Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3

Drive: **16**
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	16	1	*	14	t	11			
T	*		9	w	5	t	1		⊗

THUNDER BIRD

I.D. **BPV: 25**

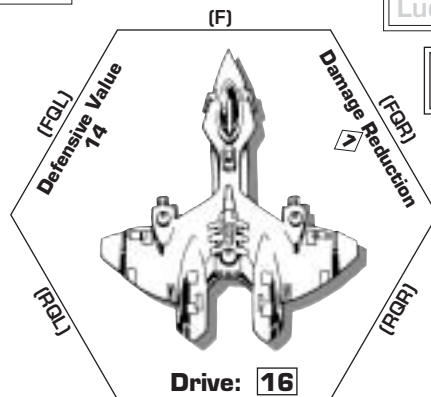
TPV

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Mk. 20 Torp

Mk. 10 Torps



Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3

Drive: **16**
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→	16	1	*	14	t	11			
T	*		9	w	5	t	1		⊗

CRITICAL HITS

- 2 — **Pilot killed.** Thunder Bird may perform no further actions.
- 3 — **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pulse Laser Targeters damaged.** Reduce chance To Hit by 4.
- 8 — **Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
- 9 — **Torp Load jettison.** Thunder Bird loses 1D4 torps of the pilot's choice.
- 10 — **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 11 — **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Craft detonates and is destroyed.

PULSE LASER SPECS

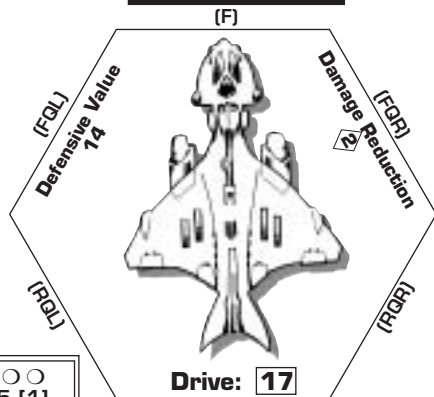
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 ○ ○ ○ ○ ○ ○



Decoys: ○ ○
 P-D: 1-5 [1]
 Dmg Con: 1-2

DAMAGE TRACK

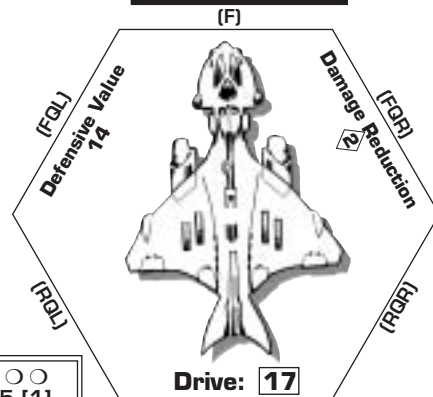
→			17	2		16	*	W	1
	15		14		12	*	10	8	W
	5		3		2		1		×

TPV

Pilot
Missile Launcher (F)
 Lock-on < _____
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 ○ ○ ○ ○ ○ ○



Decoys: ○ ○
 P-D: 1-5 [1]
 Dmg Con: 1-2

DAMAGE TRACK

→			17	2		16	*	W	1
	15		14		12	*	10	8	W
	5		3		2		1		×

CRITICAL HITS

- 2 — **Pilot killed.** Kosmos may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Kosmos may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Minigun jams momentarily.** Minigun may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Kosmos may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed vessel.

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
 † Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

HELL BENDER

BPV: 32 I.D.

TPV

Pilot

1 Autocannon (F)
To Hit: 2D6+ADB
Damage: Medium †

○○○○○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot

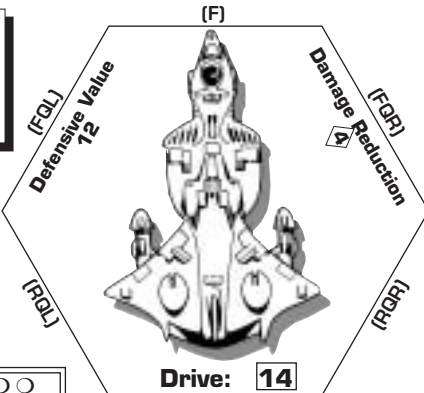
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Mk. 30 Torps

○○



(F) Drive: 14 (R) Tight Turn Cost: _____ +3

Decoys: ○○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	4		14	*	3	13	w	12	2	11	t	10	W
	9	1	8		7	*	6	t	5		w	4	
		3			2			1					×

† When two Attack Dice come up doubles, multiply damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

HELL BENDER

BPV: 32 I.D.

TPV

Pilot

1 Autocannon (F)
To Hit: 2D6+ADB
Damage: Medium †

○○○○○○○○○○

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot

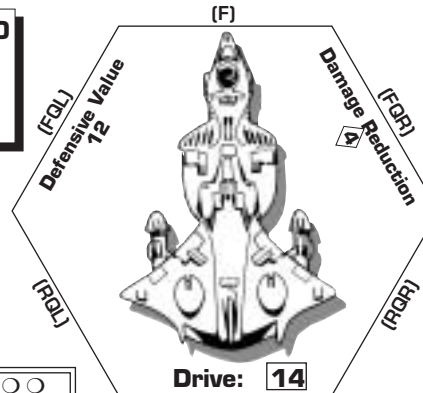
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium

Pilot

2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Mk. 30 Torps

○○



(F) Drive: 14 (R) Tight Turn Cost: _____ +3

Decoys: ○○
P-D: —
Dmg Con: 1-3

DAMAGE TRACK

→	4		14	*	3	13	w	12	2	11	t	10	W
	9	1	8		7	*	6	t	5		w	4	
		3			2			1					×

CRITICAL HITS

- 2 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Autocannon hit.** Lose half of remaining ammo.
- 8 — **Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- 12 — **Reactor explodes.** Hell Bender is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

AUTOCANNON SPECS†

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-10 hexes.
Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

NIGHT HAWK

BPV: 47

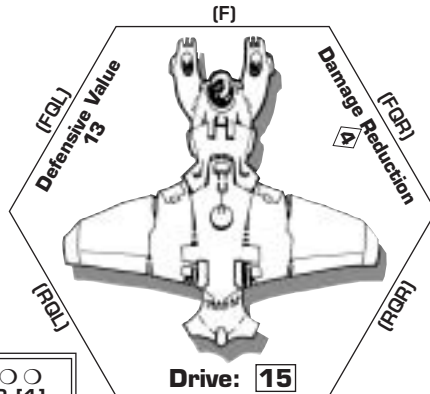
I.D.

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium



Decoys: ○ ○
 P-D: 1-3 [1]
 Dmg Con: 1-3

DAMAGE TRACK

→	15		4	*	14		3	13	W		2
	12		1	11		10	*	9		W	8
	7		6		5		4	3	1		×

NIGHT HAWK

BPV: 47

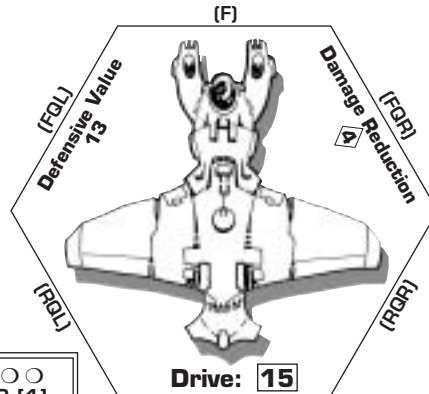
I.D.

TPV

Pilot
6 Splatterguns (F)
 To Hit: 2D6+ADB+5
 Damage: Medium+10

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____

Pilot
1 Meld Laser (F)
 To Hit: 2D8+ADB
 Damage: Medium



Decoys: ○ ○
 P-D: 1-3 [1]
 Dmg Con: 1-3

DAMAGE TRACK

→	15		4	*	14		3	13	W		2
	12		1	11		10	*	9		W	8
	7		6		5		4	3	1		×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Meld Laser Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Vessel explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

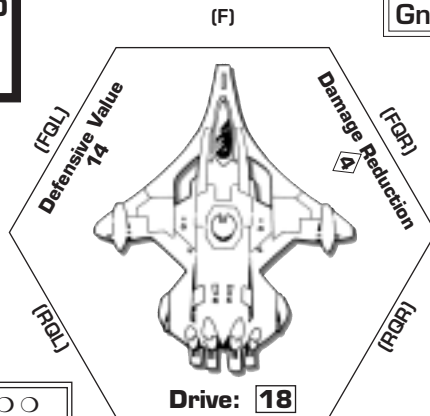
TEAL HAWK

BPV: 43 I.D.

