SILENT DEATH™   RACES

I.C.E.

NIGHT BROOD™
FIRST CONTACT

NIGHT BROOD:™
First Contact

Silent Death

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Silent Death

Table of Contents

Introduction

What You Get

Here's what you get with *Night Brood: First Contact.*

• The *Night Brood: First Contact* book. That's what you're reading now. It's got background material, scenarios, rules for the Hatchlings and, of course, Starcraft Displays for the ten Hatchling starfighters.

• A **Counter Sheet**. This contains all the new Hatchling starcraft, drones and game markers you'll need for *Night Brood's* scenarios. You may want to separate all these counters with a hobby knife to ensure clean, sharp edges and corners.

The First 4 Scenarios

The scenarios in this booklet have been designed so that you can play them with the Hatchling counters you received in *Night Brood: First Contact* and the Terran miniatures you got in the **Silent Death: The Next Millennium** *Deluxe* boxed set.

Other Things You'll Need

When you're playing scenarios from *Night Brood*, you'll need your **Silent Death** components: principally, the maps, miniatures, counters and Starcraft Displays.

If you want to use miniatures and you don't have all the ones you need, you should be able to get hold of more at your local hobby shop. If you can't find them there, you can always order direct from us—see the ICE ordering information found at the end of this booklet.

Using Night Brood

If you've played other **Silent Death** products, you're already familiar with the scenario format and general course of play for *Night Brood* games. You'll have to read the Rules in this booklet before playing *Night Brood* scenarios. These Rules tell you how the Hatchling starfighters differ from the Terran ones you're used to.

Here is a list of important differences to keep in mind:

• Hatchling crew have different costs for skills than Terran crew.

• Hatchling starfighters use a whole new range of weaponry unlike the lasers and blast cannons you've found on previous Terran vessels.

• Hatchling starfighters use space drones instead of torpedoes, and spore moles instead of missiles.

• Besides standard maneuvering thruster drives, Hatchling starfighters are also capable of igniting "jump pods" which allow them to cover large distances quickly.

Removing Starcraft Displays

As always, we've put your new Starcraft Displays in the center section of this booklet. Loosen the staples, remove the display section, then close the staples again. Cut apart each separate display and they are ready to use.

Included in the removable center pages is the Expanded Turn Sequences for *Night Brood* games. Use these as playing aids during **Silent Death** scenarios involving the Hatchlings.
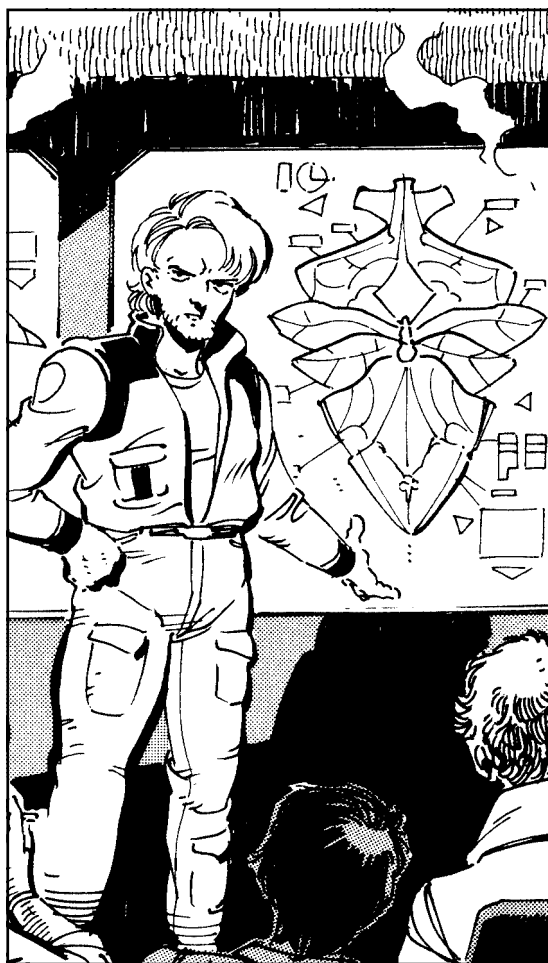
"Alright, people, settle down." David Zon, Ops Commander of Fafnir's Kludge, called his fliers to order. He drew a fall of stringy hair out of his eyes and straightened-up. "We haven't got a God-damned clue about what we're up against here. Central thinks they're aliens, but those cranks have got their heads up their butts half the time, and the other half they're eat'n lunch. I say we'll be find'n out for ourselves."

A confirming murmur rippled through the assembled flight officers. Alarming news reports were already being broadcast, and the reservists had been hastily gathered. Two active duty members of the unit had already disappeared.

"What we believe to be advance elements of their main fleet encountered one of our patrols yesterday morning. Friendly contact was lost, but not before we got an N-sweep of the aggressor vessels," the Ops Commander took a deep breath. "Configuration, unknown. Composition, unknown. Armaments, unknown. Occupants,

Hatchlings and Their Clutchworlds

unknown. Good tech, eh? What a surprise. What we do know is that they waxed our guys, and Deep Scan says more intruders are on the way. Plenty more, and soon. Questions?"

A middle-aged woman in grease-smeared coveralls piped-up from the back of the assembly room, "Give us the drill, Dave. What are we doing?"

"OK. All flights are on immediate stand by. That's scramble-ten status." An exasperated huff rose up from the disheveled crowd. "That's right folks, scramble-ten. Vid your husbands and wives. Tell 'em you won't be home for a few days. If the bio-domes start getting lanced from space, they'll know what happened to you. Chance-Morton," the Ops Officer's gaze settled on the civie transport dispatcher, "since some of your flights are already active, your Gammaray squadron will be cycling through the first round of patrols. First flight's up in twenty minutes. That is all. Let's move."

— Briefing of 1st Civilian Reserve Wing (Fafnir's Kludge) prior to the Battle of Fafnir

Explorers and settlers on the Imperial frontier have awakened a new and deadly enemy: the Hatchlings. Commonly referred to as "Grubs," these aliens, armed with their formidable technologies pose a serious threat to human colonies near the Clutchworlds.

Clutchworlds are the planets where subterranean warrens of dormant Hatchlings lie in wait. Asleep for centuries at a time, the Grubs seem to prefer arid worlds with little or no atmosphere, orbiting dim, red stars. They prefer to live light years away from other races and their annoying activities. Judging from the first encounter with this reclusive race, it seems that they form communal groupings, or "clusters," of Clutchworlds. Warren, community, and Clutch are the names Terrans use to refer to a population of Hatchlings living on a single Clutchworld.

During dormant periods, each Clutch may boast as many as one million individuals, while during a swarming, that number can increase a hundred-fold or more.

Why Attack the Terrans?

The Grubs have suddenly attacked their stellar neighbors with unparalleled viciousness—but why? There was apparently no prior attempt to communicate with the Terran colonists in the Albriton star sector, and there has been none during their torrential onslaught. The worlds inhabited by the Terrans are very much unlike those apparently preferred by the Grubs. Also, from the human perspective, the Albriton star sector is sparsely populated, with plenty of star systems for the taking. So why the Grub attack?

Subsequent investigation of captured Clutchworlds and preliminary studies of Hatchling physiology have revealed clues which might answer this question.

The key to the mystery seems firmly rooted in the utterly baffling way in which members of one Hatchling Clutch communicate with others on distant Clutchworlds. Grubs do not utilize conventional TBD, nor even radio-style signals. Rather, the consciousness of a single Clutch can reach out into the vastness of interstellar space and interact with other Clutches, exchanging information and making communal decisions which affect the entire race. Such communication seems to defy scientific explanation. Unfortunately, it appears that the activities, and perhaps even the thoughts of other sentient races inadvertently interferes with the Hatchling mass consciousness—producing a kind of "interstellar static." The proximity of the Tau Albriton frontier hub has no doubt disturbed the thoughts of dormant Hatchlings in the star sector, and eventually triggered their horrific reaction. In short, it seems that the Terrans were disturbing the dormant, nearby Clutches without even knowing it.

As to whether such an "awakening" was inevitable, or if the human settlers in the Albriton sector could have prevented the Hatchling attack, no one can say at this time.

Alien Enigma

Certainly, Hatchlings are an enigma among the alien races encountered by man so far. Their mass consciousness is baffling. Their means of inter-community communications defies explanation, and their sudden, violent reaction to the slow encroachment of Terran civilization is unprecedented.

Since the start of the Grub Campaign, Imperial scientists have struggled to learn more about this race, studying the few recovered specimens, examining deserted Clutchworlds, and extrapolating ideas from recorded behaviors. Slowly, the scientific community has pieced together some reliable information, however, hundreds of popular, eccentric theories have flooded Imperial newsnets.

Still undiscerned at this time are the following fundamental traits of the Hatchling race: nutritional requirements, interpersonal communications, procreation methods, recuperative powers, emotive reactions, larval behaviors, interstellar navigation, and racial goals.

The Hatchlings

The alien race that humans refer to as the "Hatchlings" is actually an amalgam of numerous related beings, each tailored to perform certain tasks, or fill a desired niche in the society. There are essentially three general types or "stages" of Hatchlings. These are:
• Stage 1—Stock Hibernator
• Stage 2—Breeder
• Stage 3—Implementor

These three stages represent the complete "life cycle" of a Hatchling Clutch. This cycle begins and ends in dormancy with the Stock Hibernators. Between these long rest intervals, Clutches go through relatively brief periods of frenzied activity called "swarmings" where, first, Stock Hibernators emerge from their cocoons. Then selected Stage 1 Hatchlings metamorphose into Breeders, who progenerate the Implementors. It is the Implementors who perform all of the Clutch's crucial tasks during its swarming period. As the swarming ends, those Breeders that remain produce more Stock Hibernators who finally cocoon themselves and await the next swarming, centuries in the future.

It is not known what triggers a Clutch to swarm. Certainly some sort of defense mechanism caused the first documented swarming in the Albriton star sector; but just as certainly, other clusters of Hatchling Clutchworlds exist and they too might swarm due to either a genetic imperative, migratory urge, command of the Hatchling mass consciousness, or perhaps any number of other reasons.

Hatchlings, apparently, are dualistic creatures. They seem to have a concept of the "self" and a concept of "self as part of the 'master.'" The Clutchmaster is not the regent or leader of the community. Rather, it is the mental culmination of the Clutch. Each Hatchling contributes a transcendent part of itself to the communal consciousness. In essence, all Hatchlings have command of themselves—there is no "leader" creature. So, though it is enticing to draw parallels between a Clutch and, say, a hive of bees, there is in fact no "queen" focusing the activities of all the others.

This race is definitely not a thoroughly work- or war-oriented collection of automatons. The mind of each member is highly developed, much more so than that of a simple human being. In repose, Hatchlings possibly assimilate new information from the mass racial consciousness, make contri-butions to it, and maybe even revel in their own racial perfection. It seems that their ethnocentricity has given rise to their violent xenophobia. They detest other sentients who have been unable to attain their state of mass consciousness, or have lost the capability over time. Dealing with such lesser beings seems hardly worth the trouble—apparently, these inferiors must simply be exterminated. An odd attitude for a supposedly superior mental being, but the Hatchlings have proven that they are full of surprises and contradictions.

What follows is a synopsis of each major Hatchling type.

Stage 1
Stock Hibernators

These are the Hatchlings which see a Clutch through its long periods of dormancy that can last upwards of five hundred years at a time. Cocooned in their subterranean warrens, Stock Hibernators carry all the genetic information and racial memories of the Clutch. These beings also sustain the Clutch's consciousness (the Clutch-master) which communicates with other Hatchling Clutchworlds. Though physically dormant, these beings are very active mentally.

Unlike the 3rd Stage Implementor Hatchling forms, which are described below, Stock Hibernators physically resemble one another (at least within a single Clutch). They are repulsive beings, each somewhat larger than a man. If you can imagine a dark, horrible grub encased in the body of a cockroach, then crossed again with a hairy, shambling swamp-creature covered with clusters of bilious glands, you have captured the essence of the Stage 1 Hatchling. They are sexually neuter.

Stage 1 Hatchlings are bred for longevity, since they must live for centuries. At the end of their long sleep, they break out of their cocoons and quickly become very active, going about the tasks required to bring the Clutch to its full swarming state. They breed a new generation of Builders (described below), cultivate food, tend to the maintenance of the warren, and formulate plans for their swarming.

The fate of a Stock Hibernator is not an enviable one. Eventually they are sacrificed as food for the growing Stage 3 forms.

Some Stock Hibernators unwittingly postpone this unsavory demise by metamorphosing into Breeders, the second Hatchling form.

Silent Death

Hatchling Clutch-worlds can best be thought of as a malignancy, or cancerous growth that afflicts a cluster of star systems. When the Hatchlings swarm, the cancer spreads—it's as simple as that.

— Dr. Joseph Geopold, ISI

Stage 2
Breeders

The first major change that takes place in a swarming Clutch is the appearance of Breeders. These are simply Stock Hibernators who physically alter themselves to carry out the task of creating specialized Hatchlings (the eventual Stage 3 form) for the Clutch community.

Breeders are bloated and helpless Stage 1 forms. They produce larvae in "nursery" chambers deep in the warren. These larvae are then fed specially-tailored hormonal gels secreted by the Breeder forms. Depending on the blend of gels provided to each larva, it will pupate into a specific type of Stage 3 Hatchling. In this way, the Breeders of a Clutch procreate the community's bio-template.

As the swarming gets underway, Breeders continue to produce larva which are designed to replace lost Hatchlings or overcome unforeseen problems. Grub society is highly structured. Each component has a place in it, and if a "place" is created out of necessity, a new member is bred into the task.

Near the end of a Clutch's swarming, Breeders begin producing numerous larva destined to pupate as Stock Hibernators. These Hatchlings form the next generation of the Clutch, cocooning themselves on their new Clutchworld (if, indeed, swarming brings the community to a new planet).

Stage 3
Implementors

Implementors are the most diverse group of Hatchlings, and those most likely to be encountered by other races. During a swarming, it is this form that takes on the lion's share of the Clutch's work. Bred specifically to their tasks, Implementors may be warriors, attendants, scouts, planners, or any number of other generally classified beings.

PROVINCIAL TERRITORIES AS OF IMP 476:001

Achernar Consulate
Akkadia, House
Alphendag Servitor Alliance
Anaximander Reform Territories
ANZOK Omnibus
Aramae, House
ASP Technocracy
Augustus-Hayes, House
Barramundi Trading Zone
Bikoi-Blackthorne, House
Butu, House
Cardiff Institute Star Cluster
Carlisle, House
Castor Shires Collective, The
Christian-Mutan, House
Cobalt Directorate
Colos, House
Cuchullin Curia
Damaskus Confederation
Data Sphere
Deep Hosk Congress
Devon, House
Dionius Mecca
Djinnistrova Leasehold, Greater
Dneprodzerkutsk, House
Dyushambe, House
Ebib Constabulary
Elyius Star League
Espan Fascisti
Ewanoma Cluster
Falkirk, House
Far Urins Commonwealth
Feininger-Schutz, House

Gladstone, House
Gobi Machine Council
Harkenbuhse, House
Hesper Duchy
Hibernia Freehold
Hulugu, House
Iraklion Republic
Ishka Comintern
Ithlin Combine
Jade-London, House
Jaguarundi, Grand Dukedom of
Jaquard, House
Kashmere Commonwealth
Klatus, House
Kubischev-Lloyd, House
Kvasik Praetorship
LeGrange, House
Lilith Group
Logos, House
Luches Utopia
Lucretia, House
Maghlor Parallax
Masters-on-Cleon
Moraxis, Federated Worlds of
Moskava, House
Mu-lindi Corp
Naphtali, House
Nimrin-Holt, Democratic Union of
Onsager Moot, The Great
Ozal-Pax, Merchant Holds of
Palvary Consortium
Pesalozzi Cathedra
Po Yang Reserve

Preus-of-Sol
Ptolemus, House
Q'raj Void Protectorate
Rabbah Quran Caliphate
Raki-Kang Dynasty, United Worlds of the
Red Star, House
Rhudan Hegemony, The Imperial
Saturnus High Commune
Scatha Conglomerate
Shantac, House
Sigurd Archdiocese
Siva, House
Six Nations
Struin Consulate, The Lost
Sul-Huvascar Reserve
Teru Fastness
Thaan, House
Titania, House
Tokugawa, House
Trimurti-Amrita, House
Tyr Vaj
Unkulunkulu Archipelago
Uxmal Temple-worlds
Vashti-Uhlanda Free Trade Bloc
Vogel-Grey, House
Vyborg Hyperborea
Vyrtza, House
Wanxian Corp
Xapotec-Yunnan, House
Yarosval Hegira
Yoka-Shan Warworlds
Zug Elysium, The

Many Implementors are so intimately tied to their appointed duty, that they are actually "grown into" the mechanisms required by their trade. For instance, if a Clutch needs miners, a number of Implementors will be grown into mechanical drilling units. If ground warriors are needed, the assigned larva are grown into weapon harnesses and battle suits. When the need for starfighters is anticipated, Stage 3 Hatchling larva are grown into their fighting vessels. Once dedicated and grown, Implementors cannot be separated from their machines—they are one. They live and die as single bio-mechanisms.

Stage 3 Implementors are ultimately responsible for bringing the Clutch to a new world and delving warrens there. As the community is preparing to enter a new period of dormancy, it appears that all Stage 3 forms die and are possibly stored by the new generation of Stock Hibernators to provide a bio-base for future food production.

Oddly, Hatchlings seem incapable of building their own machines. It is thought that no Implementor has ever been bred to manufacture such a device. Mechanical construction is either beyond the race, or it is a task they deem below them. In either event, they do require, and extensively utilize machinery. To that end, they have the Builders.

The Builders

Since the Hatchlings seem to be incapable of building their own mechanical devices, they have enslaved at least one race to work for them. This subject race, known simply as the Builders, does not posses a sophisticated intelligence. Under the direction of their Hatchling masters, they have been instructed and coerced into constructing every-

thing from planetary assault ships, to specialized personal gear. They also produce the subterranean atmosphere generators that maintain the working and dormant environments of the Hatchlings on their hostile Clutchworlds.

Only a few Builder carcasses have been examined by Imperial science teams, and no live specimens have ever been encountered. By studying their physical remains and their handiwork, it has been possible to develop a rudimentary understanding of this odd race.

Builders are large, overpowering creatures who have more in common with plants than with animals. Imbued with a chlorophyll-like substance, they generate their own nutrients Builders require exposure to high doses of sunlight to survive. Scientists speculate that Grub warrens contain an artificial energy source so that the Builders can live and work underground. Builders look a little like animated tree stumps with numerous manipulative appendages and leafy growths that act as food processors. It's no wonder that several of their constructed items appear so organic. They have no detectable ocular or auditory sensors; researchers believe that they take in most of their sensory information through chemical and broad-band electromagnetic transceivers on their "skin."

Keeping Builders

Each Clutch of Hatchlings keeps a stock of Builders through their long hibernations. They do this by instructing the Builders to create stasis chambers for themselves. Then, when a Clutch starts swarming, those Builders who have survived their enforced sleep (the mortality rate is apparently quite high) are revived and bred by the just-awakened Stock Hibernators. A new legion of Builders is soon ready to create the devices required by their masters.

Hatchling Starfighters

Hatchling Implementors are grown into the machines during their swarming. Thus, all Grub starfighters are actually a fusion of Hatchling and machine. A starfighter's hull and mechanical systems (e.g., weapons, sensors, power plant, control nodes, etc.) are fabricated by Builders, with a central crib left vacant for the introduction of an Implementor larva by a Stage 2 Breeder. The larva/machine conglomerate is then submerged into a generative vat: a huge tank containing a suspension of nutritive jellies and hormonal growth accelerators.

During its time in the vat, the Implementor larva pupates and begins to fuse with the fighter's mechanical sub-systems. Sending tendrils throughout the vessel, the Hatchling creates a living link with every function of the vehicle. Stunted pupae and failed Grub/fighter fusions are rejected; the components are broken down, the pupa killed, and the construction process begins anew.,Since larger vessels require a longer growth period and the Hatchling swarming process is a frenzied one, Grub warships tend to be rather small. Starfighters are

"The Hatchling race, as far-flung as it may be, should be seen as a single body. But, it's a body without hands. Those hands, gentlemen, are supplied by the Builders."
— Dr. Randy York, Special Imperial Xenobiology Team Researcher

"We don't know what they are, but they're weird and pissed off about everything."
— Lt-General Max Culp, Fafnir Planetary Defense Council, in Communiqué to Tau Albriton Sector Command

"If you'll permit an old soldier an unscientific observation, that's the weirdest damn thing I ever saw."
— Lt-Commander E. MacIlvenny, after the capture of the first Grub vessel over Tau Albriton IV

the standard space warfare unit. No Hatchling warship larger than an escort-sized craft has yet been seen, though the race does possess numerous large transports and planetary bombardment vessels. These ships are purely mechanical structures, crewed by independent Implementors. The transports carry ground troops, supplies and/or materials to create warrens on newly discovered Clutchworld candidates. The planetary bombardment ships seem to be little more than warhead carriers designed to annihilate the surface inhabitants of target worlds.

Scientists suspect that while Hatchling starfighters are expendable tools intended to overcome resistance during a Clutch's swarming, their larger ships are multi-generational. These ships are used by successive swarmings of the same Clutch, and are stored during the interim periods.

The intense, frenetic activity associated with a swarming inhibits the construction of large numbers of Grub starfighters. From the time that the Clutches in the Albriton star sector began swarming, to the time they commenced hostilities, barely 20 days passed. Given the time required to set Builders to their tasks, grow the ships, and then travel to their target worlds, each Clutch was only able to produce one or two thousand starfighters. Although this is still a phenomenal rate, and construction continued throughout the conflict, the sheer frenzy of the swarming prevented the Grubs from stockpiling of fighters. This was a contributing factor to the ultimate loss of the first space war against the Terrans.

Interstellar Travel

Hatchlings travel from star to star using a technique referred to in the vernacular as "fold space." For fold space, Hatchlings produce a mental energy field which simply whisks swarms of Grub fighters and other vessels from one point to another. The Grubs can travel five or more light years distance by this method. Such movement is virtually instantaneous and it is beyond the comprehension of Terran science at this time.

To travel from one star to another, groups of Hatchling vessels enter fold space several times, recuperating after each fold. It is unknown how far a swarm of Hatchling fighters (for instance) can travel before they become too fatigued to continue. There is no documented evidence of a Grub starcraft being able to enter fold space on its own. Groups of at least ten Hatchlings are necessary to implement fold space travel.

Invasion of the Hatchlings

In Imp 476, humans encountered the belligerent Hatchling race for the first time. To be more correct, that was the date when Hatchlings first encountered humans. Up until that time, the Grub menace had gone completely undetected, even though Frontier settlements had been built far beyond the revealed cluster of Hatchling Clutchworlds.

Tau Albriton Sector

The alien invasion threw its full weight against the unsuspecting colonists of Tau Albriton star sector. The Albriton sector is a Frontier zone under the jurisdiction of the Terran Star Empire and administered by a Minor Clan figurehead: Clan Albritech. The sector encompasses some 1320 star systems, but only 12 are home to any significant humanoid populations. Albriton sector is found in the Bathascar quadrant of a Frontier region generally referred to as Deep Regulus.

Prior to the Hatchling scourge, Albriton sector was a typical Frontier zone. With Tau Albriton serving as its starlane hub, the sector was seeing its fair share of activity and development. There was bustling trade with the colonies on Mantoff III and Fafnir VI. A steady flow of immigrants were making their way to New Callan and Komerhaught V. Prospectors from the Imperium traveled to Ivox and Miner's Find while supply ships made regular runs to Maiden's Castle and Palmaro.

In Imp 476:220, everything changed. Unbeknownst to the sector's Frontiersmen, at least seven worlds holding dormant alien nemeses, were scattered amongst them. On that date, the Grubs made their first attack.

System Listing

The following is a listing of the inhabited systems in Tau Albriton sector, from highest population to least. Each star system is rendered as a graphic. The stars are labeled by spectral class (A-S), relative temperature (0-9), and stellar type (i-v). Stellar types are as follows: i—Super-giant, ii—Bright, iii—Giant, iv—Sub-giant, and v—Main sequence star.

Planetary orbits are shown in order and are labeled by the following type:

- ◉ - a planet that has a mantle of rock. The planet's environment vary from habitable to non-existant.
- ● - a gas giant, typically a celestial mass of various gasses that with a bit more mass may have become a star.
- ⁂ - Asteriod belt. This is an area of debris. It may have been material that never formed a planet, or a moon torn apart by the planets' gravity.

System: Tau Albriton

Habitable Worlds: Tau Albriton IV

Resource Worlds: Tau Albriton V

Notes: Tau Albriton IV is the sector capital, boasting a population of 37 million. Though not the oldest settled planet in the sector, there have been people here for nearly 200 years. Up until the time that the Albriton Technology Corp was granted Minor Clan status and the world was handed over as its protectorate, the Albritons governed themselves with a democratic parliamentary system. Once Clan Albritech took over (in Imp 411), they instituted an unabashedly repressive governing scheme intended to weed out and persecute persons and organizations sympathetic to the Justin-Hoim Conglomerate (Albritech's prime rival at the time for Clan rulership of the planet). A world-wide purge did take place, but Albritech had alienated so many people, that they simply had to maintain their oppressive ways or succumb to rebellion.

Up until Imp 474, Albritech maintained its overbearing policies of restricted speech, movement, and assembly. At that time, the state-banned Albriton Revolutionary Council finally gathered enough support to mobilize the Albritons against their rulers. The strikes, riots, and general mayhem proved to be too widespread for the government to handle. Albritech, and its burgeoning bureaucratic institutions were thrown into disarray. Order and discipline weakened to the breaking point—just in time for the Hatchling scourge of Imp 476.

System: Mantoff

Habitable Worlds: Mantoff III

Resource Worlds: None

Notes: Mantoff III is home to a peaceful agrarian society, settled now for nearly a hundred years. The first wave of colonists were members of House Stern, which was defeated in a House-to-House war with Colos in Imp 382. Their Homeworld was subsequently claimed by the Empire and its inhabitants were displaced. This world is now home to 20 million colonists spread out over the planet's surface. There is little industry on Mantoff III, so trade with other worlds in the sector is brisk. Mantoff's most valuable

As more contact with the Hatchlings occurs, a better understanding of their race has begun to emerge. The information we've gathered has proven to be both shocking and fascinating to even the best of the Empire's xeno-biologists. Even more terrifying is the widely held belief that there could be dozens of other Clutchworld groupings hidden throughout the Empire, waiting for the time of their own migrational swarming.
— Dr. Vias Nils Nucescu, ISI

"I'm sure their language is most interesting, but the highest priority must be given to understanding their technology, command structure, and other matters which will provide us with immediately-useful military information. Communication will be of little comfort to us if all we have left to say is, 'We surrender.'"
— Admiral Hermes Fong, to assembled General Staff of 3rd Corps at Centrak Station

commodity is the Torok plant, a natural source of Tri-scolic Thomalhyde, a powerful metabolic drug that is capable of curing a broad spectrum of viral and bacterial infections. The plant is indigenous to Mantoff, is difficult to grow under artificial conditions, and refuses to root on other worlds.

| FAFNIR									
2	1	3	2	6	4	6	8	5	5

F8v
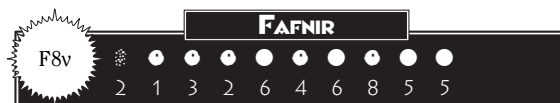
System: Fafnir

Habitable Worlds: Fafnir VI

Resource Worlds: Buruttu, a moon of Fafnir V

Notes: Despite being first settled about four hundred years ago, the world of Fafnir still has very much of a "frontier" feel to it—due mainly to the planet's inhospitable environment. For the most part, the land is arable, though only grasses, shrubs, and a few grains can survive the harsh 5,000 day long winter caused by Fafnir's slow orbital cycle and 30° axial tilt. The summers are equally brutal, but in the other extreme; lack of fresh ground water and high temperatures conspire to stunt plant growth. The equatorial region offers the most favorable, temperate conditions, but a high-salinity ocean splits the northern and southern hemispheres. Those lands which jut out close to the equator have been poisoned by the ocean's waters. In addition, fierce gravitational forces torture the planet's seas and crust. Locked in orbit between two large gas giants, Fafnir VI suffers through more than its fair share of floods, earthquakes and volcanic eruptions. Finally, blasting winds and lightning storms rake the atmosphere at all levels.

To survive the planet's harsh climate, ranchers and agriculturists have to migrate with the seasons, while attempting to dodge severe localized conditions. This constant struggle has kept many would-be settlers away from Fafnir. However, the people here are fiercely proud of their planet and way of life. Their numbers have steadily grown over the years to reach 6 million, but many of those are now concentrated in the urban centers, fueling Fafnir's up-and-coming industrial machine. It is said that a tough planet breeds a tough people, and that's certainly true with Fafnir VI.

SHIGHALI				
2	1	3	1	6

K8v
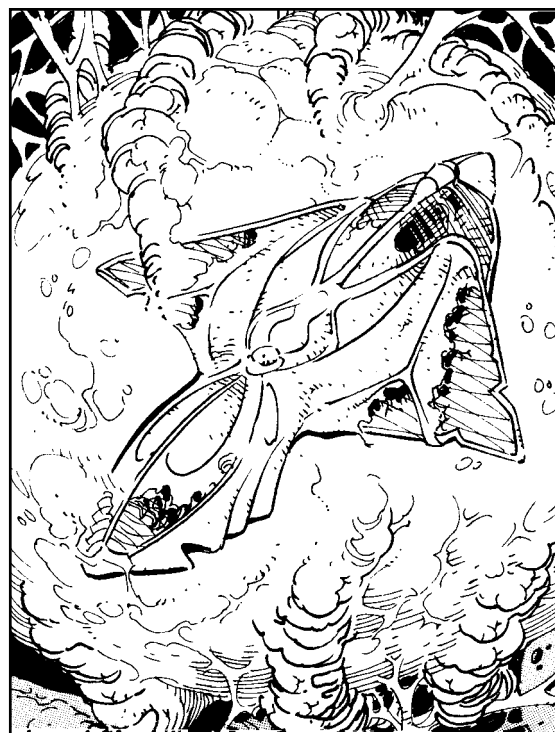
System: Shighali

Habitable Worlds: New Callan (Shighali III)

Resource Worlds: Rosette (Shighali III's moon)

Notes: When discovered in Imp 349, New Callan contained numerous toxins in its soils and waters. Genetically engineered bacteria were quickly developed and unleashed to neutralize these poisons, making this otherwise beautiful world suitable for humanoid habitation. Much of the planet's natural flora and fauna were killed off when the surface's biochemistry was changed, and large numbers of off-world species were transplanted to take their place. Now Shighali III is home to a thriving (if artificially created) ecosystem. The current population of some 5.5 million persons consists primarily of humanoids from the Imperial worlds of Shigoul (Dantel Harding VI) and Makrit (Dantel Harding V). They first came as settlers from their overcrowded Homeworlds about a century ago, and they were still arriving up until the time that the Hatchlings struck.

The Shigouli have always been more active and aggressive than their Makriti brothers, and tended to dominate the government and the private sector. Recently, a schism has split the two races. Relegated to menial jobs providing less pay and opportunity, the Makriti believe that they have been discriminated against. Campaigning for equal rights and greater benefits, many Makriti worker unions began to strike, leaving the world's infrastructure in shambles. Once the Hatchlings started attacking the world in Imp 476, even the rank and file of the plan-

etary defense forces, staffed mainly by Makriti, refused to fight. Needless to say, the results were catastrophic. Only a few thousand Shigouli and many fewer Makriti survived to see the arrival of Imperial relief forces later that year.

Ivox

A5iv ● ● ● ● ● ● ⁑ ●
4 7 8 6 7 5 4 5
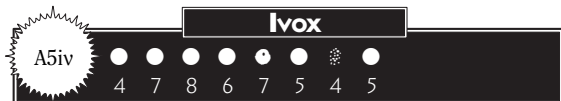
System: Ivox

Habitable Worlds: None

Resource Worlds: Brettleland asteroid belt (Ivox VII)

Notes: This system's name was given to it by the corporate entity (Ivox IMB) which sponsored its survey and development. Though there were no habitable worlds to be found in the system (thanks to the hot A-class star), the Brettleland belt proved to be rich in exotic metals and ores. Ivox Interstellar Mining began operations here in Imp 290, and set off something of a belter's rush when they announced the discovery of Aluvium, a very rare heavy element. Independent asteroid miners, along with hundreds of groups representing as many companies, arrived within weeks of the announcement. The Ivox system's population swelled to 12 million by Imp 314, bringing about the construction of numerous bio-dome habitations in the belt. By Imp 476, the population had fallen to no more than 4 million residents. Still, those who stayed made themselves wealthy, and the quality of the habitation domes kept apace. Unfortunately, with the coming of the Hatchling scourge, the Ivox colonies were completely wiped out. The only miners who survived were those who jumped to hyperspace as the overwhelming Grub force arrived.

KOMERHAUGHT

F4v ● ● ⁑ ● ● ●
1 1 3 1 2 3
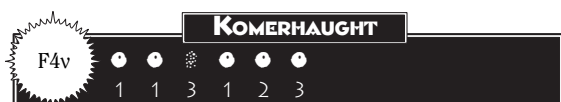
System: Komerhaught

Habitable Worlds: Komerhaught V

Resource Worlds: None

Notes: The Komerhaught settlement began as a covert penal colony; stocked, tended, and kept secret by House Klatus, the nearest Provincial entity. When Imperial scouts first surveyed the world in Imp 310 and discovered the Klatian operation, the Imperial Planets Ministry was informed and their reaction was swift. Imperial Land Leasing agreements are quite clear: Provincial entities must confine their activities to their assigned states, planets, or systems—no others. In doing so, the Klatians breached their agreement with the Emperor, leaving the House open to retribution, purge, disbandment, or worse. In the end, Klatus was forced to evacuate Komerhaught V while leaving its supply depots, and structures. The House also forfeited one of its original Provincial systems to an Imperially-favored Minor Clan, causing a horrible loss of face. In Imp 389, Komerhaught was given over to Frontier settlers, though few embraced this hellish world.

With thick atmosphere and high gravity, Komerhaught V is covered with baking jungle and marsh land. Appropriate, perhaps, for a prison environment, but repulsive to colonists. Nevertheless, this world had attracted nearly 3.7 million settlers by Imp 476, most of whom immigrated from even more hostile planets.

Without a well-equipped military to protect them during the Hatchling scourge, most of the hardy Frontiersmen here melted away into the jungle and waited for Imperial relief.

GX 5577

K7v ● ●
3 2

System: GX 5577

Habitable Worlds: Maiden's Castle (planet II)

Resource Worlds: None

Notes: Calling Maiden's Castle a habitable world is stretching the definition. Wracked by savage radiation storms and constant gale force winds, this mountainous planet's colonists live in heavily shielded structures built at the bottom of deep rift valleys. Though the air is calmer at lower elevations, there is little comfort to be found on Maiden's Castle. No more than a million people live here, eking out a rudimentary existence harvesting hardy Suma Vines and tending herds of Shulta Rambeasts.

MINER'S FIND

K8v ● ⁑ ⁑ ⁑ ⁑ ⁑ ●
4 4 2 5 6 3 8

System: Miner's Find

Habitable Worlds: None

Resource Worlds: Belts II-VI

Notes: It is rare to find a star system with as many stable asteroid belts as this one. Miner's Find boasts five belts, each rich in nickel, iron, basic minerals, and heavy elements. Belts III and IV also contain large quantities of ice and bound carbon. So far, a dearth of precious metals has kept Miner's Find from becoming a thriving center of prospecting activity. Still, the transient population of this system generally numbers about 400,000.

There was a permanently staffed space center in Belt III, which served as this system's transportation and supply nexus, until the Grubs destroyed it during a raid on Imp 476:229.

TAU ALBRITON STAR SECTOR

GX 7802 (-344)
[Greater Scythe]

Komerhaught (-361)

Shigali (-370)

Miner's Find (-363)

Tau Albriton (-355)

Mantoff (-362)

GX 5577 (-318)
[Maiden's Castle]

Fafnir (-381)

GX 3990 (-390)
[Palmaro]

Djebel Allah (-401)

Ivox (-373)

GX 4371 (-409)
[Rood]

KEY

✴ Tau Albriton (-355)
Star System name
(# of light years below plane of Sol)

⊛ Sector Capital

✤ Habitable World

● Resource World/Belt

Light Years

0 1 2 3 4 5

THE HATCHLING SCOURGE OF IMP 476

33 Lupi (-181)

GX 7802 (-344)
[Greater Scythe]

17th Imperial Expeditionary Fleet redeploys
476:244

Komerhaught (-361)

Centrak (-301)

Imperial Frontier Outpost:
mustering point for
3rd Frontier Corps

476:240

Clutchworld 4
(-402)

476:233

Shigali (-370)

3rd Frontier Corps deploys — 476:255

476:240

Miner's Find (-363)

476:228

476:229

5 7

476:229

6

476:229

Clutchworld 2
(-395)

3   Tau Albriton (-355)

8

Clutchworld 5
(-397)

476:230

Mantoff (-362)

476:222

Clutchworld 1
(-400)

Clutchworld 3
(-391)

2

GX 5577 (-318)
[Maiden's Castle]

476:225

476:220

476:229

1 Fafnir (-381)

GX 3990 (-390)
[Palmaro]

Clutchworld 6
(-381)

Clutchworld 7
(-396)

476:225

Djebel Allah (-401)

476:224

476:222

Ivox (-373)

4

GX 4371 (-409)
[Rood]

KEY

Centrak (-301)
Star System name
(# of light years below plane of Sol)

476:222 ➤ Grub Swarmings with Date of Arrival

476:244 ➤ Imperial Deployments with Date of Arrival

❷ Scenario Location   ◎ Clutchworld

Note: Imperial counter-attacks
from Tau Albriton to
Hatchling-held systems
started Imp 476:260 and
lasted well into Imp 477

Light Years
0 1 2 3 4 5

DJEBEL ALLAH

F9v | 2 | 4 | 1 | 2 | 1 | 3 | 2 | 1 |

System: Djebel Allah

Habitable Worlds: Prince Alwud (Djebel VIII)

Resource Worlds: None

Notes: Prince Alwud, recently discovered, orbits a stellar binary consisting of a hot F-class star and a White Dwarf. The world is small, has light gravity, and unsteadily wobbles its way through a highly elliptical orbit. Nevertheless, Djebel VIII is home to approximately 275,000 settlers, many of whom have been here since immigration started in Imp 464. Extensive terraforming projects were underway in 476, as well as the construction of a new city and starport facilities. The Hatchling scourge all but annihilated this colony and its settlers.

GX 7802

K6i | 7 | 9 | 8 |

System: GX 7802

Habitable Worlds: None

Resource Worlds: Greater Scythe III-a and III-c

Notes: GX 7802 was originally scouted in Imp 402 as a possible communications and supply base for explorers delving deeper into this Frontier sector. Though no suitable planets were found, two of fifteen moons orbiting the system's third gas giant (Greater Scythe) served the purpose admirably. Some 120,000 frontiersmen run the depots and relay stations on these two planetoids. Greater Scythe has become an often-used stop over during long interstellar journeys through the Deep Regulus region.

GX 4371

M7v | 1 | 3 | 2 | 4 |

System: GX 4371

Habitable Worlds: Rood (planet II)

Resource Worlds: None

Notes: Cataloged but never surveyed, GX 4371 is a base for a community of deep space smugglers, escaped convicts, and pirates. This sizable band of criminals numbers nearly 90,000 ,and is thankful to have finally found a haven far from the prying eyes of the Imperium. Their world, which they've called Rood, is one of the quadrant's best kept secrets. Regional authorities were completely oblivious to the existence of the Rood colony, even though efforts were made in Imp 470 and 471 to find the operating base for a network of pirates known to operate in the Bathascar quadrant.

With the coming of the Hatchling scourge, Rood's location was bound to be revealed. As Imperial forces beat back the Grubs, a quadrant-wide search for Clutchworlds was undertaken.

In Imp 477 Imperial scouts entered the GX 4371 system, finding the remnants of a significant colony. No people were found. It's suspected that Rood's survivors conceded their planet to the Hatchlings and just moved on.

GX 3990

M2i | 4 | 2 | 2 | 5 | 3 | 5 | 7 | 6 | 1 |

System: GX 3990

Habitable Worlds: None

Resource Worlds: Palmaro (planet V)

Notes: Palmaro is home to a scientific research station staffed by an independent Imperial metallurgical conglomerate (Palmaro-Tabliik Resources, Inc.). 25,000 workers are stationed here, though none permanently. Staffers are expected to cycle through a standard year-long stint before moving on to another assignment. The Hatchlings decimated this research colony, leaving a mere fifteen dazed survivors to be discovered by Imperial relief forces in Imp 477.

The Hatchling Scourge

The first system to feel the effects of the Grub attack was Fafnir. Caught off-guard and unprepared, the defenders of Fafnir, which wound up being just about the entire population, pulled together and staved off the worst of the Hatchling onslaught.

The next world subjected to the Grub frenzy did not fare quite as well as Fafnir. Mantoff III was pummeled from the very beginning. The planet's few industrial and urban centers were flattened during the first day of the attack. Meanwhile, swarms of Grub vessels were already on their way to Ivox, Rood, and the settlement on Prince Alwud.

Several Clutchworlds split their resources, attacking two or three Terran colonies simultaneously. The dispersal of Grub forces indicated sophisticated planning and a great deal of intercommunity coordination. Swarms from two or more Clutches would descend on a single defending planet. Though tactical considerations are believed to have influenced the Hatchling deployments, scientists theorize that the mixing of Grubs from two or more Clutchworlds is a racial imperative, possibly necessitated by each Clutch's long-term breeding program.

Crisis at Tau Albriton

After their opening attacks on a few outlying worlds, the Hatchlings began assaulting Tau Albriton IV, the sector capitol. Set upon by three different Clutches, the worst fighting of the Grub campaign was seen here.

Tau Albriton was in a state of civil unrest and unable to organize a viable defense. Clan Albritech put out a general distress call on the same day Hatchling forces appeared out of fold space. Like

their previous assaults on Fafnir and Mantoff, the Hatchlings immediately began scouting out the system's defenses with flights of light fighters. Once they had gauged the enemy's strength, Hatchling bombardment vessels moved in and began hammering away at Tau Albriton IV's population centers.

Calls to warn-off the Hatchlings failed, and all attempts at communication went unanswered: the invaders ignored the pleas of their victims. Unable to defend their planet, 20 million Albritons, over 50% of the population, were killed during the first three days of fighting. Hatchling warriors then landed on the planet and started exterminating the enclaves of humans hiding out in the countryside. For nearly a month, the Albriton people held on. Then, just as hope was fading, lead elements of the newly formed 3rd Imperial Frontier Corps entered the system.

The Empire Intervenes

When distress calls from Tau Albriton and other sector settlements were heard on the provincial periphery, Imperial main fleet unitsimmediately geared-up for action. While the expeditionary force being put together was preparing to jump to the Frontier, rapid deployment forces were already on the way.

Most of the units of the 17th Imperial Expeditionary Fleet (the deep space elements of the 3rd Frontier Corps) were drawn from the Imperial garrison in the 33 Lupi system. This is the home of House Klatus, and a rotating garrison was placed there in Imp 474 to discourage the escalating conflict between Houses Klatus and Naphtali. As it turned out, the Imperial garrison was not there without good reason. No sooner had the last rem-

nants of Imperial units jumped from 33 Lupi then Naphtali raiders renewed their attacks on Klatian holdings.

As advanced Imperial units dropped out of hyperspace in the Tau Albriton system, vicious starfighter battles ensued almost immediately. In order to save the besieged capitol, Imperial ground troops, led by several detachments of Millennia Warriors, landed on Tau Albriton IV. The mettle of both sides was severely tested in what was to become a very dire struggle lasting nearly a hundred days. During the battle, the Imperial fleet made Tau Albriton their base of their operations. Taking over all facets of the system's defense, they commandeered civilian vessels, drafted levies, absorbed what was left of the local communications network, and otherwise turned Tau Albriton IV into a killing ground.

While Imperial forces battled the Hatchlings for control of the system, scouts were dispatched to discover the Hatchling planets of origin. Seven active Clutchworlds were eventually found, and after the Hatchling defeat at Tau Albriton, war was brought to those bleak planets. In the mean time, Imperial task forces were also sent to determine the fate of the sector's other settled worlds. More often than not, all they found were a few dazed survivors living on planets blasted to barren moonscapes.