TPV

Pilot or Gunner
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2

Crew
PILOT
 Plt: _____
Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○
 P-D: 1-3 [2]
 Dmg Con: 1-3

Drive: **18**
 (R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→		18		4	*	17			16	3	t		15
	2		14	1			13	*	w	12		11	
	10		9	8	7	6	5	4	3	2	1		×

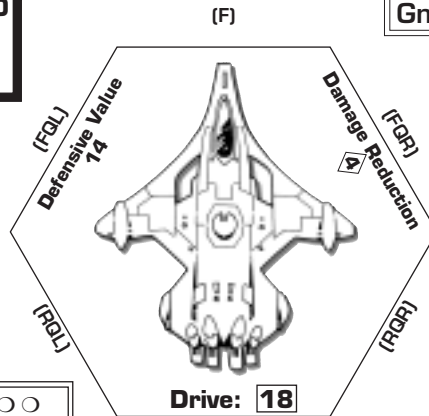
TEAL HAWK

BPV: 43 I.D.

TPV

Pilot or Gunner
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 To Hit: 2D6+ADB+1
 Damage: High+2

Crew
PILOT
 Plt: _____
Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○
 P-D: 1-3 [2]
 Dmg Con: 1-3

Drive: **18**
 (R) Tight Turn Cost: _____ +3

DAMAGE TRACK

→		18		4	*	17			16	3	t		15
	2		14	1			13	*	w	12		11	
	10		9	8	7	6	5	4	3	2	1		×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- 2 — **Crew killed.** Teal Hawk may perform no further actions.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Trigger Mechanism jams.** Pilot may not use Blatguns.
- 8 — **Blatgun Targeters damaged.** Blatguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Gunner killed.** Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — **Pilot dazed.** Teal Hawk may not move until after the next game turn. Only the gunner may fire the Blatguns while the pilot is dazed.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.
Special Note: The Teal Hawk's Blatgun weapons may be fired by the Pilot or the Gunner, and the firer may change turn to turn. Use the correct ADB.

TALON

BPV: 33 I.D.

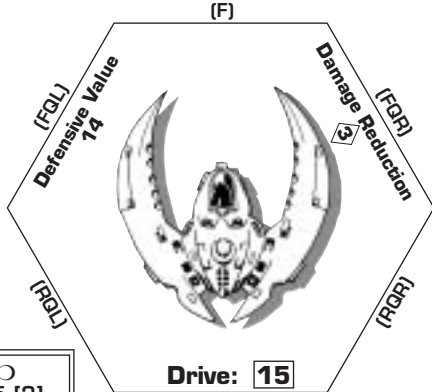
TPV

Mk. 10
Torp

Pilot
2 Disruptorguns (F)
To Hit: 2D8+ADB+1
Damage: Medium+1 §

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Decoys:
P-D: 1-5 [2]
Dmg Con: 1-3

Drive: 15
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

3		2	15	*	1	14	13	12	11	W	
10		*	9	W	8			7		6	5
3	1	t			X						

TALON

BPV: 33 I.D.

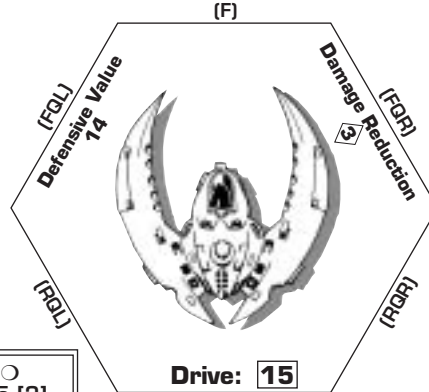
TPV

Mk. 10
Torp

Pilot
2 Disruptorguns (F)
To Hit: 2D8+ADB+1
Damage: Medium+1 §

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Decoys:
P-D: 1-5 [2]
Dmg Con: 1-3

Drive: 15
(R) Tight Turn Cost: _____ +3

DAMAGE TRACK

3		2	15	*	1	14	13	12	11	W	
10		*	9	W	8			7		6	5
3	1	t			X						

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Disruptorgun Targeters damaged.** All further Disruptorgun To Hit attempts suffer a -2 modifier.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SHRYAK SHUTTLE

BPV: 34 I.D.

TPV

Pilot
Missile Launcher (F)
Lock-on < _____

● ● ● ● ●
● ● ● ● ●

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER
Gnr: _____

Decoys: ○ ○
P-D: 1-4 [4]
Dmg Con: 1-7

Gunner
4 Pulse Lasers (360°)
To Hit: 2D8+ADB+3
Damage: Low+3

DAMAGE TRACK

→						8		W		5
	7	*		4	6				3	5
		W	2	4		3	1	2	1	×

SHRYAK SHUTTLE

BPV: 34 I.D.

TPV

Pilot
Missile Launcher (F)
Lock-on < _____

● ● ● ● ●
● ● ● ● ●

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER
Gnr: _____

Decoys: ○ ○
P-D: 1-4 [4]
Dmg Con: 1-7

Gunner
4 Pulse Lasers (360°)
To Hit: 2D8+ADB+3
Damage: Low+3

DAMAGE TRACK

→						8		W		5
	7	*		4	6				3	5
		W	2	4		3	1	2	1	×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

CRITICAL HITS

- 2 — **Pilot dazed.** Craft may not move and Missile Launcher may not be fired until after the next game turn.
- 3 — **Engines sputter.** Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Armor is too tough!** No extra damage.
- 8 — **Pulse Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
- 9 — **Missile malfunction.** Missile Launcher loses 1D4 of its remaining missiles.
- 10 — **Gunner killed.** Shryak Shuttle loses its Pulse Lasers.
- 11 — **Armor Plate compromised.** Damage Reduction equals 0.
- 12 — **Reactor hit.** Shryak Shuttle suffers cataclysmic destruction.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

SORENSEN III

I.D.

BPV: 68

TPV

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2

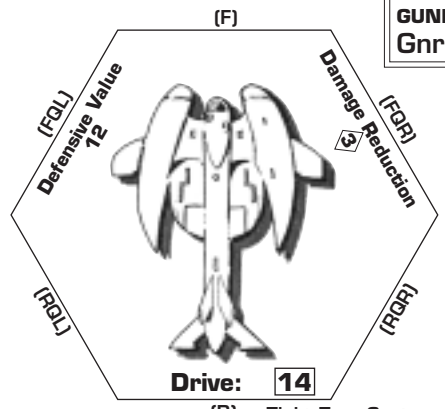
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk.20 Torps

○○○○

Mk.10 Torps

○○○○



Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-3

Gunner
2 Blatguns (360°)
To Hit: 2D6+ADB+1
Damage: High+2

DAMAGE TRACK

→		14	t	3		*	13	T	12	t
W		11	*	t	10	2	9		8	T
	7		6	w	5	t	4	*	1	3
	2		1						t	
										×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

SORENSEN III

I.D.

BPV: 68

TPV

Pilot
2 Blatguns (F)
To Hit: 2D6+ADB+1
Damage: High+2

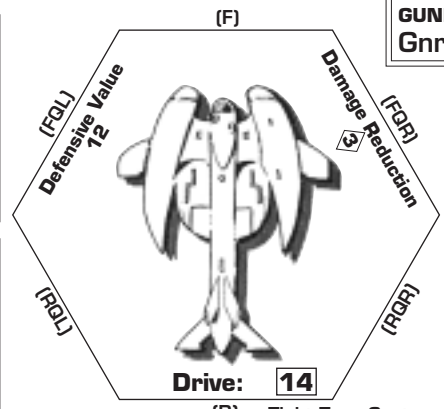
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk.20 Torps

○○○○

Mk.10 Torps

○○○○



Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-3

Gunner
2 Blatguns (360°)
To Hit: 2D6+ADB+1
Damage: High+2

DAMAGE TRACK

→		14	t	3		*	13	T	12	t
W		11	*	t	10	2	9		8	T
	7		6	w	5	t	4	*	1	3
	2		1						t	
										×

CRITICAL HITS

- 2 — Crew killed. Vessel may perform no further actions.
- 3 — Engines sputter. Sorensen III may only use 2 movement points next game turn. Reduce Defensive Value by 3 due to additional damage.
- 4 — Electronic Warfare knocked out. Sorensen III may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters damaged. All turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Blatguns damaged. Reduce chance To Hit by 2.
- 8 — Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- 9 — Hull breached. Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- 10 — Gunner killed. Gunner Blatguns may no longer be fired.
- 11 — Pilot dazed. Sorensen III may not move or fire the Blatguns until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — Reactor hit. Sorensen III bursts into an array of dust and space junk.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

DEATH WIND

I.D.

BPV: 60

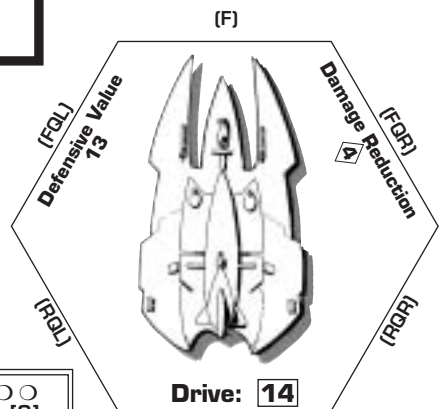
TPV

Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk.20 Torps
○○○○○

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
○○○○○○○○○○



Decoys: ○○
P-D: 1-4 [2]
Dmg Con: 1-5

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2

DAMAGE TRACK

→	4		t	3	*	14		W	
	13					12		2	11
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

†Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DEATH WIND

I.D.