Control of the sector was eventually handed back over to Clan Albritech in late Imp 477, but a sizable detachment of Imperial "advisers" was left behind on Tau Albriton IV to help restore order to a planet wracked first by civil unrest, and then, alien invasion. Redevelopment teams were also sent to systems like Mantoff, Fafnir, Shighali, and Komerhaught to make them suitable for settlement once again. However, many years would pass before immigrants would brave these devastated worlds.

"Flapjack leader, I repeat, identify intruders."

"I said, 'I Don't Know What The Hell They Are!' Dammit, I'm a doctor, not an intelligence officer. If you're so damn interested, get up here and have a look for yourself. Jesus, they're coming around again. Pull in tighter, Rhand. Alright everyone, turn into them!"
— Comm traffic during the opening phase of the Battle for Fafnir

"Aliens? Ya right. Probably just another Frontier rebellion. See you in a month or two."
— 17th Expeditionary Fleet fighter pilot, Imp 476:242
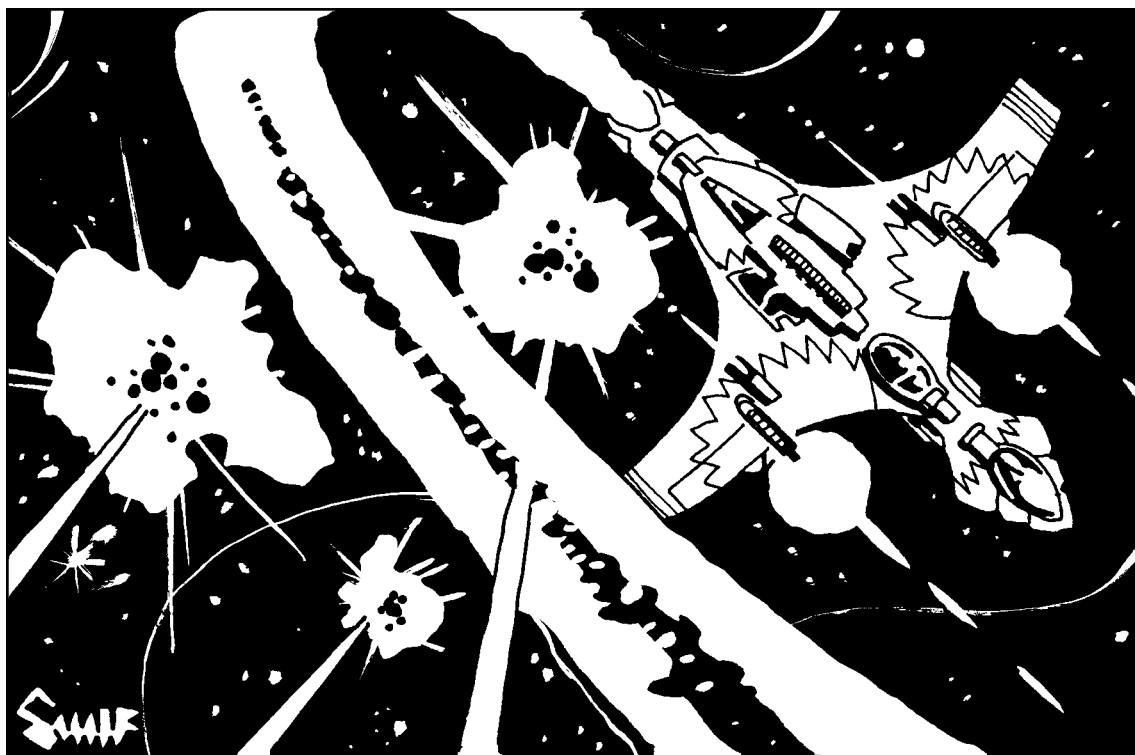
Silent Death

Hatchling Swarms

Hatchling fighters are organized into battle units called swarms (not to be confused with a "swarming," which is the frenzied state of a Clutch after emerging from dormancy). Each starfighter swarm uses an odd form of hierarchical organization based around three to six primary vessels. As few as two primary vessels can be used as the basis of a swarm, but that is a rare, and apparently unstable formation.

A swarm's primary vessels, while active, function as co-leaders for the swarm's operations. Several smaller fighters are attached to each primary vessel forming Hatchling fighter groups. Each group in a swarm contains one primary vessel and one or more tiers of lesser ones. Two or more groups from a single swarm are called a swath when operating together.

After the primary vessels, the next level within a fighter swarm is composed of one or more secondary vessels. Tertiary vessels may be linked to the secondaries; quaternary vessels under tertiaries; and in the largest swarms, quintile vessels under the quaternaries. All the vessels of each tier within a swarm are of the same type. For instance, all the primary vessels of a single swarm may be Muskellunge class fighters, while all the secondary ships are Mantas, the tertiaries, Remoras, and so on. Each successive tier of ships in a swarm is generally composed of smaller vessels.

The organization of each swarm seems to have more to do with its ability to enter fold space than how it fights in battle. It is not unusual for fighters from different groups in a swarm to fight together, and it appears that Grubs do not fight at a disad-

HEX-SWARM TEMPLATE

- ⬡ Primary vessel
- ▲ Secondary vessel
- ▣ Tertiary vessel
- ● Quaternary vessel
- ▱ Quintile vessel
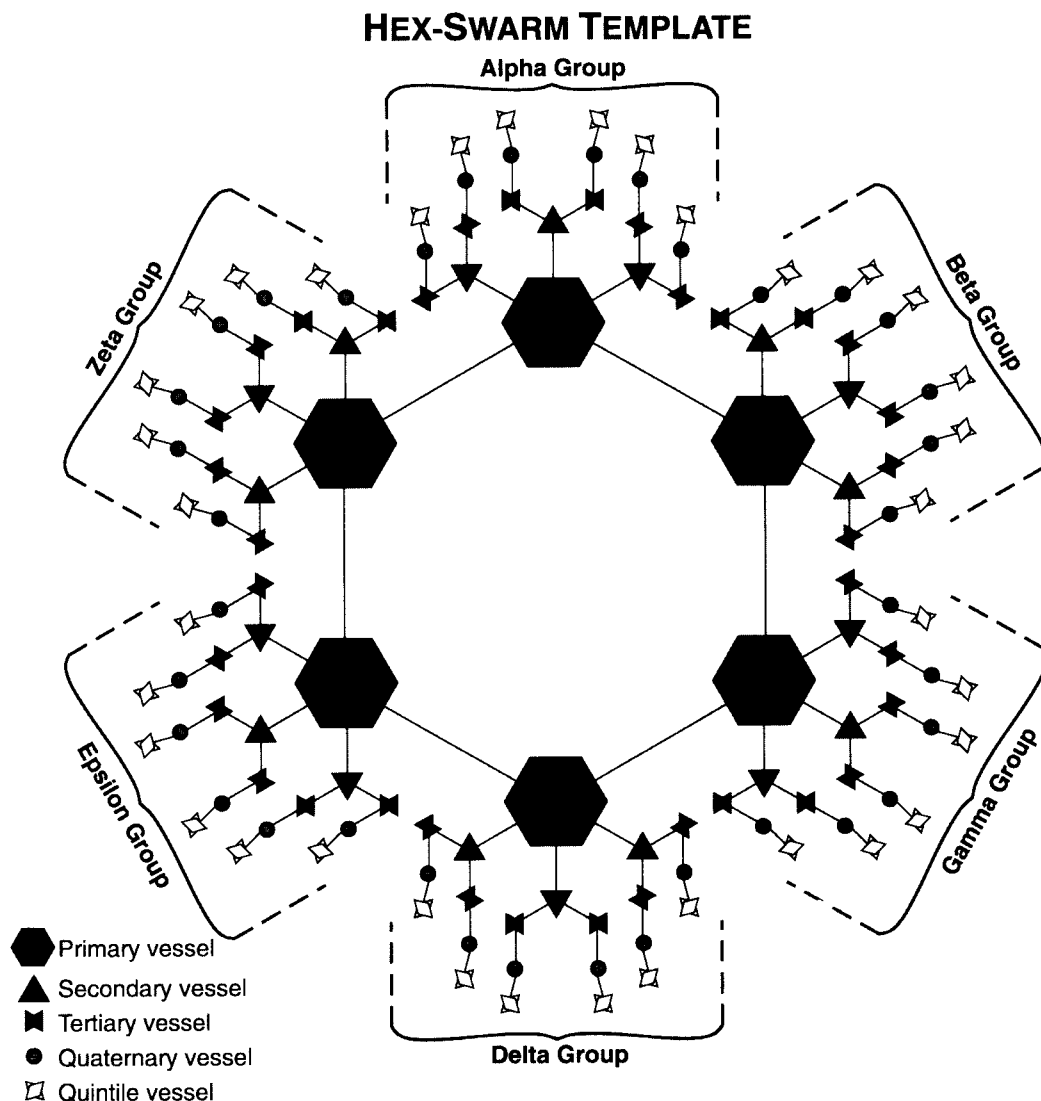
vantage when their swarm's primary vessels have been knocked out. Swarms do seem to have difficulty entering fold space and travelling to other star systems when they attempt to do so without all of the members of that swarm.

Some evidence suggests that a Clutch's fighter swarms are constructed simultaneously, shortly after emerging from dormancy. Other vessels are generated for each swarm as casualties are sustained, but replacing a unit's losses can be a long process, particularly if a depleted swarm is fighting in a distant star system.

Between battles, Grub fighters seem to be able to regenerate expended munitions without the need to return to a base of operations. This makes each swarm a durable, autonomous fighting unit which merely requires recuperation intervals between skirmishes.

Terminology

All names and terminology given to the Hatchlings, their equipment, and organizations have been assigned to them by their human observers.

For instance, a Squidge is a giant, squid-like marine animal on Gengis III. This Grub fighter reminded one intelligence officer so much of that animal, that the name was applied in a report, and it stuck. The names given to the various fighter swarms described on the next few pages were given to them by the Frontier and/or Imperial forces that fought them during the First Grub Campaign.

Swarm 110
Grub Chuckers

Debriefings and analyses have shown that although the Grub Chuckers were the tenth Grub swarm identified and catalogued by Imperial military intelligence units, it was, in fact, the first swarm to see action against Terran starfighters. Mustered and dispatched from Clutchworld 1, this swarm led the way to Fafnir VI. They also apparently captured the first Terrans for Hatchling scrutiny.

Swarm 110 spent the entire Grub Campaign in the Fafnir system fighting the resilient Frontiersmen there. Though relatively successful against the settler's meager resources, the Grub Chuckers had a tougher time dealing with the Imperial reinforcements that eventually made their way into the system. Eventually, the last remnants of this unit were hunted down and destroyed by a Carrier Wing task force dispatched from the 17th Expeditionary Fleet.

The Grub Chuckers were built upon a quad-swarm template with Eel primary vessels (4), Remora secondaries (8) and Larva tertiaries (16).

Swarm 112
Creeping Crud

The Creeping Crud was a large swarm also originating from Clutchworld 1. Folding to the Mantoff system with numerous bombardment ships, this swarm was very successful against the unprepared Terran defenders. The Crud was almost single handedly responsible for the destruction of the 122nd, 311th, and 81st Frontier Fighter Wings.

After suppressing Mantoff III's space forces, Swarm 112 flew close support for Hatchling ground troops on the planet below. So successful was the campaign against this system, that after absorbing replacements the Crud was able to move onto the battle at Tau Albriton. There, it was eventually defeated in a heated battle with the 5237th Imperial Heavy Fighter Wing ("Exterminators").

Swarm 112 was built upon a truncated hex-swarm template with Tiger Moth primary vessels (6), Manta secondaries (18), Remora tertiaries (36), and Larva quaternaries (36).

Swarm 314
Shambling Chaos

Shambling Chaos was one of the first Grub swarms to become embroiled in the battle for Tau Albriton. During the course of that conflict, which continued for over three months, no fewer than 250 swarms saw action. Like many other Grub units, Shambling Chaos held its own throughout the entire campaign, attacking relentlessly. Swarm 314 fought major battles with the Nimrod and Cobra Pursuit Wings, and the 1788th Rapid Deployment Interceptor Group. Eventually, overwhelming Imperial reinforcements got the better of Tau Albriton's invaders, and the remnants of Swarm 314 folded out of the system heading for parts unknown.

This swarm originated from Clutchworld 2. It is thought that many Grubs from this world eventually founded a new warren on some hidden planet deep in the Backnet.

Swarm 314 was built upon a truncated quint-swarm template with Manta primary vessels (5), Remora secondaries (15), and Muckworm tertiaries (30).

Silent Death

Swarm 317
Rabid Horde

Swarm 317A was a Hatchling unit from Clutchworld 7 that saw action against the hidden Terran enclave at Rood. Since the planet's survivors fled the sector before they were discovered by Imperial forces, there is little information about the Grub formations that fought there. What is known is that despite the tough resistance offered by the pirates and criminals hiding on Rood, Grub forces overcame them and were in the process of constructing a new subterranean warren when scouting elements of the 3rd Frontier Corps arrived in the system. The Rabid Horde, though depleted, joined battle with their Imperial counterparts and were soundly defeated while defending the Grub construction activities on the planet below.

Swarm 317A was built upon a quint-swarm template with Manta primary vessels (5), Squidge secondaries (15), Remora tertiaries (30), and Larva quaternaries (30).
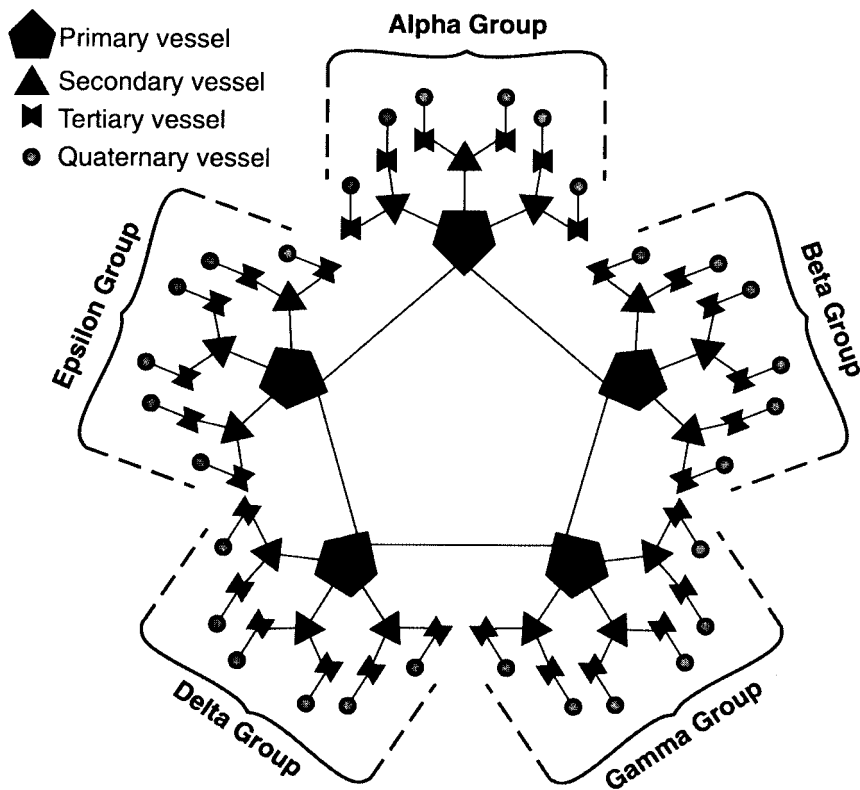
QUAD-SWARM TEMPLATE

- ■ Primary vessel
- ▲ Secondary vessel
- ◉ Tertiary vessel

Group
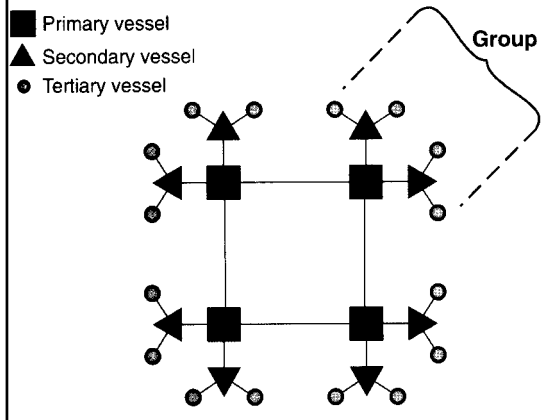
Swarm 420
Wyverns

Swarm 420 was one of the many Hatchling swarms to meet the fleet elements of the 3rd Frontier Corps at Tau Albriton . A particularly bloodthirsty unit, the Wyverns were responsible for mauling no fewer than five Terran fighter groups and an equal number of fighter tenders. Hailing from Clutchworld 3, Swarm 420 returned there at the height of the fighting for Tau Albriton, apparently to defend their home against probing raids by Imperial forces.

The Wyvern formation remained intact throughout the Grub Campaign and escaped destruction in Imp 477 by folding out into the Backnet just after their Clutchworld fell to the Terrans. Far beyond the Frontier they probably linked up with other Hatchlings fleeing Albriton sector.

This swarm used a hex-swarm formation, with Dragonfly primary vessels (6), Lamprey secondary vessels (18), Squidge tertiaries (36), Remora quaternaries (36), and Larva quintiles (36).

QUINT-SWARM TEMPLATE

- ⬟ Primary vessel
- ▲ Secondary vessel
- ◪ Tertiary vessel
- ◉ Quaternary vessel

Alpha Group

Beta Group

Gamma Group

Delta Group

Epsilon Group

Swarm 575
Maggots of Doom

It is thought that Swarm 575 was destined to see action at Shighali, but Imperial interdiction efforts at Clutchworld 5 prevented that deployment. Forced into a home defense role, the Maggots of Doom proved to be vicious defenders. Utilizing their Clutchworld's unique array of wormhole transporters, the Maggots were able to catch several Terran fighter units off guard.

Shortly after Terran raiders left Clutchworld 5, Swarm 575 showed up in a number of unlikely locations. The Maggots of Doom were spotted first at Fafnir, then later at Maiden's Castle (one of the few Hatching formations to appear there), and then at Komerhaught. Each time, the Maggots engaged Terran defenders for a short period, then disappeared. This was certainly a unique behavior, and the first documented occurrence of the "raiding swarm" phenomenon. It appears that the occasional Grub fighter swarm does not follow the imperatives of the Clutch, but rather strikes out on its own in an apparently random fashion.

To defend against these rogue elements, 3rd Corps commanders drew together several "hunter groups," formed around single fast carriers with one or two fighter wings and supply ships assigned to each. The hunter groups were then dispatched to chase down and annihilate Grub raiding swarms. The 60356th Hunter Group, flagged by the carrier "Shogun," eventually caught up with the Maggots of Doom over Prince Alwud in the Djebel Allah system. Unable to replenish their losses, Swarm 575 was eventually worn down and destroyed by the 60356th in a running battle that spanned three star systems.

The Maggots of Doom were built upon a standard quint-swarm formation, with Muskellunge primaries (5), Lamprey secondary vessels (15), Muckworm tertiaries (30), and Larva quaternaries (30).

TRI-SWARM TEMPLATE

- ▲ Primary vessel
- ⋈ Secondary vessel
- ● Tertiary vessel

Group
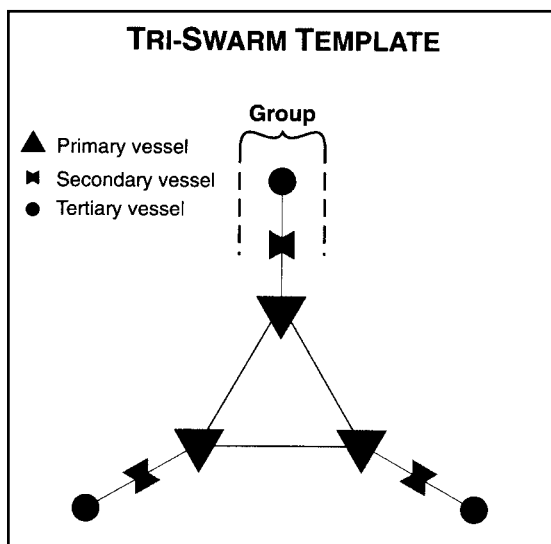
Swarm 587
Slogs from the Bog

Swarm 587 was one of several innocuous fighter swarms pulverized by Imperial fleet units over Tau Albriton IV during the latter half of the battle there. After the 17th Expeditionary Fleet had a chance to discern Grub fighter performances and exploit the lack of Hatchling capital ships, destroying whole swarms became routine work for Imperial pilots. That is not to say that such engagements weren't dangerous; the Grubs continued to develop unique and deadly tactics throughout the campaign. However, a point was eventually reached in the campaign where the Terrans could be relatively assured of success provided they knew what they were up against.

Thus the fate of the Slogs was sealed when, on Imp 476:342, a concerted effort was made by the 6656th Carrier Wing to kill this swarm. It succeeded.

Swarm 587, originally from Clutchworld 4, was built upon an extended quad-swarm template. It had Muskellunge primary vessels (4), Lamprey secondaries (8), Remora tertiaries (16), and Larva quaternaries (16).

Swarm 600
Night Brood

Swarm 601 was one of the largest and most durable Grub formations to do battle over Tau Albriton IV. Arriving from Clutchworld 2 sometime between Imp 476:260 and 270, its members amassed an impressive kill tally even while other swarms were buckling under the pressure of the Imperial counter-offensive. Night Brood vessels were credited with mauling seven Imperial fighter wings, including three regiments of Millennia Warrior starfighters.

The Night Brood Grubs were the last Hatchling forces to fight in the Tau Albriton system. Unlike other alien groups that fled when defeat seemed imminent, Swarm 601 stuck it out, taking as many Terran fighters with them as they could before the last of their number was destroyed.

Swarm 601 used an expanded variant of the hex-swarm formation. Night Brood was composed of Tiger Moth primary vessels (6), Manta secondaries (18), Lamprey tertiaries (36), Squidge quaternaries (72), and Larva quintiles (72).

Frontier Fighter Units

The Frontiersmen of the Albriton sector bore the brunt of the Hatchling scourge. Although terribly outnumbered and hopelessly cut off from immediate Imperial aid, many of these brave men and women were able to stave off the swarming alien hordes for several weeks.

The following unit descriptions are just a sampling of the many Frontier fighter wings embroiled in the Hatchling campaign.