BPV: 60

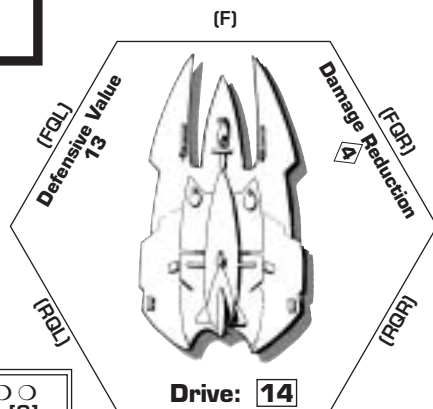
TPV

Pilot
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk.20 Torps
○○○○○

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
○○○○○○○○○○



Decoys: ○○
P-D: 1-4 [2]
Dmg Con: 1-5

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2

DAMAGE TRACK

→	4		t	3	*	14		W	
	13					12		2	11
		t	10		*	1	9	w	8
		7	t	6	5	3	1		×

CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun hit.** Lose half its remaining ammo.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Splatterguns cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤15.

SALAMANDER

I.D.

BPV: 66

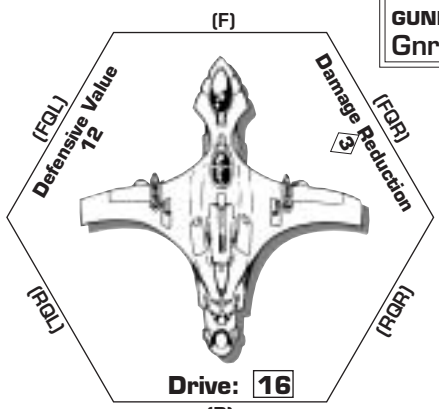
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Drive: **16**
 (R) Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-7 [2]
 Dmg Con: 1-6

Gunner
1 Pulse Laser (360°)
 To Hit: 2D8+ADB
 Damage: Low

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

DAMAGE TRACK

→		16		15	③	w	14	*	13	t	②	12	
W			11	①	t	10	*		T	9		8	w
7		6		5	t	4		3	2	1	t		×

SALAMANDER

I.D.

BPV: 66

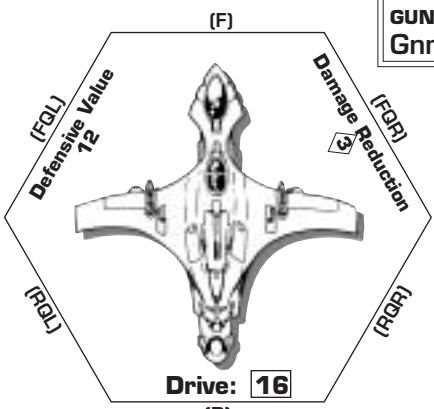
TPV

Pilot
1 Impulsegun (F)
 To Hit: 2D8+ADB
 Damage: High

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 20
 Torp

Mk. 10
 Torps



Drive: **16**
 (R) Tight Turn Cost: _____ +3

Decoys: ○ ○
 P-D: 1-7 [2]
 Dmg Con: 1-6

Gunner
1 Pulse Laser (360°)
 To Hit: 2D8+ADB
 Damage: Low

Gunner
2 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+1
 Damage: Medium+2

DAMAGE TRACK

→		16		15	③	w	14	*	13	t	②	12	
W			11	①	t	10	*		T	9		8	w
7		6		5	t	4		3	2	1	t		×

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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CRITICAL HITS

- Crew killed. Salamander may perform no further actions.
- Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 2.
- Ionizers fizzle. Reduce Impulsegun's Damage to Medium.
- Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- Gunner killed. Salamander may no longer use the Pulse Laser or Splatterguns.
- Pilot dazed. Salamander may not move or fire the Impulsegun until after the next game turn.
- Reactor hit. Starcraft explodes into oblivion.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

LANCE ELECTRA

I.D.

BPV: 60

TPV

Pilot
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low

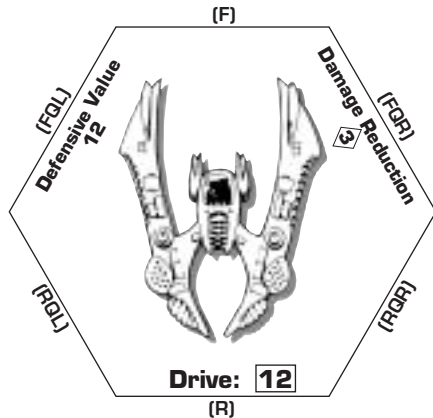
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk. 30 Torps

Pilot
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6

Mk. 10 Torps

Gunner
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6



Tight Turn Cost: _____ +3

Decoys:
P-D: 1-4 [2]
Dmg Con: 1-5

Gunner
Missile Launcher (360°)
Lock-on < _____

DAMAGE TRACK

→				3		t	12	*	t	
	11	w	T	2	10	w	t		*	
	9		W		8		1	7	6	*
	5	w	4	2	X					

LANCE ELECTRA

I.D.

BPV: 60

TPV

Pilot
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low

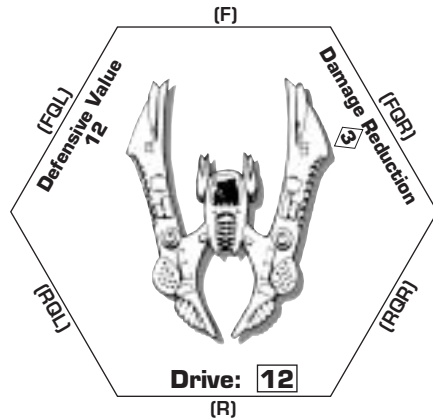
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk. 30 Torps

Pilot
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6

Mk. 10 Torps

Gunner
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: 10/8/6



Tight Turn Cost: _____ +3

Decoys:
P-D: 1-4 [2]
Dmg Con: 1-5

Gunner
Missile Launcher (360°)
Lock-on < _____

DAMAGE TRACK

→				3		t	12	*	t	
	11	w	T	2	10	w	t		*	
	9		W		8		1	7	6	*
	5	w	4	2	X					

CRITICAL HITS

- 2 — **Pilot dazed.** Electra may not move or fire Pilot's Projector or Pulse Laser until after next game turn.
- 3 — **Engines sputter momentarily.** Electra's Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Electra may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Pilot's Protobolter hit.** Lose half its remaining ammo.
- 8 — **Torp Targeting Scanner damaged.** Cannot launch torps until after the next game turn.
- 9 — **Left Hull buckles.** Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — **Right Hull buckles.** Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 11 — **Gunner dazed.** Electra may not fire Gunner's Projector or Missile Launcher until after next game turn.
- 12 — **Massive structural collapse.** Lance Electra breaks up into chunks of useless scrap metal.

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.
Long Range: 13-16 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS


Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
 GUNNER A
 Gnr: _____
 GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 [3]
 Dmg Con: 1-4



(F) Defensive Value 11
 (FQR) Damage Reduction 4
 (RQL) (RQR)
 Drive: 10
 (R) Tight Turn Cost: _____ +3

Gunner A
4 Splatterguns
 (F)(FQL)(RQL)
 To Hit: 2D6+ADB+3
 Damage: Medium+6

Gunner B
4 Splatterguns
 (F)(FQR)(RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6

DAMAGE TRACK

→					10		4		W	
	*	9			3			8		W
		7		2		6		*	5	
		W		1		4				
	3							2		
				1						×

GAME TURN RECORD TRACK


1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
 GUNNER A
 Gnr: _____
 GUNNER B
 Gnr: _____

Decoys: ○○○○
 P-D: 1-7 [3]
 Dmg Con: 1-4



(F) Defensive Value 11
 (FQR) Damage Reduction 4
 (RQL) (RQR)
 Drive: 10
 (R) Tight Turn Cost: _____ +3

Gunner A
4 Splatterguns
 (F)(FQL)(RQL)
 To Hit: 2D6+ADB+3
 Damage: Medium+6

Gunner B
4 Splatterguns
 (F)(FQR)(RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6

DAMAGE TRACK

→					10		4		W	
	*	9			3			8		W
		7		2		6		*	5	
		W		1		4				
	3							2		
				1						×

CRITICAL HITS

- 2 — **Armor Belt shingles off.** Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.
- 3 — **Engines sputter momentarily.** Sentry's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Sentry may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Gunner B's Splatterguns damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner A's Splatterguns damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — **Blatgun Power Feed malfunctions.** Reduce Blatgun Damage rating to Medium+2.
- 10 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** If the Sentry moves at all next Movement Phase, it may not make a turn.
- 12 — **Massive structural collapse.** Sentry buckles and explodes.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

TPV

Pilot

1 Plazgun (F)

To Hit: 2D6+ADB

Damage: All ¥

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____

Mk.40 Torp

○ ○ ○ ○

Pilot

1 Protobolt Projector (F)

To Hit: 2D6+ADB

Damage: 10/8/6

○ ○ ○ ○

Decoys: ○ ○ ○ ○

P-D: 1-6 (2)

Dmg Con: 1-6

Gunner

1 Splattergun (RQL) (R) (RQR)

To Hit: 2D6+ADB

Damage: Medium

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→				t	4	*	12		w			
	11	3	w		10		t		9			
	W		2		8		W					
	7		*				1		6		*	
	w		t		5							4
				3		2		1				
												×

GLAIVE

I.D.