Fafnir's Kludge

1st Civilian Reserve Fafnir Fighter Wing

"Fafnir's Kludge"

Commanding Officer: Hal Metcalf

A "kludge" is, by definition, a machine made up of improvised, mismatched parts, and no better description can be made of Fafnir's 1st Civilian Reserve Wing. Hal Metcalf, the Wing's leader is a veterinarian by trade, while other squadron officers include an accountant, a shuttle pilot, and a trade fisherman.

As a civilian reserve formation, Fafnir's Kludge is only called up in times of national or world-threatening crisis. Though several of the Wing's formations have met on a monthly schedule for training, none had ever seen combat before the first Hatchling ships started their assault. Called to full combat duty on a day's notice, Planetary Defense Command threw the Kludge into battle as an expendable delaying force. Much to everyone's surprise, the Kludge gelled as a combat unit and inflicted far more damage than it received.

Stunned by Metcalf's preliminary victories, Planetary Defense Command pulled back the 1st Reserve Wing and began using it as a flexible response tool. As Hatchling assaults gathered power and exploited weaknesses in the planet's defense, the 1st would be rushed to the danger zone to "plug the hole," holding the line until it stabilized. In this roll, the Kludge exceeded expectations. The professionalism these pilots showed astounded their superiors.

Squadron Summary

As of Imp 476:220

Flapjack Squadron

Squadron Leader:
Jeff Alain Morris (Plt 6, Gnr 8)

Assets: 10 x Thunder Bird
2 x Night Hawk
Typical Pilot (Plt 5, Gnr 4)

Backtalk Squadron

Squadron Leader:
Adam West (Plt 6, Gnr 7)

Assets: 7 x Thunder Bird
2 x Spirit Rider

Typical Pilot (Plt 4, Gnr 3)
Typical Gunner (Gnr 5)

Gammaray Squadron

Squadron Leader: Carol Chance-Morton (Plt 5, Gnr 9)

Assets: 8 x Thunder Bird
2 x Night Hawk
1 x Seraph

Typical Pilot (Plt 5, Gnr 4)
Typical Gunner (Gnr 6)

300 days passed between the start of the Hatchling invasion of Fafnir and the relief of the planet by Imperial forces. During that time, the Kludge flew upwards of 6500 combat sorties, an absolutely incredible rate. Losses to the Wing were dire and by the end of the campaign the 1st Civilian Reservists were down to a pitiful 15% combat effectiveness rating. Nevertheless, the Kludge persevered and survived to see the liberation of their planet.

Legionnaires of Mantoff III

122nd Frontier Fighter Wing

"Legionnaires of Mantoff III"

Commanding Officer: Jarlsburg Gav

The Frontier Fighter Wing Program started over forty years ago when a coalition of far-flung colony worlds on the periphery of explored space decided that an autonomous defense organization should be raised for their mutual protection. Under the auspices of the program, hundreds of paramilitary fighter units were outfitted and then shuttled off to the various member worlds. Mantoff III was a prudent consignee.

The organization of the Frontier Fighter Wings is quite unconventional. Each member world is provided a stockpile of unit hardware, the number of Wings consigned being proportional to the world's contribution to the overall program. However, the pilots and support staff for the Wings are circu-

lated from planet to planet on a yearly basis. Though this often requires the constant familiarization of fliers and techs with new equipment, the program's communal appeal is reinforced.

The Legionnaires were eight months through their tour of duty on Mantoff III when the Hatchlings launched their attack into the system. Though a seasoned group, with experience fighting the Idorians, the 122nd took a real beating at the hands of their alien foes. First contact resulted in the loss of twelve Legionnaire vessels, and the drubbing continued throughout the campaign.

Squadron Summary

As of Imp 476:222

1st Squadron

Squadron Leader:
Hep Grunwald (Plt 5, Gnr 5)

Assets: 8 x Blizzard

Typical Pilot (Plt 3, Gnr 3)

2nd Squadron

Squadron Leader:
Fayla Kim Suk (Plt 4, Gnr 5)

Assets: 8 x Blizzard

Typical Pilot (Plt 3, Gnr 2)

3rd Squadron

Squadron Leader:
Almar al-Habad (Plt 5, Gnr 3)

Assets: 6 x Night Hawk
2 x Seraph

Typical Pilot (Plt 4, Gnr 4)
Typical Gunner (Gnr 3)

4th Squadron

Squadron Leader:
Jake Milliway Flint (Plt 6, Gnr 7)

Assets: 4 x Kosmos
2 x Thunder Bird
2 x Salamander

Typical Pilot (Plt 5, Gnr 5)
Typical Gunner (Gnr 6)

The lot of Mantoff's colonists was pitiful, which was reflected by the state of the 122nd by the time Imperial relief forces entered the system in late 476. The Legionnaires were down to two operational fighters and five flight personnel by the end of the campaign. The unit was subsequently disbanded.

NIMROD PURSUIT WING

Tau Albriton Pursuit Wing 5046

"Nimrod Pursuit Wing"

Commanding Officer:
Muligan F. Stagroot

Pursuit Wing 5046 was the mobile space defense formation posted to Nimrod Station, a space habitat orbiting high over the surface of Tau Albriton IV. Formed twenty-seven years before the Hatchling scourge, the Nimrod Pursuit Wing had mainly been sortied for patrols and anti-pirate raids. Being on the Frontier, the 5046th was never at a loss for things to do. The Albriton starlane hub attracted its fair share of criminal riff-raff, and it was the Pursuit Wing's job to keep the system safe for traders.

That being the case, when the Grubs attacked the system they encountered several experienced units like the 5046th. Tau Albriton IV's civil strife was having little effect on the space defense forces stationed overhead. In fact, the Pursuit Wing formations were some of the few who met the Hatchlings in battle with little reservation.

As fate would have it, Nimrod station was destroyed during the opening hours of battle. Without an orbital base to operate from, the 5046th transferred its command to the planet's surface. Once Imperial forces arrived (nearly a month after the start of the battle), the Nimrod Pursuit Wing was transferred to a freighter converted into a light fighter carrier. Spaceborne once again, this unit continued its valiant fight until attrition finally took its toll.

Squadron Summary

As of Imp 476:229

Stardust Squadron

Squadron Leader:
Magus Southwood (Plt 6, Gnr 6)

Assets: 14 x Dart

Typical Pilot (Plt 4, Gnr 5)

Blacksun Squadron

Squadron Leader:
Blevin Steelidown (Plt 4, Gnr 7)

Assets: 6 x Thunder Bird
2 x Night Hawk
2 x Lance Electra

Typical Pilot (Plt 5, Gnr 3)
Typical Gunner (Gnr 5)

"Who cares what they are? You hit them, they blow up. Simple. Now do it!"
— Muligan F. Stagroot, Imp 476:230

No uniforms, no medals, no [expletive deleted] problem.
— Graffiti found on abandoned Mud Hen hangar

Bluestar Reserve Squadron

Squadron Leader:
James McElroy (Plt 4, Gnr 3)

Assets: 10 x Sorensen III
2 x Glaive

Typical Pilot (Plt 3, Gnr 3)
Typical Gunner (Gnr 3)

The Nimrod Pursuit Wing was one of many Frontier fighter units thrown in the thick of combat operations from the start, and though they sustained horrendous casualties, their will to fight never diminished. This unit was officially disbanded on Imp 476:333.

ROOD MUD HENS

Rood Fighter Pool #3

"Rood Mud Hens"

Commanding Officer: Bill H. McCall

Rood was a hidden colony on the fringe of Albriton sector. A haven for smugglers and pirates, the planet also sported an illegal slave-driven mining operation. Despite their covert status, the men of Rood carried on a brisk trade in "salvage" and minerals with several other Frontier worlds in Bathascar quadrant.

Without an organized defense network, Rood was particularly susceptible to an all-out military campaign, which is exactly what the Grubs waged against them. Caught by surprise, the men of Rood started their fight at a great disadvantage, however, recovered records have shown that they doggedly fought back. Their starfighter units were dredged up from surplus hardware and converted shuttles. Anyone with flight experience was pressed into service. And although these men were scavengers and opportunists by trade, they pulled together to defend the only home they had.

One of the few fighter organizations they were able to field was Pool #3, the Rood Mud Hens. Little is known about this unit since only a few transcripts were left behind on the planet. However, Pool #3 was apparently the one fighter organization that kept its unit integrity up until the time of Rood's evacuation. It is thought that many of these pilots survived the campaign, and fled with the planet's evacuees to their new base.

Squadron Summary

As of Imp 476:222

Group Red A

Squadron Leader:
Fig Rallegh (Plt 7, Gnr 7)

Assets: 5 x Spirit Rider
1 x Pharsii II

Typical Pilot (Plt 2, Gnr 4)
Typical Gunner (Gnr 3)

Group Blue B

Squadron Leader:
Shool Trentar (Plt 8, Gnr 6)

Assets: 3 x Thunder Bird
2 x Teal Hawk
1 x Shryak Shuttle

Typical Pilot (Plt 3, Gnr 2)
Typical Gunner (Gnr 3)

Group Yellow C

Squadron Leader:
Karl Henry-James (Plt 6, Gnr 9)

Assets: 4 x Kosmos
2 x Shryak Shuttle

Typical Pilot (Plt 2, Gnr 7)
Typical Gunner (Gnr 3)

Group Orange D

Squadron Leader:
Meg Sikoi Takishuto (Plt 5, Gnr 5)

Assets: 2 x Epping
2 x Drakar
1 x Star Raven
1 x Betafortress

Typical Pilot (Plt 4, Gnr 3)
Typical Gunner (Gnr 5)

Hard pressed, and unable to replace their losses, the pilots and crews of Fighter Pool #3 threw their lot in with the remnants of Rood's population and moved on to another star system.

Imperial Fighter Units

When the Hatchling scourge began, the closest Imperial fleet presence was in the 33 Lupi system, home to House Klatus on the provincial periphery. Several Imperial formations had been stationed there in Imp 474 to ward off what appeared to be an impending unsanctioned war between the Klatus and Naphtali Houses.

When distress signals began streaming in from Albriton sector, orders came down for the carrier groups at 33 Lupi to jump to an Imperial mustering station in the Frontier. This station, code named Centrak, became the rallying point for the 3rd Frontier Corps, a combined arms force meant to deal with the Hatchling scourge. The carrier groups from 33 Lupi formed the core of the newly redesignated 17th Imperial Expeditionary Fleet.

Operation Backlash was the title ascribed to the Imperial liberation effort at Tau Albriton and the other settled worlds in the sector. Ultimately, it was successful, but the cost in lives and materiel was excruciatingly high—the toll on Imperial fighter groups particularly so.

The following unit descriptions are just a sampling of the many fighter wings of the 17th Fleet which became embroiled in the Hatchling campaign.

Saxon Fury

1786TH RAPID DEPLOYMENT INTERCEPTOR GROUP

"SAXON FURY"

Commanding Officer: Bannerman Robitaille

Most of the 17th IEF staged to Centrak before moving on to Tau Albriton in force, but the 1786th Rapid Deployment Group, along with a handful of others, were sent to the besieged system straight away. They arrived at Tau Albriton a mere thirteen days after the Grubs did. Hatchling troops were already on the planet, while their starfighters and bombardment ships held free rein overhead.

Saxon Fury and two other RD Groups immediately engaged the Grub formations, but were quickly repulsed. In that initial engagement, the Imperial pilots faced overwhelming odds of nearly ten Hatchling ships to each Imperial fighter. Group commanders recalled their fliers and withdrew to assess the situation. Hounded by several Hatchling swarms, the Rapid Deployment carriers, along with their few escort vessels eventually had to leave the system and await the arrival of the rest of 17th IEF.

For nearly two weeks, Saxon Fury waited on the outlying fringes of Tau Albriton system, its carrier narrowly escaping several Grub ambushes. Finally, on Imp 476:255, the vanguard of the 3rd Frontier Corps arrived. Itching for a fair fight, Saxon Fury was thrown into the liberation and defense effort of Tau Albriton IV. It fought its first major engagement the next day, which proved to be an unmitigated disaster. Unversed in the ways of Hatchling tactics, the 1786th found itself split up and weakened during its battle. In the ensuing confusion, the separated squadrons of the Fury were isolated and crushed.

Squadron Summary

As of Imp 476:242

Blitzer Squadron

Squadron Leader:
Akashi Tajimitsu (Plt 8, Gnr 8)

Assets: 8 x Night Hawk
4 x Teal Hawk

Typical Pilot (Plt 6, Gnr 6)
Typical Gunner (Gnr 7)

Striker Squadron

Squadron Leader:
Callon Rake (Plt 7, Gnr 8)

Assets: 8 x Night Hawk
4 x Teal Hawk

Typical Pilot (Plt 5, Gnr 6)
Typical Gunner (Gnr 8)

Decimated in their first full day of battle over Tau Albriton, the 1786th was written off for the duration of the campaign. Some of the group's surviving pilots were reassigned to other theater fighter formations, but records indicate that no original Saxon Fury flight officer survived into Imp 477.

Dark Coven

**2527TH SPECIAL FORCES
FIGHTER GROUP**

"DARK COVEN"

Commanding Officer: Alister "Dud" McLeod

While the bulk of the 3rd Frontier Corps was occupied at Tau Albriton, numerous detachments of reconnaissance and special forces units were sent into the sector to seek out the Grub bases. What they discovered were the Clutchworlds, and the distinctly alien societies harbored therein.

The Dark Coven, one such special forces unit, found itself over a small airless rock which would eventually be designated Clutchworld 5. Grub activity was detected under the planet's surface, and Imperial teams were immediately sent in to investigate. While the Coven was flying high cover, they were set upon by strong Hatchling starfighter formations. Badly mauled, Dark Coven retreated, and the scouting division they were attached to jumped out of the system. Clutchworld 5 proved too hot for an extended "visit."

The tree of liberty must be refreshed from time to time with the blood of patriots.
— Thomas Jefferson, c. PreImp 9830

Anything. Anytime. Anywhere.
— Dark Coven motto

Soldiers win battles and generals get the credit.

— Napoleon Bonaparte, c. PreImp 9850

Recovering quickly, the 2527th was sent with its parent unit to Clutchworld 3 for more recon work. They spent nearly a month there, despite the fact that the world was practically emptied out. Its Grubs were now engaged at Tau Albriton and Palmaro, the fifth orbital of GX 3990. The Coven was kept on station while ground teams gathered intelligence data, then later demolished the Grub warren sites.

Hatchling fighter activity throughout this period over Clutchworld 3 was minimal.

Squadron Summary

As of Imp 476:280

Witch Squadron

Squadron Leader:
Jaffe Curd (Plt 9, Gnr 8)

Assets: 10 x Salamander
2 x Star Raven

Typical Pilot (Plt 8, Gnr 7)

Typical Gunner (Gnr 7)

Warlock Squadron

Squadron Leader:
Hoji Tajomura (Plt 9, Gnr 9)

Assets: 10 x Blizzard
2 x Pharsii II

Typical Pilot (Plt 8, Gnr 8)
Typical Gunner (Gnr 8)

Wizard Squadron

Commanding Officer:
Rejek Buratu (Plt 8, Gnr 8)

Assets: 10 x Lance Electra
2 x Epping

Typical Pilot (Plt 7, Gnr 6)
Typical Gunner (Gnr 8)

Dark Coven undertook covert operations against the Clutchworlds long after the rest of the Empire thought the crisis was over. Constantly replenished and well supplied, the 2527th, along with its parent organization, sought out and identified no fewer than fifteen Frontier sites previously occupied by the Hatchlings.

Nocturnal Enemy

**6656TH IMPERIAL CARRIER WING**

"NOCTURNAL ENEMY"

Commanding Officer: Montgomery Cook

The 6656th Carrier Wing entered Tau Albriton with the main body of 3rd Corps. Though it was not immediately committed to battle, Nocturnal Enemy did eventually engage several Grub swarms over the planet. Benefitting from experience gained by other units which preceded it, the Nocturnals were soon compiling an impressive portfolio of victories. Before the battle was through, the 6656th had received four unit commendations.

In one action, the fliers of this wing pinned down a complete Hatchling swarm that was about to attack an unescorted hospital ship. Their delaying action allowed the medical vessel to escape, in the process Nocturnal Enemy destroyed over half the swarm to the loss of only four fighters. On another occasion, Nocturnal fliers escorted the first Imperial sortie to successfully use the Hatchling Dormancy Inducer, a special weapon designed to aid in the capture of Grub vessels.

After the battle for Tau Albriton, the Nocturnals were moved to the Mantoff system and took part in the effort to liberate the colonists there. Unfortunately, there were few survivors left on Mantoff III, though those killed were well avenged by the 6656th and other Carrier Wings. Later, the Nocturnals were ordered to stand down for a month. During this break in the action, unit losses were replenished and the severely depleted Screech squadron was refitted with Hell Bender fighters. Wail squadron was also activated at this time and
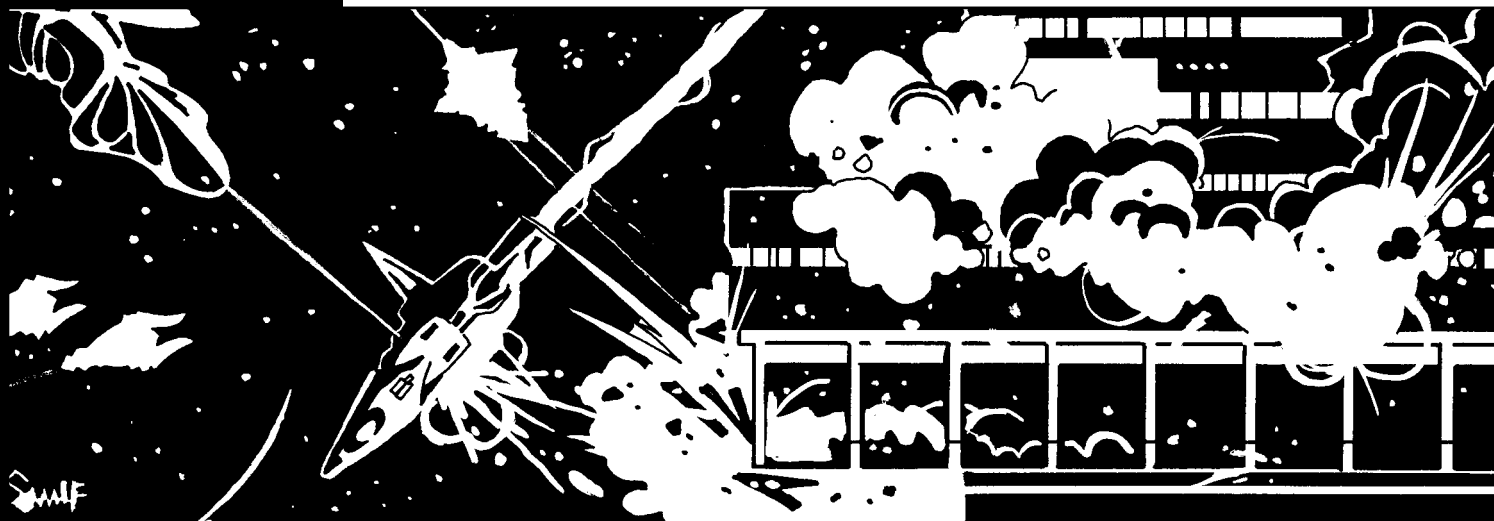
staged forward to Mantoff, linking up with its wingmates. The 6656th was finally sent to Ivox to mop-up Hatchling resistance there. Unfortunately, like at Mantoff III, the Ivox colonists had been wiped out long before the Nocturnal Enemy's arrival.

Squadron Summary

As of Imp 476:255

Howl Squadron

Squadron Leader:
Mac Yogama (Plt 8, Gnr 5)

Assets: 8 x Night Hawk
4 x Drakar

Typical Pilot (Plt 7, Gnr 6)
Typical Gunner (Gnr 7)

Screech Squadron

Squadron Leader:
Jonnie Hart Eddy (Plt 7, Gnr 8)

Assets: 8 x Night Hawk
2 x Drakar
2 x Epping

Typical Pilot (Plt 6, Gnr 6)
Typical Gunner (Gnr 6)

Wail Squadron (inactive reserve unit)

Squadron Leader:
Niki Aldebaron (Plt 6, Gnr 7)

Assets: 12 x Kosmos

Typical Pilot (Plt 6, Gnr 6)

Nocturnal Enemy came through the First Hatchling Campaign with flying colors. In fact, several of the Wing's flight officers were sent to training centers to lecture cadets on Hatchling methods and tactics for anticipated future battles.

Bug Grinder

5100TH IMPERIAL HEAVY FIGHTER WING

"ARCH VILLAIN," AND MORE RECENTLY, "BUG GRINDER"

Commanding Officer: Ray Taun-Sopura

Based in the House Klatus home system of 33 Lupi and mobilized for action with the 17th Fleet, the 5100th was placed in reserve status at the start of the Hatchling crisis. As the severity of the scourge began to outweigh the need to deter a Klatus/Naphtali war, this Heavy Fighter Wing was moved up to the Centrak mustering point. On Imp 476:312, Arch Villain was told to stand to for impending action.

Seven days later, the 5100th was sent into the fray at Tau Albriton. In its first engagement, Arch Villain was forced to deploy its entire operational strength, thus leaving its tender vulnerable to attack. However, in the ensuing battle the 5100th destroyed a complete Hatchling quint-swarm against the loss of only seven of its own vessels. Three of those crews were later recovered and the engagement was heralded as an astounding Imperial victory. Afterwards, the 5100th became known as "Bug Grinder," and the moniker has stuck ever since.

Bug Grinder is unusual in that it's Commanding Officer, Ray Taun-Sopura does not fly a desk, but rather takes on missions with the same regularity as his subordinate crews. This has garnered him a great deal of respect from his fliers, while bringing chastising comments from his superiors in the 17th IEF.

Squadron Summary

As of Imp 476:319

Ghast Squadron

Squadron Leader:
Molloch al-Sabah (Plt 8, Gnr 8)

Assets: 8 x Pharsii II
8 x Seraph

Typical Pilot (Plt 6, Gnr 5)

Typical Gunner (Gnr 6)

Gopher Provisional Squadron

Squadron Leader:
Ludwig "Bull's Eye" Vanderlind (Plt 6, Gnr 9)

Assets: 4 x Pharsii II
4 x Seraph
4 x Lance Electra

Typical Pilot (Plt 5, Gnr 6)
Typical Gunner (Gnr 7)

Bug Grinder achieved the highest rate of success against Hatchling forces during the campaign, though it is admitted that Grub strength was already starting to wane as this unit entered the fray. With a commendable 9-1 kill ratio, the 5100th was given an Imperial commendation for the leadership, determination, and valor it displayed.

All very successful commanders are prima donnas and must be so treated.
— George Smith Patton Jr., PreImp 9698

Scenarios

This section contains 12 scenarios set in chronological order during the Hatchling crisis of Tau Albriton star sector.

Reinforcements

Some of these scenarios allow for reinforcements to enter the playing surface during the course of a game. In these cases, it will be necessary for players to keep track of the game turns as they pass by. Use the Game Turn Record Track which appears along the bottom of some of the new 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. Such forces must be orientated so that they face a hexside out towards the playing surface (i.e., not parallel with the map edge or facing off board). Such entering reinforcements can then be targeted for missile and/or torp attacks at the beginning of the game turn of entry.

In addition, a good pilot or Hatchling entering with reinforcements can use his Plt skill to influence the initiative die roll on his turn of entry.

Exiting Starcraft

Some scenarios call for vessels to exit the playing surface. To do so costs 1 movement point from an edge hex in which the vessel is facing away from map hexes.

Unless specifically required by a scenario, no units may exit the playing surface. If an unauthorized starcraft does so, it is considered destroyed with credit for the kill going to the last opposing vessel/crewman to fire at it.

Map Set Up

For all scenarios, use the standard *Silent Death* map set up shown on below.

THE STANDARD MAP SETUP

EDGE 2

EDGE 1

A	B	C	D
E	F	G	H

EDGE 3

EDGE 4

A New Enemy

Hatchlings vs Frontiersmen

Date: Imp 476:220
Location: Approach to Fafnir.
Situation: As Hatchling Swarm 110 drops out of fold space in the Fafnir system, response units from the 1st Civilian Reserve Wing (Fafnir's Kludge) fly out to challenge the intruders. Expecting free traders, or perhaps even pirates, these Kludge members are surprised by the appearance of a new, hostile alien race.

Forces

FRONTIERSMAN PLAYER. Intercept element from *Gammaray* Squadron, 1st Civilian Reserve Wing: Set up first along Edge 1.

Thunder Bird A —	Pilot (Plt 6, Gnr 5)
Thunder Bird B —	Pilot (Plt 4, Gnr 2)

HATCHLING PLAYER. Scout Section from Swarm 110: Set up second in Area I.

Remora A —	Hatchling (Plt 6)
	Weapon 1 (Gnr 6)
	Weapon 2 (Gnr 4)
Larva A —	Hatchling (Plt 5)
	Weapon 1 (Gnr 3)
Larva B —	Hatchling (Plt 5)
	Weapon 1 (Gnr 3)

Special Rules

1) This scenario depicts the first military confrontation between Hatchling and human forces. Because the Hatchlings have achieved tactical surprise, they automatically gain initiative during the first two turns of the game.
2) Because this is a "first contact" situation, the humans are exercising restraint. The Frontiersman player may not fire his Pulse Lasers nor launch any torpedoes until after: one of his ships has been attacked, or an enemy vessel moves within 3 hexes of either Thunder Bird, or any drone is laid.
3) To simulate the importance of Fafnir's Kludge making a strong impression on the invaders, the Hatchling player suffers an extra victory point penalty for Hatchling vessels lost during the first four game turns (see Victory Conditions, below).

4) Starting on game turn 5, Frontiersmen vessels may exit the playing surface along map Edges 1, 2, and/or 4. They may not exit before turn 5.
5) The Hatchlings are encountering a new spacefaring race and are curious about their opponents' technology. Therefore, the Remora may exit the map along Edge 3 at any time if it has a Thunder Bird in tow. No other Hatchling vessel may exit the map.

Victory Conditions

At the end of 10 game turns, the scenario is over. The Hatchling players tallies up victory points according to the following schedule:
• +25 points — if a Thunder Bird is towed off the map.
• +15 points — for each Thunder Bird destroyed (a Thunder Bird towed off the map is not considered destroyed).
• -6 points — for each Thunder Bird that exits the map from Edges 1, 2, and/or 4.
• -10 points — for each Larva destroyed.
• -20 points — if the Remora is destroyed.
• -20 points — extra penalty for each Hatchling ship destroyed by the end of turn 4.

Subtract the Frontiersmen player's point total (as modified above) from the Hatchling player's total (as modified above). Take the result and compare it to the following outcomes:

40 points =	Decisive Hatchling victory
20-39 points =	Marginal Hatchling victory
10-19 points =	Draw
0-9 points =	Marginal Frontiersmen victory
-(-1) point =	Decisive Frontiersmen victory

Battlefield Report

Surprised and outnumbered, the intercept element from Fafnir's Kludge was lost. Though the fate of the Thunder Bird pilots was never conclusively determined, it has been assumed that at least one was captured and "analyzed." By the time the Hatchlings had started their assault on Fafnir in earnest, it was obvious they had a good working knowledge of Frontiersmen tactics and operations.

A new and dangerous foe had emerged from the enormity of space. The results of this initial confrontation were foreboding. Much blood would be shed before the Frontier worlds of the Tau Albriton sector would rest easy again.

Dawn came in a murky amber-green, a rarity in itself. But that morning also brought with it a sound we had not heard before, nor since. Great, bass, rolling kettle drums, hammered by titans, echoed down our little valley. The first peals, which shook our home to its foundations, sent us running to the root cellar. We thought the sky would fall. Later, after the overwhelming booms had taken us to mid-day, we went outside with our hands over our ears. Many of us fell as the earth trembled underfoot.

The sky had grown darker, and sparks, that we mistook for lightning, shot through the gathering gloom. Some of my neighbors went mad with fright, and I've since wished that I too had done so on that fateful day—for I believe madness would have saved me from the horrors that were to follow.

We soon discovered that this tumultuous and terrifying thunder of the gods had ushered in an unforeseen and wholly destructive war to our quiet planet.

Thunder of the Gods

Hatchlings vs Frontiersmen

Date: Imp 476:222
Location: Low orbit over Mantoff III.
Situation: Mantoff III, a peaceful, agricultural world, never got the word that a host of alien warriors were on a sector-wide rampage. The planet's capital and major urban centers were bombarded before any credible defense could be raised. But on that first day, elements from the 122nd Frontier Fighter Wing (Legionnaires) did engage Hatchling forces in low orbit. This scenario depicts a small portion of that action.

Forces

FRONTIERSMAN PLAYER. Element from *4th* Squadron, 122nd Frontier Fighter Wing: Set up first along Edge 1.

Salamander A —Pilot (Plt 6, Gnr 5)
               Gunner (Gnr 4)
Salamander B —Pilot(Plt 4, Gnr 4)
               Gunner (Gnr 6)

HATCHLING PLAYER. Mixed elements from Swarm 112: Set up second along Edge 3.

Remora A — Hatchling (Plt 6)
             Weapon 1 (Gnr 9),
             Weapon 2 (Gnr 4)
Remora B — Hatchling (Plt 5)
             Weapon 1 (Gnr 8),
             Weapon 2 (Gnr 3)
Larva A — Hatchling (Plt 4)
             Weapon 1 (Gnr 5)
Larva B — Hatchling (Plt 4)
             Weapon 1 (Gnr 3)

Reinforcements

FRONTIERSMAN PLAYER. Element from Kricton Fighter Training School: Enter as per Special Rule 2 along Edge 1.

Pit Viper A —Pilot (Plt 6, Gnr 6)
Pit Viper B —Pilot (Plt 2, Gnr 1)
Pit Viper C —Pilot (Plt 1, Gnr 1)

Special Rules

1) This battle takes place in Mantoff III's upper atmosphere. In such an environment, the use of jump pods is very tricky and can cause serious damage due to gravity field strain on the jumping Hatchling vessel. If a Hatchling vessel engages a jump pod, immediately roll 1D4. On a roll of a 1, the vessel immediately takes a number of points of damage equal to the Jump Pod # engaged (e.g., a Jump 3 Pod would do 3 points of damage). Such damage is not reduced by Damage Reduction.

2) The reinforcements enter the map *if* and *when* the Frontiersman player desires them, but not before the beginning of game turn 3. Penalties accrue to the Hatchling player's victory point total if the reinforcement entry is delayed, or not brought on at all (see Victory Conditions, below). If the reinforcements are taken, all Pit Vipers must be brought on at the same time.

3) The Frontiersmen reinforcements (if taken) come from a fighter training school. Therefore, the Pit Viper Pulse Lasers are a less powerful training version. They have a **Damage** rating of **Low-1**, and **Range** increments of **1-2** (Short, +1 To Hit), **3-5** (Medium), and **6** (Long, -1 To Hit).

4) The Remoras may exit the map along Edge 3 if they are towing an enemy ship. Otherwise, no starcraft may exit the playing surface.

Victory Conditions

At the end of 10 game turns, the scenario is over and the Hatchling player tallies victory points according to the following schedule:

- +40 points — for each Salamander towed off the map
- +20 points — for each Salamander destroyed.
- +6 points — for each Pit Viper towed off the map.
- +4 points — for each Pit Viper destroyed.
- +3 points — for each game turn that passes before a Hatchling vessel is destroyed.
- -2 points — for each eligible game turn that the reinforcements are not taken (start accumulating on turn 3).
- -3 points — if the reinforcements are not taken at all (cumulative with the -2/turn penalty above).
- -10 points — for each Larva destroyed.
- -20 points — for each Remora destroyed.

Subtract the Frontiersmen point total from the Hatchling total, then compare the result to the following outcomes:

   61+ points =Decisive Hatchling victory
   11-60 points =Marginal Hatchling victory
   (-10)-10 points =Draw
   (-60)-(-11) points = Marginal Frontiermen victory
   -(-61) points =Decisive Frontiersmen victory

Battlefield Report

A furious dogfight erupted in the skies over Mantoff III on the first day of the invasion. Caught off guard by the onslaught, many of the planet's defenders lost their lives in the opening hours of the battle. Despite their bravery, Mantoff's fliers could not prevent most of the planet's major cities from being blasted to dust. The resistance against the Hatchlings would hereafter be led from isolated communities and county aerodromes.

Nimrod Station

Hatchlings vs Frontiersmen

Date: Imp 476:229

Location: Nimrod Station, in High Orbit over Tau Albriton IV.

Situation: Nimrod Station is a space habitat which orbits Tau Albriton IV. As Hatchling forces from Clutchworld 2 entered the system, Nimrod Station became the sight of furious fighting. A desperate effort was mounted to evacuate Nimrod Station's inhabitants in the midst of the battle.

Forces

FRONTIERSMAN PLAYER. Two elements from *Blacksun* Squadron, Pursuit Wing 5046: Set up first within five hexes of Nimrod Station (see Special Rule 1).

Night Hawk A —	Pilot (Plt 6, Gnr 5)
Night Hawk B —	Pilot (Plt 4, Gnr 4)
Thunder Bird A —	Pilot (Plt 4, Gnr 2)
Thunder Bird B —	Pilot (Plt 3, Gnr 3)

HATCHLING PLAYER. Attack Section from Swarm 314: Set up second along any Edge(s).

Manta A —	Hatchling (Plt 9)
	Weapon 1 (Gnr 4)
	Weapon 2 (Gnr 6)
	Weapon 3 (Gnr 6)
	Weapon 4 (Gnr 9)
Remora A —	Hatchling (Plt 8)
	Weapon 1 (Gnr 8)
	Weapon 2 (Gnr 4)
Remora B —	Hatchling (Plt 7)
	Weapon 1 (Gnr 5)
	Weapon 2 (Gnr 3)

Reinforcements

FRONTIERSMAN PLAYER. Retrieval Shuttle: Enter on **turn 2** along any Edge.

Shryak Shuttle A —Pilot (Plt 5, Gnr 7), Gunner (Gnr 7)

Special Rules

1) Before either side sets up any forces, the Frontiersman Player places the Space Station counter in Area E. This represents Nimrod Station. This station is not equipped to make any attacks. In addition, Nimrod Station is far too big to be destroyed by the Hatchling fighters in the context of this scenario, but the Hatchling player does score victory points for attacking the station with his Y-Beams. Any attack in range automatically hits the station (don't bother rolling To Hit, just dedicate the attack to the station). Keep a side record of how many times the station is attacked by Y-Beam fire. Also, see the Victory Conditions below.

2) Each time that the Hatchling player attacks Nimrod Station with a Y-Beam, a single Life Pod (filled with evacuating personnel) is jettisoned from the station at the beginning of the following game turn. Two Y-Beam shots will cause 2 life pods to jettison. Use the wormhole counters found in *SD: TMN*, or use asteroid counters with ID letters written on the back. To place a Life Pod counter on the map, roll a random direction on 1D6 and a random distance, in hexes, on 1D6. Place the Life Pod in the indicated hex. Life Pods will then drift 1D4 hexes along their jettison path, away from the station, at the beginning of each Movement Phase they are on the map. If a station Life Pod drifts off the map before it is retrieved, it is assumed to be destroyed. A Life Pod will not trigger a drone attack.

3) Station Life Pods may be attacked by the Hatchling player, but only with X-Beams. Each station Life Pod has a Defensive Value of 10, no Damage Reduction, and takes 8 hits of damage before being destroyed. Keep a side record of hits taken by each Life Pod.

4) Life Pods may be recovered by the Shryak Shuttle during the scenario. The Shryak Shuttle has been converted to allow it to grapple and tow station Life Pods (this is called "retrieving"). A shuttle retrieves a station Life Pod merely by ending a Movement Phase in a Life Pod hex. At the end of the Movement Phase, the Life Pod is automatically retrieved at the Frontiersman's option. Place the Life Pod counter on the shuttle's Starcraft Display to indicate that it has been retrieved by that shuttle. There is no limit to the number of Life Pods which may be retrieved by the shuttle, though it may only retrieve a maximum of one Life Pod per game turn. If the shuttle is destroyed, all retrieved Life Pods are also destroyed for victory point purposes.

5) If the Shryak Shuttle retrieves at least one station Life Pod, it may exit the Map along Edge 4. No other vessels may exit the map.

Victory Conditions

At the end of 10 game turns the scenario is over and the Hatchling player tallies up victory points according to the following schedule:

- +15 points — for each station Life Pod destroyed.
- +1 point — for each time Nimrod Station is hit by a Y-Beam.
- +1 point — for each hit delivered to station Life Pods which survive the scenario on the map (retrieved or otherwise).

Never, never, never believe any war will be smooth and easy.
— Winston Leonard Spencer Churchill, PreImp 9715

Transcript of "Mud Hen" Tactical Frequency Monitor

Mud Hen 005: Mud Hen Five to Coop. Closing on intercept co-ordinates. No sign of alien force.

(Reply transmission unmonitored)

Mud Hen 005: Roger. Continuing on to intercept co-ordinates and will hold on station for five-oh, fifty.

Mud Hen 011: Great, we'll be sitting out there doin' jack while those alien grease balls slip in and waste another base. I don't like it.

Mud Hen 027: Anyone reading these neutrino stream fluctuations? I'm marking several, uh, blind spots in my sensor sweeps.

Mud Hen 011: Hey, my threat indicator just queued-up. What's going...*(static)*

Mud Hen 005: It's a trap! Free Fire! Free Fire! Mud Hen Five to Coop. Are engaging enemy. Need reinforcements—Shake A Leg!

It ain't the size of the dog in the fight that counts: it's the size of the fight in the dog.
— Universal Proverb

• -1 point — for each hit remaining on every station Life Pod still on the map at the end of the scenario (retrieved or otherwise).
• -15 points — for each retrieved station Life Pod exited from the map as per Special Rule 5, regardless of hits taken.

Take the Hatchling player's final point total and compare it to the following outcomes:

120+ points =Decisive Hatchling victory
80-119 points =Marginal Hatchling victory
50-79 points =Draw
10-49 points =Marginal Frontiersman victory
-9 points =Decisive Frontiersman victory

Shake a Leg

HATCHLINGS VS FRONTIERSMEN

Date: Imp 476:244
Location: Vicinity of Rood.
Situation: While conducting a fighter sweep, members of the Rood Mud Hens (an irregular, paramilitary formation) are ambushed by Hatchling forces employing an experimental Cloak-technology.

Forces

HATCHLING PLAYER. Mixed units from Swarm 317A: Set up first according to Special Rule 1.

Manta A —	Hatchling (Plt 6)
	Weapon 1 (Gnr 4),
	Weapon 2 (Gnr 4),
	Weapon 3 (Gnr 6),
	Weapon 4 (Gnr 7)
Squidge A —	Hatchling (Plt 6)
	Weapon 1 (Gnr 4),
	Weapon 2 (Gnr 7)
Remora A —	Hatchling (Plt 5)
	Weapon 1 (Gnr 5),
	Weapon 2 (Gnr 3)
Larva A —	Hatchling (Plt 4),
	Weapon 1 (Gnr 2)
Larva B —	Hatchling (Plt 4),
	Weapon 1 (Gnr 1)

FRONTIERSMAN PLAYER. Mixed units from *Groups Yellow C* and *Orange D*, Rood Mud Hens: Set up second in Areas D, E, F, and/or G. All vessels must be facing in Direction 2.

Kosmos A —	Karl Henry-James(Plt 6, Gnr 9)
Kosmos B —	Pilot (Plt 3, Gnr 8)
Kosmos C —	Pilot (Plt 3, Gnr 7)
Kosmos D —	Pilot (Plt 1, Gnr 6)
Epping A —	Pilot (Plt 4, Gnr 3),
	Gunner A (Gnr 6),
	Gunner B (Gnr 9),
	Gunner C (Gnr 5)

Battlefield Report

Several recovery shuttles were dispatched to Nimrod Station. However, despite the Herculean efforts of these brave rescuers, operating under enemy fire, they were unable to retrieve more than a quarter of Nimrod Station's inhabitants. Survivors of the Nimrod Wing were able to successfully evacuate the area and continue the struggle against the Hatchlings from Tau Albriton's surface.

Reinforcements

FRONTIERSMAN PLAYER. Element from *Group Blue B*, Rood Mud Hens: See Special Rule 4 for turn of entry. Enter along Edge 1.

Thunder Bird A —	Pilot (Plt 6, Gnr 5)
Thunder Bird B —	Pilot (Plt 5, Gnr 5)

Special Rules

1) The Hatchling forces are using an experimental cloak-technology which hides each vessel until the beginning of any Movement Phase it decides to de-cloak. The starting positions of the Hatchling ships will be marked with inverted counters along with several "dummies" to confuse the Frontiersman player as to the actual location of the real vessels. Use appropriate counters for the Hatchling vessels that are going to be in play, and other "dummy" counters (of the same size) to bring the counter mix up to 20. The Hatchling player places the counters upside down on the playing surface during set up. No more than 5 counters may be placed on any one of the six map sheets. The Frontiersman player should not know which counters indicate the presence of real ships and which ones are dummies. No Frontiersman vessel may end a Movement Phase in a hex containing a Hatchling or dummy counter. Neither cloaked vessels nor dummy markers may be moved after the game begins. No cloaked vessels or dummies may be attacked in any way.

2) When a Hatchling vessel de-cloaks, it is revealed on the map as a real ship at the beginning of an Initiative Phase. Disengaging the Cloak-technology will sometimes cause the de-cloaking vessel to become disoriented while its sensors adjust to real-space. Therefore, roll 1D6 for each de-cloaking ship at the beginning of the Movement Phase after it de-cloaks. On a roll of a 1 or 2 the vessel may only expend half (rounded up) of its available movement points, and may not discharge weapons (excluding ink) of any kind: but only during that game turn. Afterwards, the vessel may function normally. De-cloaked vessels may not cloak again during the scenario.

LARVA

BPV: 38 I.D.

TPV

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Hatchling
Plt: _____
WEAPON 1 _____
Gnr: _____

Type 1 Drones

Defensive Value Plt + 8 = _____

Damage Reduction 7

(F)
(FQL)
(FQR)
(RQL)
(RQR)
(A)

Jump Pods
2
3
3
4

Special Equipment
❏ Drone Mover 2

Drive: 15

Tight Turn Cost: _____

DAMAGE TRACK

→ | d | 15 | d | 14 | j | | 13 | | 12 |

✳ | 11 | J | w | 10 | d | 5 | ◇ 1 | j | 2 | ✕

CRITICAL HITS

1 — Shields damaged. Reduce Defensive Value by 2.

2 — Hull Fibers shredded. Take 1 extra hit on damge track.

3 — Weapon Power Flow hindered. Change X-Beam Damage code to "Low."

4 — Drone Dispenser damaged. Lose 1D6 of remaining drones.

5 — Electronic Warfare Rig damaged. Larva may no longer jam torps.

6 — Drone Mover destroyed.

7 — Jump Pods malfunction. Larva may no longer use Jump Pods.

8 — Hatchling Drive Link destroyed. Drive Value drops to 0. Defensive Value reduced to 5.

9 — Hatchling killed. Larva may take no further actions. Defensive Value reduced to 5.

10 — Catastrophic Hull breach. Larva is destroyed.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

REMORA

I.D. ▮

BPV: 46

| TPV | **Weapon 1** X-Beam (F) To Hit: 2D8+ADB Damage: Low x 3 | ■**Hatchling**■ Plt: _____ WEAPON 1 Gnr: _____ WEAPON 2 Gnr: _____ |

Type 1 Drones
○ ○
○ ○

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
○ ○ ○ ○

(F)

(FQL) ... (FQR)

Defensive Value
Plt + 8 = ___

Damage Reduction
[1]

(RQL) ... (RQR)

Drive: 17

(A)

Jump Pods
②
③
④

Tight Turn Cost: _____

Special Equipment
❏ Grappling Tube
❏ Tow Hook

DAMAGE TRACK

→ | | 17 | d | | 16 | j | | d | 15 | | | ✳ | | |
| 14 | w | | 13 | | | 12 | j | w | 9 | | d | 5 | ◇① |
| 4 | 3 | 2 | ✕ |

REMORA

I.D. ▮

BPV: 46

| TPV | **Weapon 1** X-Beam (F) To Hit: 2D8+ADB Damage: Low x 3 | ■**Hatchling**■ Plt: _____ WEAPON 1 Gnr: _____ WEAPON 2 Gnr: _____ |

Type 1 Drones
○ ○
○ ○

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
○ ○ ○ ○

(F)

(FQL) ... (FQR)

Defensive Value
Plt + 8 = ___

Damage Reduction
[1]

(RQL) ... (RQR)

Drive: 17

(A)

Jump Pods
②
③
④

Tight Turn Cost: _____

Special Equipment
❏ Grappling Tube
❏ Tow Hook

DAMAGE TRACK

→ | | 17 | d | | 16 | j | | d | 15 | | | ✳ | | |
| 14 | w | | 13 | | | 12 | j | w | 9 | | d | 5 | ◇① |
| 4 | 3 | 2 | ✕ |

■ CRITICAL HITS ■

1 — Shields damaged.
Reduce Defensive Value by 2.