BPV: 106

TPV

Pilot

1 Plazgun (F)

To Hit: 2D6+ADB

Damage: All ¥

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

GUNNER

Gnr: _____

Mk.40 Torp

○ ○ ○ ○

Pilot

1 Protobolt Projector (F)

To Hit: 2D6+ADB

Damage: 10/8/6

○ ○ ○ ○

Decoys: ○ ○ ○ ○

P-D: 1-6 (2)

Dmg Con: 1-6

Gunner

1 Splattergun (RQL) (R) (RQR)

To Hit: 2D6+ADB

Damage: Medium

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

Gunner

Missile Launcher (360°)

Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→					4	*	12		w			
	11	3	w		10		t		9			
	W		2		8		W					
	7		*				1		6		*	
	w		t		5							4
				3		2		1				
												×

CRITICAL HITS

- 2 — Crew killed. Glaive may perform no actions.
- 3 — Major Structural Damage inflicted. Mark off 2D10 more hits of damage.
- 4 — Electronic Warfare lost. Glaive may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters damaged. All turns cost 1 extra point to perform. Reduce Defensive Value by 2.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Armor too tough! No extra damage.
- 8 — Protobolt misfire. Mark off one remaining Protobolt.
- 9 — Missile Launcher damaged. Lose 1D8 of remaining missiles in one (random) functioning Missile Launcher.
- 10 — Plazgun Targeter damaged. Reduce To Hit chance by 2.
- 11 — Controls lock up. Glaive may not move nor fire cannons until after next game turn. Reduce Defensive Value to 5 during this period.
- 12 — Catastrophic Structural Collapse. Glaive dissolves.

PLAZGUN SPECS ¥

Short Range: 1-2 hexes (+1 To Hit).

Medium Range: 3-4 hexes.

Long Range: 5-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).

Medium Range: 3-6 hexes.

Long Range: 7-10 hexes (-1 To Hit).

PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).

Medium Range: 9-12 hexes.

Long Range: 13-16 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤14.

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¥ If the Attack Dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

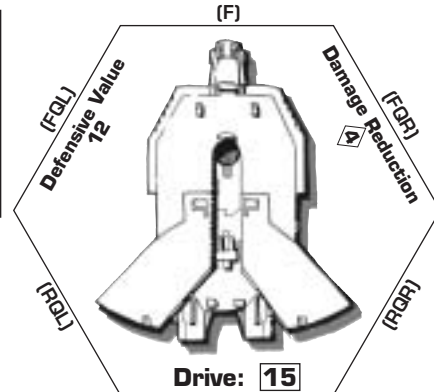
TPV

Mk. 50 Torp

Mk. 10 Torps

Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High

Pilot
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low



(R) Tight Turn Cost: _____ +3

Decoys: ○○○○
P-D: 1-6 (2)
Dmg Con: 1-6

Gunner
1 Pulse Laser (R)
To Hit: 2D8+ADB
Damage: Low

Gunner
4 Pulse Lasers (RQL)(R)(RQR)
To Hit: 2D8+ADB+3
Damage: Low+3

Gunner
Missile Launcher (360°)
Lock-on < _____
○○○○
○○○○
○○○○
○○○○

DAMAGE TRACK

					15			w		14	t	
w	13	*		t	12			W				11
		4		10		3		9	T		w	8
2		7	*		t			1	6			
			5							4		
w				3	*		t					2
				1			×					

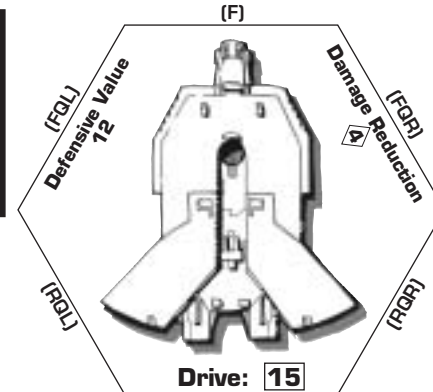
TPV

Mk. 50 Torp

Mk. 10 Torps

Pilot
1 Turbo Laser (F)
To Hit: 2D8+ADB
Damage: High

Pilot
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low



(R) Tight Turn Cost: _____ +3

Decoys: ○○○○
P-D: 1-6 (2)
Dmg Con: 1-6

Gunner
1 Pulse Laser (R)
To Hit: 2D8+ADB
Damage: Low

Gunner
4 Pulse Lasers (RQL)(R)(RQR)
To Hit: 2D8+ADB+3
Damage: Low+3

Gunner
Missile Launcher (360°)
Lock-on < _____
○○○○
○○○○
○○○○
○○○○

DAMAGE TRACK

					15			w		14	t	
w	13	*		t	12			W				11
		4		10		3		9	T		w	8
2		7	*		t			1	6			
			5							4		
w				3	*		t					2
				1			×					

- CRITICAL HITS**
- 2 — Pilot dazed. Seraph may not move or fire the pilot's weapons until after the next game turn. The gunner may still fire while the pilot is dazed.
 - 3 — Missile Launcher jam. Seraph's Missile Launcher may not be fired until after the next game turn.
 - 4 — Electronic Warfare knocked out. Seraph may no longer jam torps. Reduce Defensive Value by 3.
 - 5 — Maneuver Thrusters damaged. All turns cost 1 extra movement point to perform.
 - 6 — Shields damaged. Reduce Defensive Value by 1.
 - 7 — Decoys blown away. Seraph loses all its decoys.
 - 8 — Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
 - 9 — Torp Discharger malfunction. Lose 1D4 remaining torps of the pilot's choice. Reduce Defensive Value by 2.
 - 10 — Gunner dazed. Gunner may not fire weapons until after the next game turn.
 - 11 — Turbo Laser performance impeded. Reduce Damage rating to Medium.
 - 12 — Reactor hit. Sadly, the Seraph is no more.

TURBO LASER SPECS

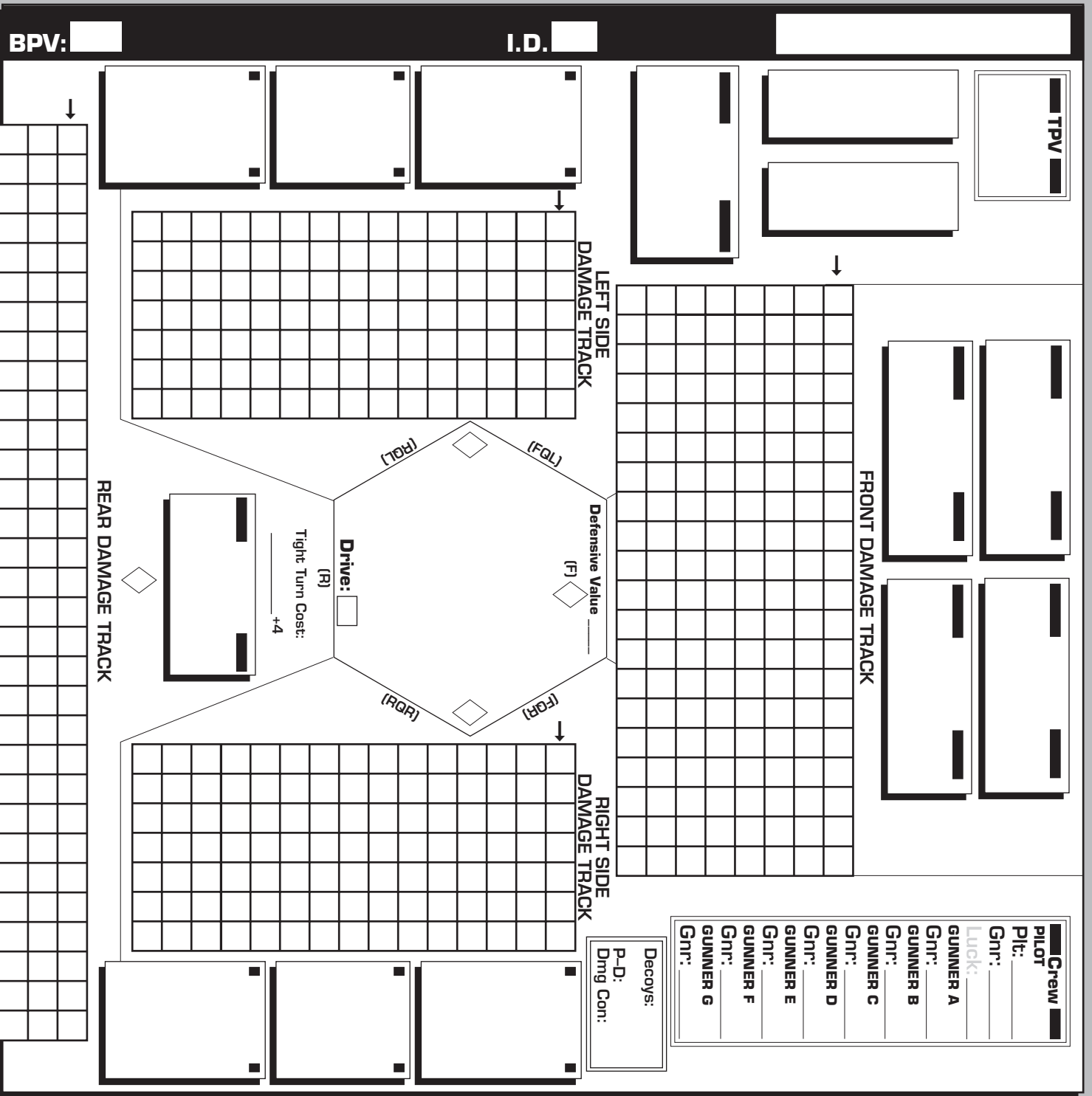
Short Range: 1-9 hexes (+1 To Hit).
Medium Range: 10-25 hexes.
Long Range: 26-30 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤8.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