2 — Hull rupture.
Remora takes 1D6 more hits.

3 — Tow Hook damaged.
Mark off this piece of equipment.

4 — Drone Dispenser destroyed.
Lose all remaining drones.

5 — Electronic Warfare Rig damaged.
Remora may no longer jam torps.

6 — Grappling Tube destroyed.
Mark off this piece of equipment.

7 — Jump Pod controls fused.
Lose use of Jump Pods.

8 — Drive Leech Power Duct damaged.
Reduce Damage code to "Low-1*".

9 — Hatchling killed.
Remora may take no further actions. Defensive Value reduced to 5.

10 — Blast snaps Structural Spine.
Remora is destroyed.

■ X-BEAM SPECS ■

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

■ DRIVE LEECH SPECS ■

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-4 hexes (-1 To Hit).

* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

SQUIDGE

Panel 1

TPV

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Ink Dispenser
○ ○ ○ ○

Hatchling
Plt:_____
WEAPON 1
Gnr:_____
WEAPON 2
Gnr:_____

Type 1 Drones
○○ ○○
○○ ○○
○○ ○○

Type 2 Drones
○○ ○○
○○ ○○

(F)
(FQL)
(FQR)
Defensive Value
Plt + 7 = _____
Damage Reduction ◇2
(RQL)
(RQR)
Drive: 13
(A)

Tight Turn Cost: _____

Jump Pods
② ② ③ ③ ④ ④

Special Equipment
❏ Drone Mover 3

DAMAGE TRACK

→ | d | D | 13 | j | | d | | d | | 12 | D |
J | d | | ✳ | | 11 | d | j | w | ◇2 | 10 | D |
| 9 | d | ✳ | j | 7 | w | ◇1 | 5 | 4 | 3 | 2 | ✕ |

I.D. ■

BPV: 90

Panel 2

TPV

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Ink Dispenser
○ ○ ○ ○

Hatchling
Plt:_____
WEAPON 1
Gnr:_____
WEAPON 2
Gnr:_____

Type 1 Drones
○○ ○○
○○ ○○
○○ ○○

Type 2 Drones
○○ ○○
○○ ○○

(F)
(FQL)
(FQR)
Defensive Value
Plt + 7 = _____
Damage Reduction ◇2
(RQL)
(RQR)
Drive: 13
(A)

Tight Turn Cost: _____

Jump Pods
② ② ③ ③ ④ ④

Special Equipment
❏ Drone Mover 3

DAMAGE TRACK

→ | d | D | 13 | j | | d | | d | | 12 | D |
J | d | | ✳ | | 11 | d | j | w | ◇2 | 10 | D |
| 9 | d | ✳ | j | 7 | w | ◇1 | 5 | 4 | 3 | 2 | ✕ |

I.D. ■

BPV: 90

CRITICAL HITS

1 — Shields damaged.
Reduce Defensive Value by 1.

2 — Hull Fibers melted.
Squidge takes 1D6 more hits.

3 — Hatchling link to X-Beam damaged.
X-Beam may not fire until after next game turn.

4 — Drone Storage Bay rupture.
Lose 1D4 of each remaining drone type. Roll separately.

5 — Electronic Warfare Rig damaged.
Squidge can no longer jam torps.

6 — Drone Mover performance impeded.
Reduce Drone Mover by 1 rating level.

7 — Massive Jump Pod malfunction.
Lose 1D4 of remaining Jump Pods. Hatchling's choice.

8 — Y-Beam power drops.
Modify Damage code by -4.

9 — Hatchling killed.
Squidge may take no further actions. Defensive Value reduced to 5.

10 — Hull buckles under stress.
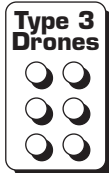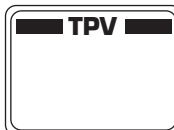Squidge is destroyed.

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

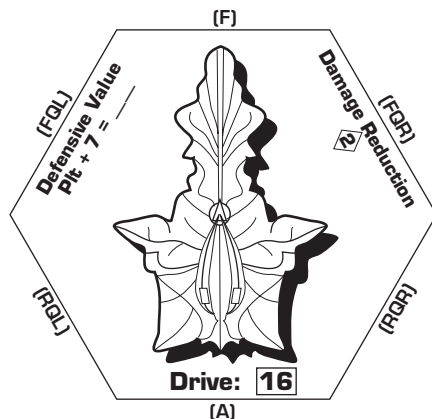| 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

LAMPREY

I.D. ▮

BPV: 93

TPV

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 2
Drive Leech (F)
To Hit: 2D6+ADB
Damage: Low *
○ ○ ○ ○ ○

Weapon 3
X-Beam (F) (A)
To Hit: 2D8+ADB
Damage: Low x 3

▪Hatchling▪
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____

Type 3 Drones
○ ○
○ ○
○ ○

(F)

(FQL) | (FQR)

Defensive Value
Plt + 7 = _____

Damage Reduction ⟨2⟩

(RQL) | (RQR)

Drive: 16

(A)

Tight Turn Cost: _____

Special Equipment
❏ Grappling Tube
❏ Tow Hook

Jump Pods
② ③ ④

DAMAGE TRACK

→		d		16		d		w		15		j
d			14				✳		j	13	W		d
	12			⟨2⟩		11	✳		d		10	
w		9	⟨1⟩				7		5		3	2	1	✕

▮ CRITICAL HITS ▮

1 — Shields damaged.
Reduce Defensive Value by 1.

2 — Hull cracks.
Take 2D4 more hits.

3 — Tow Hook damaged.
Mark off this piece of equipment.

4 — Drones destroyed.
Lose all remaining drones.

5 — Electronic Warfare Rig damaged.
Lamprey may no longer jam torps.

6 — Grappling Tube destroyed.
Mark off this piece of equipment.

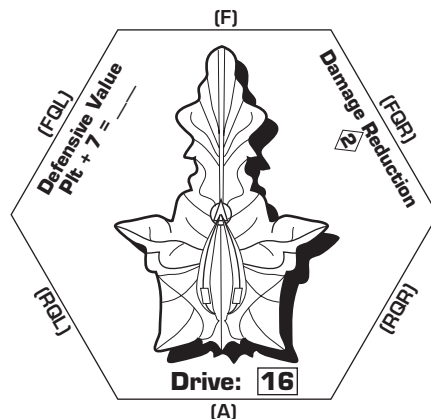**7 — Y-Beam power drops.**
Modify Damage code by –3.

8 — Drive Leech Power Duct damaged.
Modify Damage code by –1.

9 — Hatchling killed.
Lamprey may take no further actions. Defensive Value reduced to 5.

10 — Attack guts through Lamprey.
It is destroyed.

▮ Y-BEAM SPECS ▮

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

▮ X-BEAM SPECS ▮

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

▮ DRIVE LEECH SPECS ▮

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-4 hexes (-1 To Hit).

* Low Damage is distributed only to target's Drive Damage boxes, ignoring Damage Reduction value.
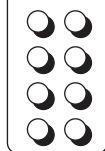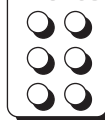
MUSKELLUNGE

I.D. ▪▪▪

BPV: 210

▪ TPV ▪

▪ Weapon 1 ▪
Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

▪ Weapon 2 ▪
Y-Beam (F)(A)
To Hit: 2D8+ADB
Damage: Medium x 2

▪ Weapon 3 ▪
Y-Beam (FQL)(F)
To Hit: 2D8+ADB
Damage: Medium x 2

▪ Weapon 4 ▪
Y-Beam (F)(FQR)
To Hit: 2D8+ADB
Damage: Medium x 2

▪ Weapon 5 ▪
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Ink Dispenser
○ ○

▪ Hatchling ▪
Plt:_____
WEAPON 1
Gnr:_____
WEAPON 2
Gnr:_____
WEAPON 3
Gnr:_____
WEAPON 4
Gnr:_____
WEAPON 5
Gnr:_____

Type 1 Drones
○ ○
○ ○
○ ○
○ ○

Type 5 Drones
○ ○
○ ○
○ ○

Jump Pods
②
②
②
③
④
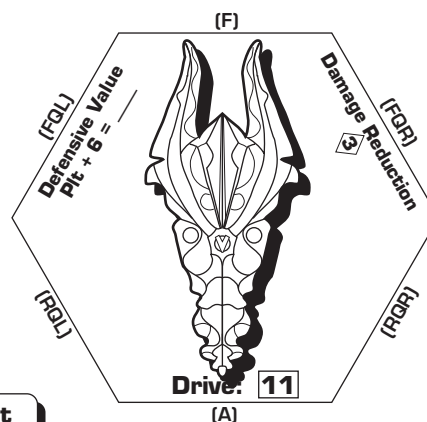
Special Equipment
❏ Drone Mover 5
❏ Tow Hook

(F)
(FQL)
Defensive Value
Plt + 6 = ____
(FQR)
Damage Reduction ③
(RQL)
(RQR)
Drive: 11
(A)

Tight Turn Cost: _____

DAMAGE TRACK

				◇3	d		w			11				j				D	
			✳				d				W					10			
J		d							D					D				w	
			9							d					✳				
				W		8				◇2			d					d	
j		d					7									✳			
			6								D							5	
	w		D		◇1		4			3					2		1	✕	

CRITICAL HITS

1 — Hull fibers absorb damage.
No effect.

2 — Hull cracks.
Take 2D4 more hits.

3 — Tow Hook damaged.
Remove this piece of equipment.

4 — Drone Discharger temporarily jammed.
Muskie may not lay drones until after next game turn.

5 — Electronic Warfare Rig damaged.
Muskie may no longer jam torps.

6 — Drone Mover performance impeded.
Reduce Drone Mover by 1 rating level.

7 — Hatchling Link to Z-Beam disrupted.
Z-Beam may not fire until after next game turn.

8 — Power Routing to weapons disrupted.
No Beam weapons may fire until after next game turn.

9 — Hatchling stunned.
Muskie may not more or fire until after next game turn.

10 — Critical Hull breech.
Take 5D10 more hits.

▪ Z-BEAM SPECS ▪

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-20 hexes.
Long Range: 21-22 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.

▪ Y-BEAM SPECS ▪

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

▪ X-BEAM SPECS ▪

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

MANTA

I.D.

BPV: 136

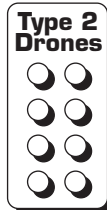**TPV**

Type 2 Drones
○ ○
○ ○
○ ○
○ ○

Type 4 Drones
○ ○
○ ○

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 2
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 3
Spore Mole Launcher
(360°)
Lock on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____
WEAPON 4
Gnr: _____

(F)
(FQL)
(FQR)
Defensive Value Plt + 7 = _____
Damage Reduction 2
(RQL)
(RQR)
Driver 12
(A)

Tight Turn Cost: _____

Jump Pods
2
3
3
4

Weapon 4
X-Beam
(FQL)(RQL)(A)(RQR)(FQR)
To Hit: 2D8+ADB
Damage: Low x 3

Ink Dispenser
○ ○ ○

Special Equipment
❏ Drone Mover 4
❏ Tow Hook

DAMAGE TRACK

→		d		d		12		j		w		D	
	11	d	J		✳		W		10	D			j
d			9	d						w		8	
✳		◇2				7	D					◇1	
6				w		5		4		3	2	1	✕

MANTA

I.D.

BPV: 136

TPV

Type 2 Drones
○ ○
○ ○
○ ○
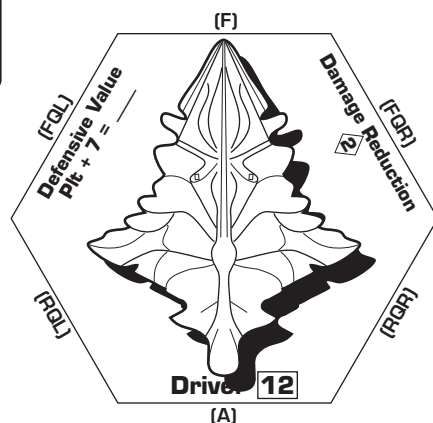○ ○

Type 4 Drones
○ ○
○ ○

Weapon 1
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 2
Y-Beam (F)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 3
Spore Mole Launcher
(360°)
Lock on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Hatchling
Plt: _____
WEAPON 1
Gnr: _____
WEAPON 2
Gnr: _____
WEAPON 3
Gnr: _____
WEAPON 4
Gnr: _____

(F)
(FQL)
(FQR)
Defensive Value Plt + 7 = _____
Damage Reduction 2
(RQL)
(RQR)
Driver 12
(A)

Tight Turn Cost: _____

Jump Pods
2
3
3
4

Weapon 4
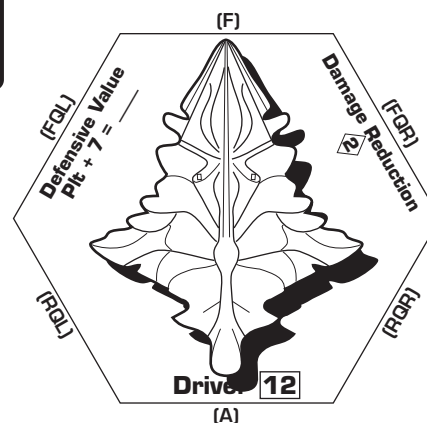**X-Beam**
(FQL)(RQL)(A)(RQR)(FQR)
To Hit: 2D8+ADB
Damage: Low x 3

Ink Dispenser
○ ○ ○

Special Equipment
❏ Drone Mover 4
❏ Tow Hook

DAMAGE TRACK

→		d		d		12		j		w		D	
	11	d	J		✳		W		10	D			j
d			9	d						w		8	
✳		◇2				7	D					◇1	
6				w		5		4		3	2	1	✕

CRITICAL HITS

1 — Shields damaged.
Reduce Defensive Value by 1.

2 — Hull stressed.
Take 2D4 more hits.

3 — Tow Hook damaged.
Remove this piece of equipment.

4 — Massive Drone malfunction.
Lose 1D4 of each remaining drone type. Roll separately.

5 — Electronic Warfare Rig damaged.
Manta may no longer jam torps.

6 — Drone Mover performance impeded.
Reduce Drone Mover by 1 rating level.

7 — Ink Dispenser malfunctions.
Mark off all remaining ink munitions.

8 — Spore Mole Launcher misfire.
Lose 1D8 of remaining spore moles.

9 — Hatchling stunned.
Manta may not more or fire until after next game turn.

10 — Catastrophic Hull collapse.
Manta is destroyed.

Y-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

X-BEAM SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 hexes.
Long Range: 15-16 hexes (-1 To Hit).

TIGER MOTH

TPV ☐

I.D. ☐

BPV: 120

Weapon 1
Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 2
Y-Beam (FQL,F,FQR)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 3
Y-Beam (FQL,F,FQR)
To Hit: 2D8+ADB
Damage: Medium x 2

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____
Weapon 3
Gnr: _____
Weapon 4
Gnr: _____
Weapon 5
Gnr: _____

Special Equipment
☐ Grappling Tube

(F)

Defensive Value PLT + 7 =

Damage Reduction 2

(FQL) (FQR)

(RQL) (RQR)

[14]

Drive: 12

(R)

Jump Pods
2
2
3
4

Tight Turn Cost: _____+3

Weapon 4
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 5
Spore Mole launcher
(360°)
Lock-on < ____
○○○○○○○○○○○
○○○○○○○○○○○

DAMAGE TRACK
→ 12 ◇2 w
    ● 11 ✳ 10 9
    W ● 8 ◇1 7
    6 5 ● ✳ w 4
    3 2 w ● 1 ✕

TIGER MOTH

TPV ☐

I.D. ☐

BPV: 120

Weapon 1
Z-Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 2
Y-Beam (FQL,F,FQR)
To Hit: 2D8+ADB
Damage: Medium x 2

Weapon 3
Y-Beam (FQL,F,FQR)
To Hit: 2D8+ADB
Damage: Medium x 2

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____
Weapon 3
Gnr: _____
Weapon 4
Gnr: _____
Weapon 5
Gnr: _____

Special Equipment
☐ Grappling Tube

(F)

Defensive Value PLT + 7 =

Damage Reduction 2

(FQL) (FQR)

(RQL) (RQR)

Drive: 12

(R)

Jump Pods
2
2
3
4

Tight Turn Cost: _____+3

Weapon 4
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 5
Spore Mole launcher
(360°)
Lock-on < ____
○○○○○○○○○○○
○○○○○○○○○○○

DAMAGE TRACK
→ 12 ◇2 w
    ● 11 ✳ 10 9
    W ● 8 ◇1 7
    6 5 ● ✳ w 4
    3 2 w ● 1 ✕

CRITICAL HITS

1-Shields Damaged.
   Reduce defensive value by 2.
2-Hull Stresses. Tiger Moth takes
   1D6 more damage.
3-Hatchling Dazed. Tiger Moth may
   not use Jump pods and is -1 on
   all to hits for 1 turn.
4-Jump Pods hit. Loose D4 pods.
**5-Electronic Warfare
   Rig Damaged**. Hatchling may
   no longer jam torps.
6-Beam power drops. Change
   damage to Medium x 1 random
   Y-Beam.
7-Grappling Tube severed. Tiger
   Moth may no longer use it.
8-Spore Moles triggered. Loose D4
   Spores and take the same
   amount of additional damage.
9-Hatchling Killed. Tiger Moth may
   take no further actions.
   Defensive Value is reduced to 5.
10-Hull folds in on Hatchling. The
   Tiger Moth is destroyed.

Z-BEAM SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-20 hexes.
Long Range: 21-22 hexes (-1 To Hit).
Target Speed Restrictions: Target's
   Drive value must be ≤ 10

Y-BEAM SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restrictions: Target's
   Drive must be ≤ 13.

X-BEAM SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-14 Hits.
Long Range: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

THISTLE

TPV

I.D.

BPV: 59

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 2
X-Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

INK ○ ○ ○ ○ ○

Hatchling
Plt: _____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____

Type 1 Drones
○ ○
○ ○

Type 2 Drones
○ ○
○ ○

Jump Pods
② ③ ④

(F)
(FQL) (FQR)
Defensive Value
PLT + 8 = ____
Damage Reduction
7
(RQL) (RQR)
(R)
Drive: 16
Tight Turn Cost: _____ +3

DAMAGE TRACK

→ | D | 16 | ✳ | ◇1 | d | 14 | w | 12 | ● | D | 10 |
| d | 8 | ● | D | | 6 | d | ✳ | 5 | D | 4 |
| 3 | w | ● | 2 | 1 | d | ✕ |

CRITICAL HITS

1-Shields Damaged. Reduce defensive value by 4.
2-Hull Fibers melt. Thistle takes 2D4 more damage.
3-Beam link damaged. Random X-Beam may not fire until after next game turn.
4-Drone Launcher jammed. Take 1D4 hits for each additional drone launched.
5-Electronic Warfare Rig Damaged. Hatchling may no longer jam torps.
6-Beam power drops. Change damage to Low on random X-Beam.
7-Jump Pods fractured. Loose 1D4 of remaining jump pods. Hatchling's choice.
8-Ink Dispenser collapse. Mark off all remaining ink munitions and dispenser.
9-Hatchling Killed. Thistle may take no further actions. Defensive Value is reduced to 5.
10-Hull disappears. The Thistle is gone.

X-BEAM SPECS

Short: 1-3 hexes (+1 To Hit).
Medium: 4-14 hexes.
Long: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

DRAGONFLY

TPV

Weapon 1
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 3
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 2
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____
Weapon 3
Gnr: _____
Weapon 4
Gnr: _____
Weapon 5
Gnr: _____

Type 1 Drones
○○ ○○ ○○

Type 4 Drones
○○ ○○ ○○

Defensive Value
PLT + 8 =

(F)
(FQL) (FQR)
(RQL) (RQR)
(R)

Damage Reduction
7

Drive: 13

Tight Turn Cost: _____ +3

JUMP PODS
② ② ② ③ ③ ④

Special Equipment
❏ Tow Hook
❏ Drone

Weapon 4
X Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 5
X Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

I.D. ▮

BPV: 172

DAMAGE TRACK

DRAGONFLY

TPV

Weapon 1
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 3
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Weapon 2
Z Beam (F)
To Hit: 2D8+ADB
Damage: High x 2

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____
Weapon 3
Gnr: _____
Weapon 4
Gnr: _____
Weapon 5
Gnr: _____

Type 1 Drones
○○ ○○ ○○

Type 4 Drones
○○ ○○ ○○

Defensive Value
PLT + 8 =

(F)
(FQL) (FQR)
(RQL) (RQR)
(R)

Damage Reduction
7

Drive: 13

Tight Turn Cost: _____ +3

JUMP PODS
② ② ② ③ ③ ④

Special Equipment
❏ Tow Hook
❏ Drone

Weapon 4
X Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 5
X Beam (360°)
To Hit: 2D8+ADB
Damage: Low x 3

I.D. ▮

BPV: 172

DAMAGE TRACK

CRITICAL HITS

1-Shields Damaged. Reduce defensive value by 3.
2-Hull Cracks. Dragonfly takes 1D8 more damage.
3-Beam power drops. Change damage to Low x 1 on random X-Beam.
4-Beam power short. Hatchling may not fire a beam weapon until after next game turn.
5-Electronic Warfare Rig Damaged. Hatchling may no longer jam torps.
6-Special equipment shredded. Hatchling may no longer use Drone Mover or Tow Hook.
7-Drone Mover seizures. When this drone mover is used, target drone has 2 in 4 chance of being destroyed.
8-Drone Launcher jammed. Take 1D4 hits for each additional drone launched.
9-Hatchling Stunned. Dragonfly is stunned and may take no further actions until after D4 turns. Defensive Value is reduced to 5 while stunned.
10-Hull snaps apart. The Dragonfly is destroyed.

Z-BEAM SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-20 hexes.
Long Range: 21-22 hexes (-1 To Hit).
Target Speed Restrictions: Target's Drive value must be ≤ 10

Y-BEAM SPECS
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-16 hexes.
Long Range: 17-18 hexes (-1 To Hit).
Target Speed Restrictions: Target's Drive must be ≤ 13.