Crew	
Pilot:	_____
Gnr:	_____
Luck:	_____
GUNNER A	Gnr: _____
GUNNER B	Gnr: _____
GUNNER C	Gnr: _____
GUNNER D	Gnr: _____
GUNNER E	Gnr: _____
GUNNER F	Gnr: _____
GUNNER G	Gnr: _____

Decoys:
P-D: _____
Dmg Con: _____



- FRONT CRITICAL HITS**
- 2 — Pilot killed. Vessel may not move nor fire pilot's weapons.
 - 3 — Electronic Warfare damaged. Reduce Defensive Value by 2.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Too tough! No extra damage.
 - 6 — Weapon jams. One random cannon or projector may not fire until after next game turn.
 - 7 — Gunner killed. Lose the use of one gunner's weapons.
 - 8 — Cockpit Controls smashed. Vessel may not move and Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- 2 — Structural Damage. Take 5 more hits on left and right side.
 - 3 — Weapon Targeting damaged. One random cannon is -2 To Hit.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Structural damage. Take 5 hits on this side and 3 on the right.
 - 6 — Missile Launcher jams. One random launcher may not fire until after next game turn.
 - 7 — Gunner killed. Lose use of one gunner's weapons.
 - 8 — Electronic Warfare gone. Vessel can't jam torps. -2 to DV.

- RIGHT SIDE CRITICAL HITS**
- 2 — Structural Damage. Take 5 more hits on left and right side.
 - 3 — Weapon Targeting damaged. One random cannon is -2 To Hit.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Structural damage. Take 5 hits on this side and 3 on the left.
 - 6 — Missile Launcher jams. One random launcher may not fire until after next game turn.
 - 7 — Gunner killed. Lose use of one gunner's weapons.
 - 8 — Electronic Warfare gone. Vessel can't jam torps. -2 to DV.

- REAR CRITICAL HITS**
- 2 — Heavy Structural Damage. Take 10 more hits on Rear and 1D10 hits on Left and Right Damage Tracks.
 - 3 — Electronic Warfare damaged. Reduce Defensive Value by 2.
 - 4 — Shields damaged. -1 to DV.
 - 5 — Launcher hit. Lose 1D8 missiles.
 - 6 — Maneuver Thrusters damaged. All turns +1 movement point.
 - 7 — Gunner killed. Lose use of one gunner's weapons.
 - 8 — Reactor Detonates. Gunboat is destroyed.

Painting Your Figures

Although, strictly speaking, you don't have to paint your ships, it really does add a lot to the game. A full wing of colorfully painted starcraft can be a truly impressive thing.

Don't worry about not being artistically inclined enough to make your ships look perfect. That's not the point. You just want them to look cool.

To do that, all you really have to do is slap on one color of paint and touch up the cockpit and the guns with some highlights. Once you've gotten the hang of it, you can try getting even fancier, right down to giving each squadron its own insignia or even painting silhouettes of killed ships on a ship's bow.



Rules Checklist

To keep track of which optional rules you're using in a game, use the *Rules Checklist*. Feel free to make as many photocopies of these two pages as you like for personal use. Before a game, run down the checklist with the other players to determine which optional rules you'll be playing with. Simply check off the box next to each rule you'll be using.

- Asteroids:** Asteroids are randomly scattered across the playing surface. They drift 1 hex per turn, and they block cannon fire. Ships entering a hex filled with asteroids will be damaged. Torps are immediately destroyed. (Page 79.)
- Automatic Hits:** Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their highest value, the attack hits. (Page 76.)
- Automatic Misses:** Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their lowest value, the attack misses. (Page 76.)
- Black Holes:** Place the hole on the board. Establish radius of effect. Any ships within a the radius of effect at the end of a turn are drawn toward the hole the number of hexes they are inside the black hole's edge. Ships drawn into a black hole are destroyed. (Page 80.)
- Damage Control:** If a ship has not fired its weapons or been damaged this turn, roll 1D10. If the result is within the ship's damage control success spread, the ship gains back that many boxes. Damage Reduction, critical hits and torps become blank boxes. (Page 77.)
- Decoys:** Ships with decoys can launch one each turn instead of attempting to jam a torp. Roll a 1D4 for each torp tracking the ship launching the decoy. On a 1 or 2, the torp is removed. Each critical hit knocks out 1 decoy. (Page 74.)
- Deflection:** This subsystem applies modifiers to cannon attacks based on how the target and attacker are moving with relation to each other. (Page 76.)
- Destroyed Starcraft Debris:** When a ship is destroyed, replace it with a marker or tip the ship on its side. Any ship or torp that enters the hex sustains a 3D6 attack scoring Low damage. (Page 69.)
- Drift:** At the start of each movement phase, starcraft drift a random number of hexes forward. (Page 69.)
- Drive 0 Turns:** A ship with Drive 0 can turn 1 hexside before all other ships have moved, but after any drifting. (Page 69.)
- Easing Target Speed Restrictions:** A weapon may fire on faster targets with a To Hit penalty of -1 for each point by which the target's Drive exceeds the weapon's Drive Restriction. (Page 77.)
- Experience** (only useful in a campaign): Pilots and Gunners that take part on the winning side of a mission can raise a skill level by one point, up to 10. (Page 66.)
- Firing Multiple Weapon Systems:** A crewmember can fire up to 4 weapons in one turn by suffering a -2 to hit penalty for each attack. All systems must be aimed at the same target. (Page 77.)
- Gunnery Duels:** When a ship with crewmembers that have yet to fire is fired upon, one of the ship's crew may declare a gunnery duel. Both combatants roll 1D10 and add their Gunnery skills. Pilots take a -2 penalty. Winner fires first. Loser fires directly after that. Ties are resolved simultaneously. (Page 75.)
- Life Pods:** When the craft is destroyed, the life pod deploys, unless the craft was destroyed by a "starcraft destroyed" critical hit or took 20 or more points of damage its last turn. Pods eject on a 1-5 on a 1D6. Pods can also be ejected from non-destroyed craft. After the scenario, determine the crew's fate. (Page 68.)
- Maneuverable Torps:** Torps pay 0 points to make any turn. (Page 72.)

- ❑ **Missile Torpedoes:** These new torps can actually fire missiles in any Warhead Launch Phase after the one in which the torp was launched. New torps may be exchanged for standard torps of the same Mk. on a one-for-one basis. (Page 73.)
- ❑ **Multi-player Games:** There are more than two sides in a the game. (Page 68.)
- ❑ **Pilot Luck:** Pilots can gather Luck points by destroying foes. These Luck points can then be used to force an opponent to reroll attack dice or critical hit rolls or to allow the user to automatically dodge an incoming torpedo. (Pages 66–67.)
- ❑ **Pilot Luck (Purchased):** Pilots can purchase luck points at a cost of one design point apiece. Purchased luck can never be higher than the pilot's Piloting skill. (Page 67.)
- ❑ **Point-Defense Anti-Torp Weapon Systems:** Instead of dodging torps, a ship with point-defense weapons can fire them at torps in its hex. Roll 1D10 for each torp. If the result is within the ship's listed kill spread, the torp is destroyed. A point-defense system has a limited number of attacks. Each critical hit destroys one attack. (Pages 74–75.)
- ❑ **Point Defense Weapon Systems vs. Missiles:** Ships with point-defense systems can use them against incoming missiles instead of torps. The bracketed number next to the ship's point-defense is the number of missile volleys the ship can attack in a turn. When the 1D10 is rolled against each volley, if the result falls within the ship's kill spread, that number of missiles are removed from that salvo. A ship's point defense systems can only be used against either missiles or torps in any given turn. (Pages 74–75.)
- ❑ **Poor Mechanical Reliability:** A ship with poor mechanical reliability takes a critical when it first takes damage, in addition to any normal criticals or damage. Roll this special crit on a 1D8 for fighters or a 1D4 for gunboats. (Page 78.)
- ❑ **Ramming:** When a ship tries to ram another, the attack is resolved based upon the classes of the ships involved. The greater the attacking ship's pilot's Piloting skill, the better of a chance it has to hit. (Page 71.)
- ❑ **Range Increments:** Players agree to use the more comprehensive *Alternate Range Effects Table*. (Pages 76 and 165.)
- ❑ **Secrecy:** Starcraft displays are kept hidden from opponents. Attackers still roll for critical hits, but the defender does not have to report the results. Two things must be told: each ship's current Drive value and when a vessel is destroyed. Initiative is rolled secretly as well, and only the result is reported. This works well with players who trust each other, or if a referee is present. (Pages 78–79.)
- ❑ **Sequential Resolution of Torp Attacks:** The damage from each torp is resolved separately. Start with the least powerful and work your way up. (Page 72.)
- ❑ **Set Cost Turns:** Instead of rolling for a tight turn's cost, the first hexside costs 3 points (as normal) and the second and third hexsides cost 2 more points each. Pilot must roll under Plt to make a tight turn. (Page 69.)
- ❑ **Sideslips:** Craft or torp can move into its front right or front left hex for 2 points. You cannot make 2 sideslips in a row. (Page 70.)
- ❑ **Slingshotting:** A starcraft can ride the gravity wells of large spacegoing objects like asteroids, wormholes and even black holes. Moves made while orbiting such objects are made for free. (Pages 70–71.)
- ❑ **Three-D:** The game is played entirely in 3-D. (Page 81.)
- ❑ **Time Limit:** Players have 30 seconds to move each ship. (Page 68.)
- ❑ **Torpedoes (New Types):** Standard torps can be exchanged for new torps of the same Mark load on a one-for-one basis. (Pages 72–73.)
- ❑ **Turning Restrictions:** Craft with 3 or more movement points (4 if a gunboat) must enter a new hex before turning at the beginning of a move. (Page 69.)
- ❑ **Variable Speed Torps:** Bigger torps move slower than smaller ones. (Page 72.)
- ❑ **Wormholes:** Scatter the wormholes randomly. Ships that move into a hex occupied by a wormhole are transported to within one hex of the wormhole counter with the letter corresponding to the one that was entered. (Pages 79–80.)

The Next Millennium

Painting Supplies

Before you get down to painting your figures, you'll need to get down to your local hobby shop and pick up some supplies.

First you'll need a knife of some sort. An X-Acto or other art knife works well. You can use this to remove the figures from their sprue (the plastic frame they come attached to).

Also, you'll notice that some of the figures may have a little bit of extra plastic on them. This is called flash, and you can use the knife to remove this carefully. Remember to be careful with the knife. Those blades are sharp.

If you like, you can also get an angled set of plastic snips. These can really make removing a whole bunch of figures at once a breeze.

When working with metal figures, you'll want a good set of files, too. The flash on a metal figure is often too hard to simply carve with a knife, but the files work perfectly.



Silent Death

Once you've got the figures cleaned up, you need to put them on their stands. To make sure they'll stay there, you'll need some good glue. For these ships, a tube of superglue is usually plenty, but you can get stronger stuff if you like.

If you're careful enough with the glue, it's best to put the ships on the stands after you've painted them. The glue will mar the paint a bit, but since it's on the bottom of the ship, most people won't notice or care.

Of course, you need some primer, some brushes and some paint. Spray primers are easy to use and give a nice clean look. Use a white primer for a brighter looking ship. If you want your ships to look dark and grim, stick with a black primer instead.

Get yourself a good assortment of brushes. Make sure to get some really small ones (like 3/0 size) for the detail work.

Pick out whatever color paint you want. If



Designer's Notes

It's Here!

I know a lot of you have been waiting for this book a long time, but I sincerely doubt that any of you will be happier to see it than I. This book is the result of the cumulative input and comments of *Silent Death* players around the world, who have been playing this game for the past five years. I think it's been worth the wait, and I hope you will, too.

The Ship Design System

You may notice that if you try to use the Starcraft Design System to duplicate the 24 starcraft displays in this book, the results won't match up perfectly. That's the way we intended it to be. Don't worry about it. The premade ships still work perfectly fine. It's just that they don't slot into a rigid system as nicely as they could.

No system could hope to cover every possibility that a player might come up with for a ship design, and the Starcraft Design System is no exception to that rule. Instead, we've come up with a simple system that offers a lot of different choices but it still easy to use. It represents many hours of playtesting, and we're fairly confident that it works.

Anyhow, when you try to design your first ship, you may not end up using all of the slots the template you've chosen has allotted you. Don't worry about this. It's not important. If you like, you can try to cram your design into a smaller template. Otherwise, forget about it. Just cost out the ship and realize that those empty slots mean that your ship costs less than it otherwise might (which is often a good thing).

Many playtesters asked about cargo slots and slots for hyperspace and metaspace drives. Since these don't have any relevance to the *Silent Death* game as it stands, we didn't bother to include them. Perhaps these things will show up in some future supplement or possibly be covered in the campaign game.

We Need You!

As always, it's the people who play *Silent Death* that make it such a great game. Getting your feedback by letter and at conventions was how most of the changes in the game were made. We want to continue to hear from you about what you'd like to see from ICE in the future.

So write us. We love to get mail.

You can reach us at the address in the front of this book, or you can find us on the internet at vaice@aol.com.

So, What's Next?

Don't think that just because *The Next Millennium* is finally a reality that we're just going to sit back and rest on our laurels. ICE will be releasing a whole slew of brand new support products in the near future.

Renegades: The Espan Rebellion should be out soon after this book is released, and that's just to get the ball rolling.

Over the next couple years, you'll see a science fiction ground combat game set in the *Silent Death* universe. Plus, there's *Space Riggers*, which introduces wooden ships and flying dragons into the cold depths of space in a distant part of the Milky Way. And there'll new giant robot gladiatorial combat game, too.

Plus, there'll be *The Battle of Five Armies*, a fantasy battle game set in J.R.R. Tolkien's Middle-earth, which uses the same basic rules system that's the core of *Silent Death*.

Oh, and I almost forgot the *Silent Death* novels. The first will be out this summer, and there'll be more to come.

Wow!

So, as you can see, we're standing on the brink of something big here. Glad to have you along for the ride.

— Matt Forbeck
Ann Arbor, MI
1995

Reference Tables

The Next Millennium

Weapon Table						
Weapon	Base Attack Dice	Range Increments (To Hit Modifiers)			Target Speed Restriction	Damage
		Short (+1)	Medium (0)	Long (-1)		
Mass Drivers						
Minigun	2D6+ADB	1-2	3-5	6-12	—	Low †
Autocannon	2D6+ADB	1-3	4-10	11-24	Drive < 10	Medium †
Railrepeater	2D6+ADB	1-4	5-15	16-36	Drive < 6	High †
Lasers						
Pulse Laser	2D8+ADB	1-3	4-9	10	—	Low
Meld Laser	2D8+ADB	1-6	7-18	19-20	Drive < 12	Medium
Turbo Laser	2D8+ADB	1-9	10-25	26-30	Drive < 8	High
Blast Cannons						
Splattergun	2D6+ADB	1-2	3-6	7-10	—	Medium
Blatgun	2D6±ADB	1-4	5-10	11-15	Drive < 13	High
Disruptors						
Disruptorgun	2D8+ADB	1	2	3-6	—	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Drive < 11	High §
Ion Cannons						
Impulsegun	2D8+ADB	1-3	4-8	9-10	—	High
Ion Ram	2D8+ADB	1-5	6-13	14-15	Drive < 15	All
Plasma Cannons						
Plazgun	2D6+ADB	1-2	3-4	5-10	—	All ¥
Heavy Plazgun	2D6+ADB	1-4	5-8	9-15	Drive < 11	Allx2 ¥
Energy Bolter						
Protobolter	2D6+ADB	5-8	9-12	13-16	Drive < 14	10/8/6
Warheads						
Missile	1D6/	—	1-10*	—	—	High+1*
Mk. 10 Torpedo	1D12	—	—	—	—	All
Mk. 20 Torpedo	2D12	—	—	—	—	All
Mk. 30 Torpedo	3D12	—	—	—	—	All
Mk. 40 Torpedo	4D12	—	—	—	—	All
Mk. 50 Torpedo	5D12	—	—	—	—	All

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

§ If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

¥ If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

* A missile's target must be within 10 hexes of the firer only at the beginning of the Warhead Launch Phase.

you like realistic military-style ships, stick with grays, blacks and whites, but don't forget to get some other colors for the details. If you just want your ships to look cool, get whatever colors you want. For some examples of some good color schemes, see the bottom of the boxed set.