GAME TURN RECORD TRACK

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

SHAGGAI

TPV

I.D.

BPV: 39

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 2
Spore mole launcher
(360°)
Lock-on < ____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____

Type 1 Drones
○ ○
○ ○
○ ○
○ ○

Jump Pods
②
②
③
③

(F)
(FQL)
(FQR)
Defensive Value
Plt + 8 = ____
Damage Reduction
7
(RQL)
(RQR)
(R)
Drive: 16
Tight Turn Cost: _____ +3

DAMAGE TRACK
→ | 16 ● d | | 15 | d | 14 ● w d ✳ ● | 11 |
d | 9 ◇ | ✳ D | 6 | d w d | 4 | 1 | d | ✕ |

SHAGGAI

TPV

I.D.

BPV: 39

Weapon 1
X-Beam (F)
To Hit: 2D8+ADB
Damage: Low x 3

Weapon 2
Spore mole launcher
(360°)
Lock-on < ____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Hatchling
Plt:_____
Weapon 1
Gnr: _____
Weapon 2
Gnr: _____

Type 1 Drones
○ ○
○ ○
○ ○
○ ○

Jump Pods
②
②
③
③

(F)
(FQL)
(FQR)
Defensive Value
Plt + 8 = ____
Damage Reduction
7
(RQL)
(RQR)
(R)
Drive: 16
Tight Turn Cost: _____ +3

DAMAGE TRACK
→ | 16 ● d | | 15 | d | 14 ● w d ✳ ● | 11 |
d | 9 ◇ | ✳ D | 6 | d w d | 4 | 1 | d | ✕ |

CRITICAL HITS

1-**Shields Damaged**. Reduce defensive value by 3.

2-**Hull Fibers shred**. Shaggai takes 1D6 more damage.

3-**Jump Pods fractured**. Loose 1D4 of remaining jump pods. Hatchling's choice.

4-**Beam power drops**. Change X-Beam damage to Low x 1.

5-**Electronic Warfare Rig Damaged**. Hatchling may no longer jam torps.

6-**Hatchling Stunned**. Hatchling is stunned and may take no further actions until after next turn. Defensive Value is 5 while stunned.

7-**Shaggai stunned**. Shaggai may perform no actions until after next turn.

8-**Spore Moles triggered**. Loose D4 Spores and take the same amount of additional damage.

9-**Hatchling Killed**. Shaggai may take no further actions. Defensive Value is reduced to 5.

10-**Hull unravels**. The Shaggai is destroyed.

X-BEAM SPECS

Short: 1-3 hexes (+1 To Hit).
Medium: 4-14 hexes.
Long: 15-16 hexes (-1 To Hit).

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

CONSOLIDATED MASTER WEAPON TABLE

Weapon Type	Base Attack Dice	Range Increments (To Hit Modifiers)			Target Speed Restrictions	Damage
		Short (+1)	Mid (0)	Long (-1)		
TERRAN WEAPONS						
Mass Driver Cannons						
Minigun	2D6+ADB	1-2	3-5	6-12	None	Low †
Autocannon	2D6+ADB	1-3	4-10	11-24	Drive ≤10	Medium †
Railrepeator	2D6+ADB	1-4	5-15	16-36	Drive ≤6	High †
Laser Cannons						
Pulse Laser	2D8+ADB	1-3	4-9	10	None	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	None	Medium
Blatgun	2D6+ADB	1-4	5-10	11-15	Drive ≤13	High
Disruptor Cannons						
Disruptorgun	2D8+ADB	1	2	3-6	None	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Drive ≤11	High §
Ion Cannons						
Impulsegun	2D8+ADB	1-3	4-8	9-10	None	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	None	All ¥
Heavy Plazgun	2D6+ADB	1-4	5-8	9-15	Drive ≤11	All x 2 ¥
Energy Bolt Projectors						
Protobolt	2D6+ADB	5-8	9-12	13-16	Drive ≤14	s.10/m.8/l.6
EMP Cannons						
EMP Ray	2D8+ADB	1-2	3-4	5-8	None	Medium/2¤
EMP Beam	2D8+ADB	1-3	4-6	7-15	Drive ≤14	High/2¤
HATCHLING WEAPONS						
Beam Cannons						
X-Beam	2D8+ADB	1-3	4-14	15-16	None	Low x 3
Y-Beam	2D8+ADB	1-3	4-16	17-18	Drive ≤13	Medium x 2
Z-Beam	2D8+ADB	1-3	4-20	21-22	Drive ≤10	High x 2
Leech Cannons						
Drive Leech	2D6+ADB	1	2	3-4	None	Low ‡
Launchers						
Spore Mole	1D6	—	0-6*	—	None	Low Δ
Warheads						
Type 1 Drone	1D12	—	0-1◊	—	None	All
Type 2 Drone	2D12	—	0-2◊	—	None	All
Type 3 Drone	3D12	—	0-3◊	—	None	All
Type 4 Drone	4D12	—	0-4◊	—	None	All
Type 5 Drone	5D12	—	0-5◊	—	None	All

Notes

†—Whenever two of the attack dice roll doubles, multiply base damage delivered by 2.

§—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.

¥—If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

¤—If the attack dice roll doubles or triples, the target takes an additional critical. Also, completely ignore target's Damage Reduction when resolving a hit.

*—A missile/spore mole target must be within 10/6 hex range only at the beginning of the Missile/Spore Mole Launch Phase.

‡—Low damage is distributed only to the target's Drive damage boxes, ignoring Damage Reduction value.

Δ—Low damage indicates the number of crewman killed in the target vessel. No hits are inflicted on the Damage Track.

◊—Hits within this range are automatic; there is no need to roll To Hit.

ALTERNATE RANGE EFFECTS TABLE

	Point Blank +2	Short (+1)	Medium (0)	Long (-1)	Very Long (-2)	Extreme (-4)
TERRAN WEAPONS						
Mass Driver Cannons						
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
Laser Cannons						
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
Disruptor Cannons						
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 Bolt Projectors						
Protobolt	—	5-8	9-12	13-16	—	—
HATCHLING WEAPONS						
Beam Cannons						
X-Beam	1	2-3	4-14	15	16	—
Y-Beam	1	2-3	4-16	17	18	—
Z-Beam	1	2-3	4-20	21	22	—
Leech Cannons						
Drive Leech	—	1	2	3	4	—

Range Increments (To Hit Modifiers)

EXPANDED *NIGHT BROOD* TURN SEQUENCE

- **Missile/Spore Mole Launch Phase**
- **Torp Launch Phase**
  - i) Designate targets, then launch.
- **Initiative Phase**
  - i) Roll 1D10, modified by best Plt value of side.
- **Movement Phase**
  - i) Alternate movement of vessels, starting with the side that lost initiative.
    - a) Drop drones/ink while moving.
    - b) Activated drones attack moving opponents.
    - c) Attempt grappling tube attachment.
    - d) Attach tow hooks.
  - ii) Torps move after their (non-drone) targets do.
  - iii) Activate drones layed this phase.
  - iv) Operate drone movers.
  - v) Torps fired at drones move.
- **Torp Results Phase**
  - i) Attempt dodging, or fire point-defense systems.
  - ii) Resolve all torp damage.
  - iii) Attempt jamming, or deploy decoys.
- **Cannon/Projector Fire Phase**
  - i) Gunners/Hatchlings fire their cannons/projectors, in order of their Gnr skills.
  - ii) Pilots fire their cannons/projectors in order of their Gnr skills.
- **Missile/Spore Mole Results Phase**
  - i) Resolve missile/spore mole attacks.
- **End Phase**
  - i) Asteroids
  - ii) Resolve grappling tube usage
  - iii) Attempt damage comtrol
  - iv) Check for ink dispersal (iD6 roll of 1 removes. Roll for each ink counter)

3) When a ship de-cloaks, it may start in its set up hex with any facing it desires.

4) The Hatchling player automatically gains the initiative on any game turn when a Hatchling vessel de-cloaks while no other Hatchling vessels are visible on the map. All Hatchling vessels must de-cloak no later than the beginning of the turn 6 Initiative Phase. At this time remove all dummy counters.

5) At the start of the game the Frontiersman player rolls two spare 4-sided dice (2D4) into a cup. The cup should be set aside, hidden from the Hatchling player. The sum of the two dice is the turn of entry for the Frontiersman reinforcements. Reveal the dice in the cup on the turn of reinforcement entry for verification by the Hatchling player.

VICTORY CONDITIONS

At the end of 10 game turns the scenario is over. Both players total up the TPVs of enemy vessels destroyed. Score half TPVs (rounded up) for enemy vessels containing dead pilots and/or no remaining weapons or ordnance of any kind at the end of the game.

Subtract the Frontiersman's point total from the Hatchling's total and compare the result to the following outcomes:

    80+ points =Decisive Hatchling victory
    20-79 points =Marginal Hatchlingvictory
    (-19)-19 points =Draw
    (-79)-(-20) points=Marginal Frontiersman
       victory
    -(-80) points =Decisive Frontiersman
       victory

Moonlit Knights

Hatchlings vs Imperium

Date: Imp 476:256
Location: Defensive perimeter over Tau Albriton IV.
Situation: Both the 1796th Interceptor Group (Saxon Fury) and Swarm 420 were deployed along a broad front, each planning to make a breakthrough at a crucial point in the battle. By stripping off forces in one area, either side could increase the chances of a breakthrough in another. The following scenario represents a portion of the action occurring in the vicinity of Akashi Tajimitsu's Knight flight, some of the Fury's most capable pilots.

Forces

IMPERIAL PLAYER. Knight Flight of *Blitzer* Squadron, 1786 Interceptor Group: Set up first in Areas A, B, and/or C.
    Night Hawk A —Akashi Tajimitsu (Plt 8, Gnr 8)
    Night Hawk B —Pilot (Plt 7, Gnr 6)
    Night Hawk C —Pilot (Plt 6, Gnr 6)
    Night Hawk D —Pilot (Plt 6, Gnr 5)

HATCHLING PLAYER. Elements from *Alpha* and *Beta* Groups, Swarm 420: Set up second in Areas H, I and/or J.
    Squidge A — Hatchling (Plt 9)
              Weapon 1 (Gnr 8),
              Weapon 2 (Gnr 8)
    Squidge B — Hatchling (Plt 7)
              Weapon 1 (Gnr 5),
              Weapon 2 (Gnr 7
    Remora A — Hatchling (Plt 8)
              Weapon 1 (Gnr 6),
              Weapon 2 (Gnr 6
    Remora B — Hatchling (Plt 8)
              Weapon 1 (Gnr 5),
              Weapon 2 (Gnr 5)

Reinforcements

IMPERIAL PLAYER. King Flight of *Blitzer* Squadron, 1786 Interceptor Group: None, some or all can arrive on **turn 3** along Edge 1 (see Special Rule 1).
    Teal Hawk A —Pilot (Plt 7, Gnr 3)
    (-42 points)   Gunner (Gnr 10)
    Teal Hawk B —Pilot (Plt 6, Gnr 3)
    (-38 points)   Gunner (Gnr 7)
    Teal Hawk C —Pilot (Plt 6, Gnr 2)
    (-34 points)   Gunner (Gnr 5)
    Teal Hawk D —Pilot (Plt 5, Gnr 2)
    (-32 points)   Gunner (Gnr 4)

HATCHLING PLAYER. Quintile vessels from *Alpha* Group, Swarm 420: None, some or all can arrive on **turn 3** along Edge 3 (see Special Rule 1).
    Larva A —   Hatchling (Plt 6)
    (-34 points) Weapon 1 (Gnr 9)
    Larva B —   Hatchling (Plt 6)
    (-32 points) Weapon 1 (Gnr 7)
    Larva C —   Hatchling (Plt 5)
    (-30 points) Weapon 1 (Gnr 5)
    Larva D —   Hatchling (Plt 4)
    (-28 points) Weapon 1 (Gnr 4)

Special Rules

1) Both Saxon Fury and Swarm 420 are deployed along a broad front, each planning to make a breakthrough in a weak section of their opponent's "line." To simulate this effect on the battle, both sides, before the start of the game, secretly pick the actual forces they'll take from the reinforcement listings provided above. Taking reinforcements automatically reduces a player's victory point total. (See Special Rule 2 and the Victory Conditions below.) Each player should make a hidden side note of which particular reinforcements, identified by ID letter, will be taken (if any).

2) Each reinforcement starcraft has a victory point adjustment listed for it. That number of vic-

All fighter-capable units will, at every opportunity, unless superseded by other special order or superior office, engage Hatchling fighters to discern tactics and harass operating procedures.

A battlefield is at once the playroom of all the gods and the dancehall of all the furies.

— Jean Paul Richter, PreImp 9842

tory points is subtracted from the player's victory point total if the vessel is taken as a reinforcement.

Victory Conditions

At the end of game turn 10 the scenario is over and both sides tally up the TPVs of enemy fighters destroyed. Then each player modifies his total by the victory point penalty listed for each reinforcement he decided to take.

Subtract the Imperial player's modified point total from the Hatchling player's modified total, then compare the result to the following outcomes:

100+ points =Decisive Hatchling victory
40-99 points =Marginal Hatchling victory
(-39)-39 points =Draw
(-40)-(-99) points=Marginal Imperial victory
-(-100) points =Decisive Imperial victory

Battlefield Report

Saxon Fury's squadron leaders were under tremendous pressure to not only hold their skirmish line, but concentrate force in certain areas and successfully exploit their foes' weak points. Akashi Tajimitsu, leader of Knight flight and the entire Blitzer squadron, rashly committed too many of his fliers in one area, which resulted in the ultimate collapse of his unit's entire position. As the battle continued, many of Blitzer squadron's widely dispersed elements were overtaken and defeated in detail by the Hatchlings of Swarm 420.

Battle at the Edge of Forever

Hatchlings vs Imperium

Date: Imp 476:280
Location: High orbit over Clutchworld 5.
Situation: While flying high cover for a special forces demolitions unit, elements from the 2527th Special Forces Fighter Group (Dark Coven) are jumped by several waves of Hatchling fighters emerging from artificially maintained hyperspace wormholes.

Forces

IMPERIAL PLAYER. Elements from *Warlock* Squadron, 2527th Special Forces Fighter Group: Set up first anywhere 5 to 10 hexes from a single wormhole hex of the Imperial player's choice (see Special Rule 1).

Pharsii II A —Pilot (Plt 9, Gnr 7)	
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
Pharsii II B —Pilot (Plt 9, Gnr 6)	
	Gunner A (Gnr 7)
	Gunner B (Gnr 7)
Blizzard A —Pilot (Plt 8, Gnr 9)	
Blizzard B —Pilot (Plt 7, Gnr 7)	
Blizzard C —Pilot (Plt 7, Gnr 6)	
Blizzard D —Pilot (Plt 6, Gnr 5)	

HATCHLING PLAYER. Mixed units from Swarm 575: Set up second, one vessel in each of two wormhole hexes.

Muskellunge A —Hatchling (Plt 9)	
	Weapon 1 (Gnr 9),
	Weapon 2 (Gnr 6),
	Weapon 3 (Gnr 6),
	Weapon 4 (Gnr 6),
	Weapon 5 (Gnr 9)
Lamprey A —Hatchling (Plt 6),	
	Weapon 1 (Gnr 4),
	Weapon 2 (Gnr 10),
	Weapon 3 (Gnr 5)

Reinforcements

HATCHLING PLAYER. Mixed units from Swarm 575: Enter as per Special Rules 2 & 3.

Larva A —	Hatchling (Plt 7), Weapon 1 (Gnr 10)
Larva B —	Hatchling (Plt 6), Weapon 1 (Gnr 6)
Larva C —	Hatchling (Plt 6), Weapon 1 (Gnr 6)
Larva D —	Hatchling (Plt 5), Weapon 1 (Gnr 5)
Larva E —	Hatchling (Plt 5), Weapon 1 (Gnr 5)
Larva F —	Hatchling (Plt 4), Weapon 1 (Gnr 4)

SPECIAL RULES

1) The Hatchling forces have arrayed an intricate set of wormholes over their Clutchworld. The Hatchling player places three wormhole counters on the map before the game begins (limit of 1 per hex).

2) Hatchling reinforcements will enter the game from the wormholes starting on game turn 2. To enter the map from a wormhole, merely place a vessel in a wormhole hex at the start of the Initiative Phase. Roll for the vessel's facing randomly on 1D6 when it enters the map from a wormhole. Since these reinforcements do not exist on the map at the beginning of their turn of arrival, they may not be targeted by missiles or torps, though they may influence the initiative die roll on their turn of entry.

3) The Hatchling player may bring on no more than 3 reinforcement fighters per game turn. Only one reinforcement vessel may appear in each wormhole per game turn. The Hatchling player is not obligated to bring on any or all of his reinforcements; he may decide when to bring on his reinforcements, and from what wormhole(s).

4) If a Terran ship enters a wormhole hex, that vessel is immediately destroyed, as are any torps that enter such a hex. Wormholes have no af-

fect on any other weapons. Hatchling vessels may enter wormhole hexes during the Movement Phase, but they may not end their move in one.

Victory Conditions

At the end of game turn 10 the scenario is over. Each player totals up the TPVs of enemy vessels destroyed. The Imperial player modifies his total as indicated:
• +8 points — for every reinforcement vessel the Hatchling player brings into the game.

Subtract the Imperial player's total (as modified above) from the Hatchling player's total. Compare the result to the following outcomes:

100+ points =Decisive Hatchling victory
20-99 points=Marginal Hatchling victory

0-19 points =Draw
(-50)-(-1) points =Marginal Imperial victory
-(-51) points=Decisive Imperial victory

Battlefield Report

Caught in a tumult of Hatchling fighters, which seemed to be appearing out of nowhere, these elements of Dark Coven were forced to fight to the last. Their loss would be well-avenged by the rest of Dark Coven before the war against the Hatchlings was over.

It is important to note that due to the work of Special Ops forces, Dark Coven included, valuable intelligence was gathered on and over Hatchling Clutchworlds. Analysis of the data helped Imperial forces develop better strategies to deal with this deadly, alien foe.

Turning the Tables

Imperium vs Hatchlings

Date: Imp 476:340
Location: Approach to Tau Albriton IV.
Situation: In the closing days of the battle for Tau Albriton, Imperial commanders passed on the order that a Hatchling Muskellunge class vessel would be captured for intelligence services. The 6656th Imperial Carrier Wing (Nocturnal Enemy) drew the assignment and was supplied with a ship carrying a prototype weapon system to perform the task. A significant effort was mounted to execute the mission in conjunction with a drone-clearing sortie.

Forces

IMPERIAL PLAYER. Elements from *Howl* Squadron, 6656th Wing, with special units from Theater Command: Set up along Edge 4.
  Drakar A —   Pilot (Plt 7, Gnr 5)
                Gunner A (Gnr 9),
                Gunner B (Gnr 7),
                Gunner C (Gnr 6),
                Gunner D (Gnr 5)
  Drakar B —Pilot (Plt 6, Gnr 3)
                Gunner A (Gnr 8),
                Gunner B (Gnr 8),
                Gunner C (Gnr 6),
                Gunner D (Gnr 4)
  Night Hawk A —Pilot (Plt 7, Gnr 8)
  Night Hawk B —Pilot (Plt 6, Gnr 5)
  Seraph A —Pilot (Plt 7, Gnr 7), Gunner (Gnr 8)
  Shryak Shuttle A —Pilot (Plt 6)

Reinforcements

HATCHLING PLAYER. Mixed units from Swarm 587: Enter on **turn 2** along Edge 2.
  Muskellunge A —Hatchling (Plt 7),
                Weapon 1 (Gnr 5),
                Weapon 2 (Gnr 8),
                Weapon 3 (Gnr 6),
                Weapon 4 (Gnr 6),
                Weapon 5 (Gnr 10)

Muskellunge B —Hatchling (Plt 6),
                Weapon 1 (Gnr 4),
                Weapon 2 (Gnr 5),
                Weapon 3 (Gnr 5),
                Weapon 4 (Gnr 5),
                Weapon 5 (Gnr 7)
  Lamprey A — Hatchling (Plt 7),
                Weapon 1 (Gnr 4),
                Weapon 2 (Gnr 5),
                Weapon 3 (Gnr 9)

Silent Death

Enter **turn 3** along Edge 2.

Remora A —	Hatchling (Plt 5)
	Weapon1 (Gnr 3),
	Weapon2 (Gnr 6)
Larva A —	Hatchling (Plt 5),
	Weapon 1 (Gnr 3)
Larva B —	Hatchling (Plt 5),
	Weapon 1 (Gnr 2)

Special Rules

1) Before the game begins, the Hatchling player distributes 10 Type 1 drones, 10 Type 2 Drones and 10 Type 3 drones anywhere on the playing surface, but not within 6 hexes of Edge 4.

2) The Seraph has been modified to carry an experimental weapon called the HDI (Hatchling Dormancy Inducer). It is fired by the Pilot. Modify the Seraph's display by removing all the torpedoes and Laser cannon weapon mounts. This leaves the gunner with only his Missile Launcher. The pilot's only weapon system is the HDI. It has a (F) Firing Arc, Range of 1 (no modifiers to hit), Target Speed Restriction of 5, and merely rolls 1D6 when it fires. On a result of **1-4**, a Hatchling target immediately becomes dormant. It may never again move, fire, or take any other actions. Its Defensive Value drops to 5. No damage is registered on its Damage Track. On a roll of **5**, the HDI has no effect. On a roll of **6**, the HDI has no effect and it temporarily malfunctions (it may not be fired during the next turn, but may thereafter be used again). The Imperial player should modify the Seraph's Damage Track by removing 3 small "w"s. The Missile Launcher and HDI are eliminated on the remaining two "weapon" special damage boxes.

3) The Shryak Shuttle is a special drone-sweeping variant. To represent this, remove all of its armaments. The shuttle instead carries a electromagnetic pulse generator which has the effect of detonating drones in its area of effect. At the end of each Movement Phase, this special drone-sweeping device eliminates each drone within 6 hexes on a 1D10 roll of 1-6 (roll versus each drone counter in range). This function is no longer available when the shuttle takes the 2nd weapon ("w") hit on its Damage Track.

4) Hatchlings may attack a vessel that has gone dormant, but only with Beam weapons.