There are many kinds of paint to choose from. The most common kinds are oils, enamels and acrylics. Each type has its own strength and weaknesses. We recommend that beginners use acrylics, as they are easy to use and to clean up after. Later on, you can try the other types and try your hand at using inks and washes, too.

You may also want a can of matte finish. This is a sealant that protects your paint job. Some people don't care for the glossy look some finishes can leave, but if you're going to be using your ships in a game, a single coat of finish can preserve all your hard work.



Silent Death

The Paint Job

First off, don't think of it as a job. This can be a lot of fun.

Painting a figure is done in several steps:

- 1) Remove the figure from its sprue.
- 2) Remove any flash from the figure.
- 3) Wash the figure in dish soap and water.
- 4) Dry the figure.
- 5) Apply a coat of primer to the figure.
- 6) Paint the figure.
- 7) Apply a coat of matte finish to the figure.

Simple enough, eh? If you're patient and careful, you'll end up with a snazzy starcraft.

To reiterate a few points:

Make sure you wash the figure. It is lightly coated in a compound that makes it easy to remove it from its mold at the factory. If you don't wash it off, the paint might not stick very well.

Similarly, prime the figure. Primer sticks to the figure better than regular paint. The paint sticks great to the primer, though.



Integrated Torpedo Table

Torp Type	Drive	Duration	Damage Delivered	Defensive Value	Plt	Tracking Cone	Homing System	Notes
Mk. 10 Torp Loads								
Standard Mk. 10 Torp	12	10	1D12	10	5	360°	ALH	
Express-110 Torp	18	10	1D12	10	3	360°	ALH	
Sentinbl-210 Torp	12	10	1D12	10	4	180°	FTH	Torp remains stationary until a target is within 10 hexes at the start of a Movement Phase.
DFWH-310 Torp	8/15	10	1D12	12	2	180°	DTH	Drive is 8 while directed or unguided. Drive 15 after terminal guidance.
Review-410 Torp	10	10	1D12	8	4	180°	CSH	
Relock-510 Torp	15	5	1D12	11	2	180°	IFH	
Deadlock-610 Torp	18	2	1D12	10	2	360°	IFH	
Remote R-10 Torp	8	3	1D12	8	2	—	DXH	
Mk. 20 Torp Loads								
Standard Mk. 20 Torp	12	10	2D12	10	5	360°	ALH	
Express-120 Torp	16	10	2D12	10	3	360°	ALH	
Review-420 Torp	10	10	2D12	8	4	180°	CSH	
Relock-520 Torp	14	5	2D12	11	2	180°	IFH	
Deadlock-620 Torp	16	2	2D12	10	2	360°	IFH	
Mk. 30 Torp Loads								
Standard Mk. 30 Torp	12	10	3D12	10	5	360°	ALH	
Express-130 Torp	14	10	3D12	10	3	360°	ALH	
Sentinel-230 Torp	12	10	3D12	10	3	180°	FTH	Torp remains stationary until a target is within 10 hexes at the start of a Movement Phase.
Relock-530 Torp	13	5	3D12	11	2	180°	IFH	
Deadlock-630 Torp	14	2	3D12	10	2	360°	IFH	
Remote R-30 Torp	8	4	3D12	8	2	—	DXH	
Mk. 40 Torp Loads								
Standard Mk. 40 Torp	12	10	4D12	10	5	360°	ALH	
DFWH-340 Torp	8/12	10	4D12	12	2	180°	DTH	Drive is 8 while directed or unguided. Drive 12 after terminal guidance.
Review-440 Torp	9	10	4D12	9	4	180°	CSH	
Deadlock-640 Torp	18	2	4D12	10	2	360°	IFH	
J40 Decoy-X Torp	12	1	—	10	2	—	DXH	Negates one decoy of the launcher's choice.
Mk. 50 Torp Loads								
Standard Mk. 50 Torp	12	10	5D12	10	5	360°	ALH	
Ex50 (surplus) Torp	10	10	5D12	10	2	60°	FTH	Only used when a scenario calls for it.
Relock-550 Torp	11	5	5D12	11	2	180°	IFH	
Mayhem-750 Torp	10	2	—	10	2	—	DXH	Carries 5 Relock-510 torps. At the start of the torp's third Movement Phase, the 510s deploy in five different directions (except rear).
Remote R-50 Torp	8	5	5D12	8	2	—	DXH	

Torp Type: The torp's name.

Drive: The number of movement point the torp must use each turn (unless it has a DXH homer—then it can spend less).

Duration: Number of turns the torp can move. If the torp hasn't detonated when this is over, remove it.

Damage Delivered: When the torp hits, roll these dice. Add them up for All damage.

Defensive Value: The number needed to hit the torp with an attack from a cannon or warhead.

Plt: The torp's Piloting skill. This is used only when the torp is trying to dodge other torps.

Tracking Cone: The angle through which the torp can track a target. See pages 72-73 in the *SD:TNM* rulebook for full details.

Homing System: The type of homing system the torp uses to follow its targets. See page 73 in the *SD:TNM* rulebook for full details.

Notes: Special rules for this type of torp.

The Next Millennium

If you're a beginner, don't try to get too fancy all at once. Like any other kind of artwork, painting figures takes practice. Stick with it, and you'll soon be knocking out some great ships.

Try starting by painting a ship a single color. Then go back with a small brush and paint some of the details in a complementary color. Don't forget to paint the cockpit, too. A gunmetal gray looks good for that, and you can use the same color for weapon barrels if you like.

When you've got the simple stuff down, then you can mess with details like painting flames on the wings and shark's teeth across the bows. Until then, just remember that the whole point is to have fun.



Alternate Range Effects Table

Weapon	Range Increments (To Hit Modifiers)					
	Point Blank (+2)	Short (+1)	Medium (0)	Long (-1)	Very Long (-2)	Extreme (-4)
Mass Drivers						
Minigun	1	2	3-5	6-10	11-12	—
Autocannon	1	2-3	4-10	11-20	21-22	23-24
Railrepeater	1	2-4	5-15	16-30	31-33	34-36
Lasers						
Pulse Laser	1-2	3	4-8	9	10	—
Meld Laser	1	2-6	7-15	16-17	18-19	20
Turbo Laser	1	2-9	10-19	20-25	26-28	29-30
Blast Cannons						
Splattergun	1	2	3-4	5-6	7-10	—
Blatgun	1	2-4	5-7	8-10	11-13	14-15
Disruptors						
Disruptorgun	—	1	2	3-4	5-6	—
Disintegrator	—	1	2-3	4-6	7-12	—
Ion Cannons						
Impulsegun	1	2-3	4-6	7-8	9-10	—
Ion Ram	1	2-5	6-13	14	15	—
Plasma Cannons						
Plazgun	1	2	3-4	5-6	7-8	9-10
Heavy Plazgun	1	2-4	5-8	9-10	11-12	13-15
Energy Bolter						
Protobolter	—	5-8	9-12	13-16	—	—

Drift Table

Current Drive	Drift Die
0-5	—
6-10	1D4
11-15	1D6
16-19	1D8
20+	1D10

Variable Speed Torpedo Table

Torpedo	Drive
Mk. 10	18
Mk. 20	16
Mk. 30	14
Mk. 40	12
Mk. 50	10

Deflection To Hit Modifiers Table

Defender is in this Firing Arc of the Attacker	Attacker is in this Arc of the Defender						Target Has Drive 0
	F	FQL	FQR	R	RQL	RQR	
Front	0	-2	-2	+1	0	0	+2
Front Quarter Left	-2	-1	+1	+1	-1	+1	+1
Front Quarter Right	-2	+1	-1	+1	+1	-1	+1
Rear	+1	0	0	0	-1	-1	+2
Rear Quarter Left	0	-1	+1	0	-1	-1	+1
Rear Quarter Right	0	+1	-1	0	-1	-1	+2

Silent Death

Turn Sequence

1) Warhead Launch Phase

Roll missile lock-ons.
Launch missiles.
Launch torpedoes

2) Movement Phase

Make Drive 0 turns.
Starcraft drift.
Roll for initiative.
Starting with the side that lost initiative, alternate moving starcraft.

3) Torpedo Results Phase

Fire point-defense systems at incoming torps or attempt to dodge them.
Resolve torp attacks.
Launch decoys or jam.

4) Cannon Fire Phase

Gunners fire their weapons in order.
Pilots fire their weapons in order.

5) Missile Results Phase

Fire point-defense systems at incoming missiles.
Resolve missile attacks.
Asteroids drift.
Attempt damage control.

Damage Track Key

- = Reduce the vessel's current Drive to the highest unmarked, boxed number on the damage track.
- 1 = On a gunboat, the starcraft's current Drive number is reduced by 1.
- ◇ = Reduce the vessel's Damage Reduction to the highest unmarked diamond value on the damage track.
- w = Eliminate a cannon mount or missile launcher (defender's choice).
- W = Eliminate a cannon mount or missile launcher (attacker's choice).
- t = Eliminate one remaining torp (defender's choice).
- T = Eliminate one remaining torp (attacker's choice).
- * = Roll 2D6 on the target vessel's Critical Hit chart. Roll 2D4 for Gunboats. Apply the critical effect immediately.
- × = If this box is marked off of a fighter's display, it's destroyed. A gunboat is destroyed if two of these boxes are marked off.

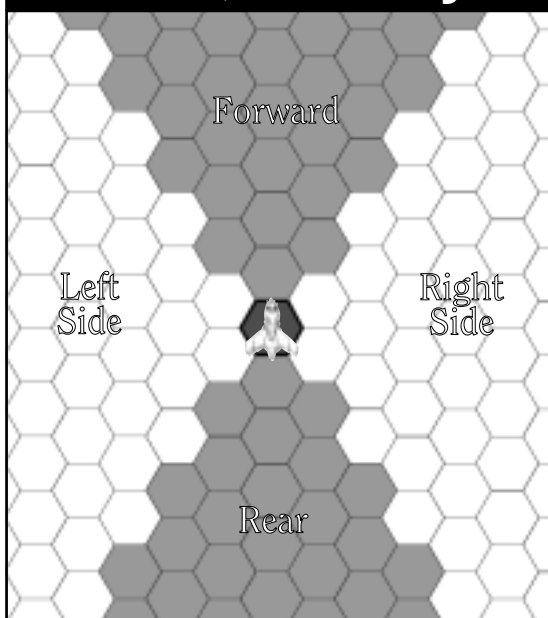
Skill Level Effects Table

Piloting Skill (Plt)	Tight Turn Cost	Gunnery Skill (Gnr)	Attack Die Bonus (ADB)
1	1D10	1	1D4
2	1D10	2	1D4
3	1D8	3	1D4
4	1D8	4	1D4
5	1D6	5	1D6
6	1D6	6	1D6
7	1D4	7	1D8
8	1D4	8	1D8
9	1D4	9	1D10
10	1D4	10	1D10

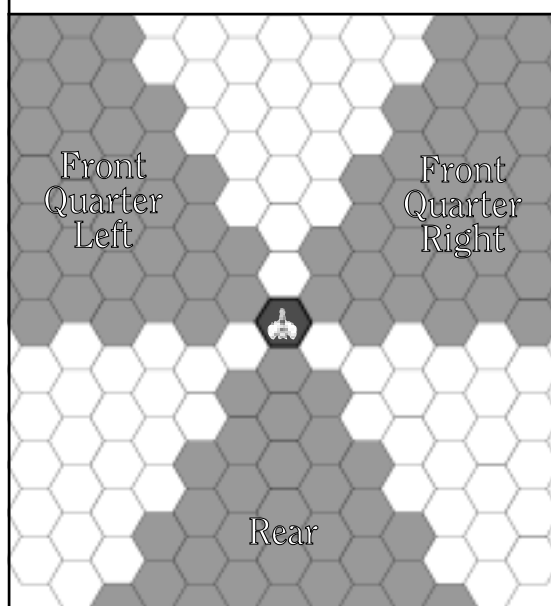
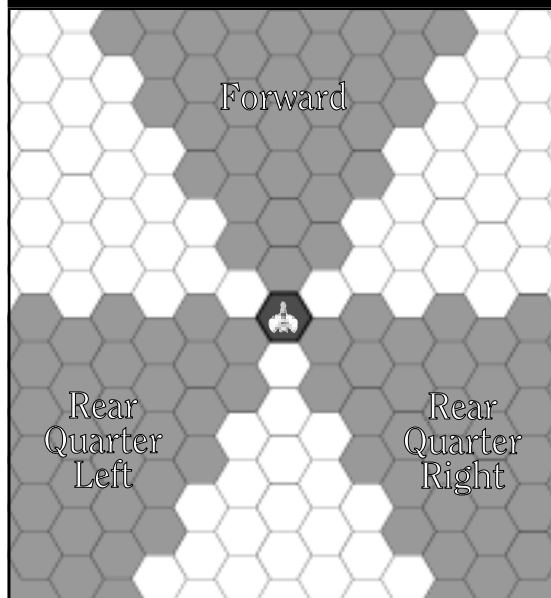
Gunboats vs. Missiles Table

Roll	Side Attacked
1	Front
2	Left
3	Right
4-6	Rear

Gunboat Quadrant Diagram



Firing Arcs



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Official Tournament Rules

As many longtime *Silent Death* players already know, this game is an ever-popular part of many game conventions across the United States and the rest of the planet. The following rules are used in all tournaments officially sanctioned by *Iron Crown*. Players are expected to be familiar with these rules when playing in such games.

For more about each rule, see the *Rules Checklist* on pages 160–161.



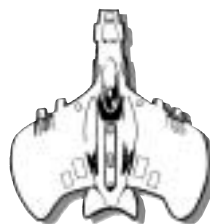
Silent Death

Convention Games

While most convention games will use the rules listed in the sidebar on the previous page, some referees like to use their own set of rules, including things like asteroids and drift. This is fine, as long as everyone knows which rules are being played with before the game begins.

(For the uninitiated, a referee is a person that runs a game at a convention. Usually, this person doesn't actually play in the game so that he or she can make impartial rulings in any situation that might require one. Mostly, referees are just there to keep things moving along.)

Keep an eye peeled at your local conventions for *Silent Death* games. And if you'd like to referee a *Silent Death* game or tournament at a convention or local game store, contact ICE at the address in the front of this book for support. We'll see you out there!



Silent Death™ Accessories Now Available Directly From I.C.E.

RAFM™ Metal Miniatures

New metal miniatures for *Silent Death* are available from RAFM! For players buying the Deluxe Rulebook or for those who want to parallel their plastics with metal, all of the new *Silent Death* ships will be cast in pewter and sold in blister packs for \$5.00 each. Number in () indicates number of ships per blister pack. Also available directly from ICE.

Silent Death

ST#	Description	ST#	Description
0601	Spirit Rider (3)	0610	Pharsii II (2)
0602	Thunder Bird (2)	0611	Pit Viper (3)
0603	Night Hawk (2)	0612	ShryakShuttle(2)
0604	Seraph (2)	0613	Blizzard (3)
0605	Salamander (2)	0614	Kosmos (2)
0606	Epping Gunboat (2)	0615	Hell Bender (2)
0607	Teal Hawk (2)	0616	Death Wind (2)
0608	Sorenson III (2)	0617	Glaive (2)
0609	Revenge (2)	0618	Drakar (2)

Look for 6 more ships in late summer!

Silent Death–Renegades™

ST#	Description	ST#	Description
0625	Saucer (4)	0628	Eagle (2)
0626	Black Hawk (3)	0629	Scorpion (1)
0627	Crescent (3)	0630	Conestoga (1)

Sunrunners ships also coming this summer!

Shipbuilder Software

3.5" diskette for \$15.00

One of the great new features of the revised *Silent Death* is the highly flexible ship construction system. This new Shipbuilder Software simplifies the system and allows you to create a ship in just a few minutes—no fuss or muss! Once you've created your ship, you can print out a summary of the ship's statistics and the damage tracks, and you're ready to go! Created for Windows capable PC's, this program is a must if you want to design your own unique ships.

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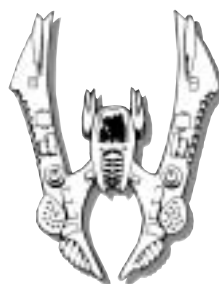
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Silent Death: The Next Millennium™

The deathly silence of space was shattered by the distinctive whine of laser fire skittering across his ship's bow. Jacob spun his Talon into a desperate barrel roll in a vain effort to evade the Night Hawk on his tail. He twisted right, left, and then looped about, losing his pursuer and instantly finding himself staring at a new foe, nose to mirrored-cockpit nose. Fighter pilots never get a break.

SILENT DEATH™ THE NEXT MILLENNIUM

Blast into the Next Millennium! *Silent Death: The Next Millennium* is an exciting, quick-playing, and easy-to-learn game of star fighter combat set against the backdrop of a destroyed high-tech empire. This Rulebook contains everything you need to be able to play in the *Silent Death*™ universe:

- The full set of standard rules.
- A spectrum of optional rules covering asteroids, black holes, wormholes, slingshotting, ramming, and more!
- 24 beautifully illustrated ship designs.
- A ship design system that allows you to create your own *Silent Death* ships.
- Background material for the *Silent Death* universe. Discover what happened to the empire when the Night Brood invaded Earth! Investigate the strange alien powers from beyond the galactic rim! Learn how the Terrans handled themselves in their darkest hour!

This Rulebook is available in the *Deluxe Boxed Set, Silent Death: The Next Millennium* (ICE ST #7200). If you have purchased this Rulebook separately, you will need the hex maps, miniatures, and dice from another *Silent Death* product (*Silent Death: Rookie Rules*™ or an earlier edition of *Silent Death*).



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