Victory Conditions

At the end of 12 game turns the scenario is over and the Imperial player accumulates victory points according to the following schedule:

- +50 points — for each Muskellunge left surviving on the map that is dormant due to a successful HDI attack.
- +25 points — if a 5-hex wide corridor exists from Edge 4 straight to Edge 2 which is completely free of Hatchling drones.
- +10 points — for each Lamprey/Remora/Larva destroyed.
- -3 points — for each Night Hawk destroyed.
- -12 points — for each Drakar destroyed.
- -20 points — if the Shryak Shuttle is destroyed.
- -40 points — if the Seraph is destroyed.

Compare the Imperial player's victory point total to the following outcomes:

70+ points =	Decisive Imperial victory
50-69 points =	Marginal Imperial victory
30-49 points =	Draw
0-29 points =	Marginal Hatchling victory
-(-1) points =	Decisive Hatchling victory

Battlefield Report

As the Albriton campaign drew to a close, Hatchling vessels were destroyed in unprecedented numbers, and several were captured. Though Hatchlings had a tendency to rapidly decay after being hit by the HDI weapon system, Imperial scientists were still able to discern several new alien technologies from these battlefield casualties.
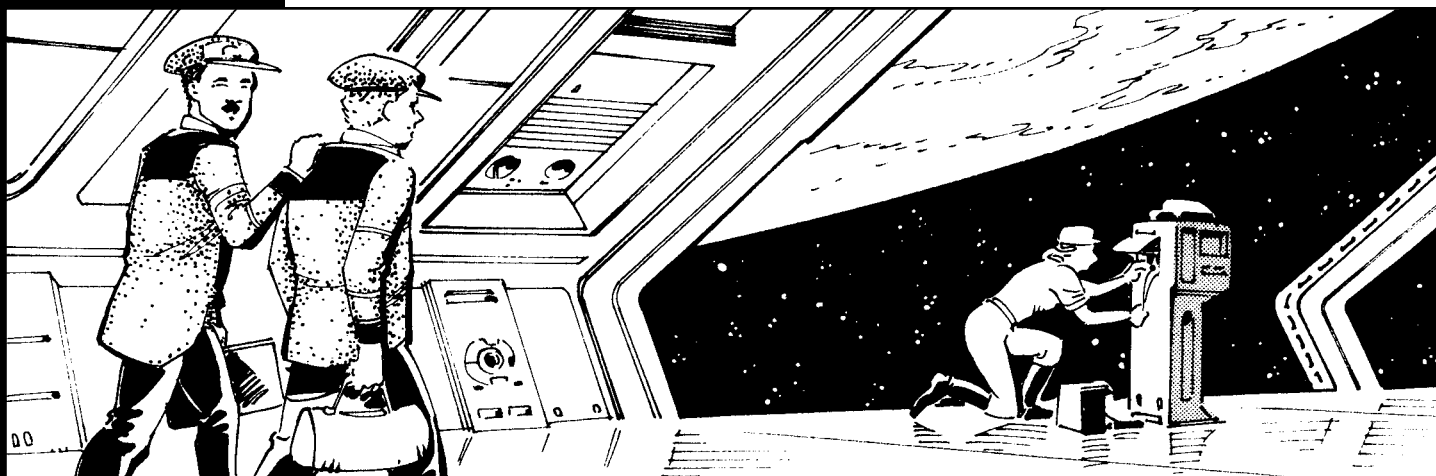
Blazing Chariots

Imperium vs Hatchlings

Date: Imp 476:347
Location: High orbit over Tau Albriton IV.
Situation: In the last major starfighter engagement over Tau Albriton IV, elements of the 5100th Imperial Heavy Fighter Wing (Bug Grinder) were sent out to pin down the remnants of the final Hatchling fighter swarm (601) in the system. With the Hatchling units engaged, the Imperials then planned to send in two complete wings of fighters and gunboats to decisively knock out the enemy force. The following scenario depicts the opening phase of this final battle for Tau Albriton.

Forces

HATCHLING PLAYER. Scattered remnants of Swarm 601: Set up first in Areas D through J, with no more than 1 vessel per Area.

Manta A —Hatchling (Plt 6)
          Weapon 1 (Gnr 5),
          Weapon 2 (Gnr 5),
          Weapon 3 (Gnr 6),
          Weapon 4 (Gnr 7)
Lamprey A —Hatchling (Plt 5),
          Weapon 1 (Gnr 5),
          Weapon 2 (Gnr 4),
          Weapon 3 (Gnr 6)
Squidge A —Hatchling (Plt 4)
          Weapon 1 (Gnr 4),
          Weapon 2 (Gnr 4)
Squidge B —Hatchling (Plt 4)
          Weapon 1 (Gnr 5),
          Weapon 2 (Gnr 3)
Larva A — Hatchling (Plt 3)
          Weapon 1 (Gnr 4)
Larva B —Hatchling (Plt 3),Weapon 1 (Gnr 3)
Larva C —Hatchling (Plt 3),Weapon 1 (Gnr 2)

IMPERIAL PLAYER. Elements of *Ghast* Squadron, 5100th Heavy Fighter Wing: Set up second along Edge 1.

Pharsii II A —Pilot (Plt 8, Gnr 7)
          Gunner A (Gnr 9),
          Gunner B (Gnr 6)
Pharsii II B —Pilot (Plt 6, Gnr 6)
          Gunner A (Gnr 8),
          Gunner B (Gnr 6)
Seraph A —Pilot (Plt 6, Gnr 5)
          Gunner (Gnr 7)
Seraph B —Pilot (Plt 5, Gnr 2)
          Gunner (Gnr 5)
Seraph C —Pilot (Plt 4, Gnr 6)
          Gunner (Gnr 5)
Seraph D —Pilot (Plt 4, Gnr 4)
          Gunner (Gnr 4)

Special Rules

1) Following close behind the *Ghast* squadron vessels are reinforcements from two complete fighter wings. These ships represent an overwhelming force which the Hatchlings have no chance of effectively challenging in combat. Therefore, the scenario will end just before the reinforcements arrive. To determine when this event will occur, use the following procedure. At the end of each game turn roll 2D4. If the roll is 3 the current (just played) turn number, the arrival of the reinforcements is imminent. Immediately roll 1D4. This is the number of complete game turns remaining in the scenario.

2) The Hatchling player is allowed to exit his forces from Edge 3, but only on a Movement Phase following the 1D4 roll for imminent Imperial reinforcement arrival. The Imperial player may not exit the playing surface.

I recognize no one above me, except God and the sword of the conqueror.
— Gustavus Adolphus II, PreImp 10014

3) Any Hatchling vessels remaining on the map at the end of the game are considered destroyed for Victory Condition purposes. These ships are assumed to be eliminated by the arriving reinforcements.

Victory Conditions

Game length is determined by Special Rule 1, above. After the scenario, the Imperial player accumulates victory points according to the following schedule:
- +15 points — for each Hatchling vessel destroyed.
- +2 points — for each game turn played in the scenario.
- -5 points — for each friendly vessel reduced to half its original Drive number but survives the scenario.
- -8 points — for each friendly crewman killed without his vessel being destroyed.
- -15 points — for each Hatchling vessel that exits the map.
- -30 points — for each friendly vessel destroyed.

Compare the Imperial player's accumulated point total to the following outcomes:

60+ points =Decisive Imperial victory
10-59 points =Marginal Imperial victory
(-9)-9 points =Draw
(-39)-(-10) points =Marginal Hatchling victory
-(-40) points =Decisive Hatchling victory

Battlefield Report

Like a vindicating team of blazing chariots, the Bug Grinder vessels hunted down and cut off the remnants of the last Hatchling Swarm over Tau Albriton. Though they had a tough battle cordoning off the area for a Hatchling defeat in detail, their efforts paid a handsome dividend: the aliens were kicked out of this system for good.

A Big Mistake

Hatchlings vs Shimsi and Katana squadron

Date: Imp 476:233
Location: High orbit over Greater scythe III-a
Situation: After the first encounter by the Shimsi squadron of Swarm 630 routine patrols are sent out. The rest of the fighter squadrons are held on alert for quick response to any encounter. This scenario depicts one such encounter as a small portion of the Katana squadron encounters another Hatchling recon force. This scenario also depicts how the situation escalated into a full blow major battle.

7TH FLEET PLAYER: Set up first along Edge 1. Elements from Katana Squadron, 7th Imperial Fleet
Spirit Rider A -Pilot (Plt 7, Gnr 8)
Spirit Rider B -Pilot (Plt 6, Gnr 7)
Spirit Rider C -Pilot(Plt 6, Gnr 5)
Spirit Rider D -Pilot (Plt 5, Gnr 6)

HATCHLING PLAYER: Set up second along Edge 3. Elements from Swarm 630:
Larva A -Hatchling (Plt 7, Gnr 5)
Larva B -Hatchling (Plt 6, Gnr 5)
Larva C -Hatchling (Plt 5, Gnr 3)

Reinforcements

HATCHLING PLAYER (TPV 336): Enter on Turn 3 along Edge 3
Secondary vessels from Swarm 630
Thistle A -Hatchling (Plt 6),
Weapon 1 (Gnr 6),
Weapon 2 (Gnr 6),
Weapon 3 (Gnr 5)

Thistle B -Hatchling (Plt 7),
Weapon 1 (Gnr 6),
Weapon 2 (Gnr 6),
Weapon 3 (Gnr 7)
Thistle C -Hatchling (Plt 8)
Weapon 1 (Gnr 7),
Weapon 2 (Gnr 7),
Weapon 3 (Gnr 5)

Thistle D -Hatchling (Plt 8),
Weapon 1 (Gnr 5),
Weapon 2 (Gnr 5),
Weapon 3 (Gnr 7)

HATCHLING PLAYER: Enter on Turn 5 along Edge 3
Primary vessels from Swarm 630
Lamprey A -Hatchling (Plt 7),
Weapon 1 (Gnr 7),
Weapon 1 (Gnr 6),
Weapon 1 (Gnr 5)
Lamprey B -Hatchling (Plt 8,
Weapon 1 (Gnr 6),
Weapon 1 (Gnr 6),
Weapon 1 (Gnr 5)
Lamprey C -Hatchling (Plt 5,
Weapon 1 (Gnr 7),
Weapon 1 (Gnr 7),
Weapon 1 (Gnr 7)

7TH FLEET PLAYER: Elements from Sai Squadron: Enter on Turn 3, along Edge 1.
Night Hawk A-Jun-Ichi Sasai (Plt 7, Gnr 8, Luck 3)
Night Hawk B- Pilot (Plt 6, Gnr 8)
Night Hawk C-Pilot (Plt 5, Gnr 6)
Night Hawk D-Pilot (Plt 6, Gnr 6)
Teal Hawk A-Pilot (Plt 6, Gnr 4, Gnr 9)
Teal Hawk B-Pilot (Plt 7, Gnr 5, Gnr 7)

Victory Conditions

At the end of game turn 10 the scenario is over and both sides tally up the TPVs of enemy fighters destroyed. Then each player modifies his total by the victory point penalty listed for each reinforcement he decided to take.

Subtract the Imperial player's modified point total from the Hatchling player's modified total, then compare the result to the following outcomes:
70+ points =Decisive Hatchling victory
11-69 points =Marginal Hatchling victory
(-10)-10 points =Draw
(-69)-(-11) points=Marginal Imperial victory
-(-70) points =Decisive Imperial victory

Scramble, Scramble

Hatchlings vs Shimsi and 1st tactical squadron

Date: Imp 476:235
Location: High orbit over Greater scythe III-a
Situation: After the destruction of Swarm 630 by combined force of the 7th imperial fleet a large new swarm appeared. Swarm 647 appeared at GX7802 in response to the destruction of swarm 630 catching the defenders of the system off guard. The Swarm annihilated the defenders and the system along with two 7th fleet destroyers. This scenario depicts the 7th fleet desperate attempt to hold out against the invaders.

Forces

7TH FLEET PLAYER: Setup first along Edge 1.
Shimsi Squadron:
Thunder Bird A -Kazou Sugino (Plt 8, Gnr 9, Luck 3)
Thunder Bird B -Pilot (Plt 7, Gnr 8)
Thunder Bird C -Pilot (Plt 7, Gnr 5)
Thunder Bird D -Pilot (Plt 6, Gnr 8)
Thunder Bird E -Pilot (Plt 8, Gnr 7)
Thunder Bird F -Pilot (Plt 7, Gnr 5)
Thunder Bird G -Pilot (Plt 7, Gnr 7)
Thunder Bird H -Pilot (Plt 7, Gnr 6)

HATCHLING PLAYER: Set up second along any Edge's).
Quatery Vessels from Swarm 647
Larva A -   Hatchling (Plt 6),
                Weapon 1 (Gnr 4)

Larva B -   Hatchling (Plt 5),
                Weapon 1 (Gnr 3)
Larva C-   Hatchling (Plt 4),
                Weapon 1 (Gnr 1)
Larva D -   Hatchling (Plt 4),
                Weapon 1 (Gnr 2)
Remora A -   Hatchling (Plt 8),
                Weapon 1 (Gnr 8),
                Weapon 2 (Gnr 4)
Remora B -   Hatchling (Plt 7),
                Weapon 1 (Gnr 5),
                Weapon 2 (Gnr 3)

Reinforcements

HATCHLING PLAYER: Enter on Turn 3 along Edge 3
Secondary vessels from Swarm 647:
Squidge A-   Hatchling (Plt 7),
                Weapon 1 (Gnr 5),
                Weapon 2 (Gnr 6)
Squidge B-   Hatchling (Plt 7),
                Weapon 1 (Gnr 6),
                Weapon 2 (Gnr 6)
Manta A-   Hatchling (Plt 7),
                Weapon 1 (Gnr 7),
                Weapon 2 (Gnr 6),
                Weapon 3 (Gnr 6,
                Weapon 4 (Gnr 6)
HATCHLING PLAYER: Enter on Turn 5 along Edge 3
Primary vessels from Swarm 647:
Muskellunge A- Hatchling (Plt 7),
                Weapon 1 (Gnr 5),
                Weapon 2 (Gnr 5),

Weapon 3 (Gnr 8),
Weapon 4 (Gnr 6),
Weapon 5 (Gnr 10)
Muskellunge B- Hatchling (Plt 6), Gnr 4),
Weapon 1 (Gnr 5),
Weapon 2 (Gnr 5),
Weapon 3 (Gnr 5),
Weapon 4 (Gnr 7)

7TH FLEET PLAYER: Enter on Turn 3, along Edge 1.
Elements from 1st Tactical Support Squadron:
Salamander A -Kabeyoshi - Muto (Plt 7,
Gnr 7, Luck 3),
Gunner A (Gnr 10)
Salamander B -Pilot (Plt 7, Gnr 7),
Gunner A (Gnr 8)

Salamander C -Pilot (Plt 7, Gnr 6),
Gunner A (Gnr 6)
Salamander D-Pilot (Plt 5, Gnr 9),
Gunner A (Gnr 9)

Victory Conditions

At the end of game turn 10 the scenario is over and both sides tally up the TPVs of enemy fighters destroyed. Then each player modifies his total by the victory point penalty listed for each reinforcement he decided to take.

Subtract the Imperial player's modified point total from the Hatchling player's modified total, then compare the result to the following outcomes:
70+ points =Decisive Hatchling victory
11-69 points =Marginal Hatchling victory
(-10)-10 points =Draw
(-69)-(-11) points=Marginal Imperial victory
-(-70) points =Decisive Imperial victory

Yamamoto's Master Plan

The Plan: Yamamoto had devised a plan to lure the Hatchling away from populated parts of the sector. The plan called for the use of Nuclear Bomb to be exploded in a less populated area to draw the Hatchlings away, so as to allow evacuations to occur in the populated sectors. Yamamoto theorized that the Hatchling would have a natural tendency to follow this larger "scent." Yamamoto wanted a system that would allow the terran forces the ability to execute hit and run raids. The system chosen was GX 7999, a cluster of unhabitable rocks surrounded by countless asteroid fields. The bomb was placed on the inner most planet of the system.

Hatchlings vs Tiger Squadron

Date: Imp 476:237
Location: Vicinity of Hells Kitchen.
Situation: Units of the tiger squadron wait in ambush in an asteroid field for brood forces. The Terrans have matched speed with the field and are drifting within it with only minimal power on and passive sensors running. The Hatchling come out of fold space to maneuver through the system and the countless asteroid fields. The plan was working.

Forces

HATCHLING PLAYER: Mixed units from Swarm 647A: .Setup along first, along edge 3.
Shaggai A - Hatchling (Plt 6),
Weapon 1 (Gnr 6,
Weapon 2 (Gnr 5)
Shaggai B - Hatchling (Plt 7),
Weapon 1 (Gnr 5),
Weapon 2 (Gnr 5)
Shaggai C - Hatchling (Plt 5),
Weapon 1 (Gnr 6),
Weapon 2 (Gnr 4)
Shaggai D - Hatchling (Plt 5),
Weapon 1 (Gnr 7,
Weapon 2 (Gnr 6)

Remora A -   Hatchling (Plt 8),
Weapon 1 (Gnr 8),
Weapon 2 (Gnr 4)
Remora B -   Hatchling (Plt 7),
Weapon 1 (Gnr 5),
Weapon 2 (Gnr 3)

7TH FLEET PLAYER. Two Elements from Tiger quadron, 7th Imperial Fleet.: Set up along edge 1.
Kosmos A - Tetsuzo "Samurai" Iwamoto (Plt 10, Gnr 9, Luck 10)
Kosmos B -   Pilot (Plt 8, Gnr 8)
Kosmos C -   Pilot (Plt 8, Gnr 7)
Kosmos D -   Pilot (Plt 8, Gnr 6)

Special Rules

1) The Battle takes place in a asteroid field. the whole map should be full of asteroids.
2) Because of the element of surprise the 7th fleet player has the initiative for the first two turns.

Victory Conditions

At the end of 10 game turns the scenario is over. Both players total up the TPVs of enemy vessels destroyed. Score half TPVs (rounded up) for enemy vessels containing dead pilots or no remaining weapons or ordnance of any kind at the end of the game. Subtract the 7th Imperial Fleet point total from the Hatchling's total and compare the result to the following outcomes:
80+ points — Decisive Hatchling victory
20 - 79 points—Marginal Hatchling
victory
(-19) - 19 points — Draw
(-79) - (-20) points— Marginal 7th Imperial Fleet
victory
-(-80) points — Decisive 7th Imperial Fleet
victory

The Hunt

Hatchlings vs Imperium

Date: Imp 476:238

Location: Vicinity of Hells Kitchen.

Situation: Yamamoto's plan had worked, the Hatchlings were folding into the sector. The time had come to get after the muscle of the Hatchling forces. This scenario depicts the hunting of element of swarm 647.

Forces

7TH FLEET PLAYER: Two Elements from Tiger Squadron, 7th Imperial Fleet.: Set up along edge 1.

Kosmos A -	Tetsuzo "Samurai" Iwamoto
	(Plt 10, Gnr 9, Luck 10)
Kosmos B -	Pilot (Plt 8),
	Weapon 1 (Gnr 8)
Kosmos C -	Pilot (Plt 8),
	Weapon 1 (Gnr 7)
Kosmos D -	Pilot (Plt 8),
	Weapon 1 (Gnr 6)

Element from Lion Squadron, 7th Imperial Fleet.: Set up Second, along edge 1.

Epping A -	Tembico Kobyashi
	(Plt 6, Gnr 8, Luck 1),
	Gunner A (Gnr 8),
	Gunner B (Gnr 7),
	Gunner C (Gnr 7)
Epping B -	Pilot (Plt 5, Gnr 8),
	Gunner A (Gnr 7),
	Gunner B (Gnr 6),
	Gunner C (Gnr 7)

HATCHLING PLAYER: Elements from Swarm 420: Setup First, Along Edge 3

Dragonfly A -	Hatchling (Plt 5),
	Weapon 1 (Gnr 7),
	Weapon 2 (Gnr 6),
	Weapon 3 (Gnr 7),
	Weapon 4 (Gnr 6),
	Weapon 5 (Gnr 5)
Tiger Moth A-	Hatchling (Plt 6),
	Weapon 1 (Gnr 6),
	Weapon 2 (Gnr 7),
	Weapon 3 (Gnr 6),
	Weapon 4 (Gnr 5),
	Weapon 5 (Gnr 6)
Tiger Moth A-	Hatchling (Plt 5),
	Weapon 1 (Gnr 5),
	Weapon 2 (Gnr 7),
	Weapon 3 (Gnr 5),
	Weapon 4 (Gnr 6,
	Weapon 5 (Gnr 5)

Reinforcements

HATCHLING PLAYER: Arrive on turn 5 , along edge 3

Elements from Swarm 420

Larva A -	Hatchling (Plt 5, Gnr 6)
Larva B -	Hatchling (Plt 4, Gnr 6)
Larva C-	Hatchling (Plt 5, Gnr 2)
Larva D -	Hatchling (Plt 6, Gnr 3)
Larva E -	Hatchling (Plt 4, Gnr 4)
Larva F -	Hatchling (Plt 7, Gnr 5)

Special Rules

1) The Battle takes place in a asteroid field. the whole map should be full of asteroids.
2) The 7th fleet player may not exit the board, until it has destroyed the Dragonfly.

Victory Conditions

At the end of 10 game turns the scenario is over. Both players total up the TPVs of enemy vessels destroyed. Score half TPVs (rounded up) for enemy vessels containing dead pilots or no remaining weapons or ordnance of any kind at the end of the game. Subtract the 7th Imperial Fleet point total from the Hatchling's total and compare the result to the following outcomes:

80+ points	= Decisive Hatchling victory
20 - 79 points	= Marginal Hatchling victory
(-19) - 19 points	= Draw
(-79) - (-20) points	= Marginal 7th Imperial Fleet victory
-(-80) points	= Decisive 7th Imperial Fleet victory

A Grub Campaign

No one will consider the day as ended, until the duties it brings have been discharged.
— Joseph Hooker, c. PreImp 9785

Use the following guidelines to design your own Terran-versus-Hatchling, multi-scenario campaign game.

Selecting Forces

Before a campaign begins, the players must decide how many points each side will be allowed to purchase their starting forces. The more points allotted, the longer the campaign will last. We suggest the following point values: 600 points per side for a short campaign (2-3 scenarios), 1000 points per side for a moderate campaign (4-6 scenarios), or 1500-2500 points per side for a long campaign (7-10 scenarios). These are merely suggestions, so players should feel free to decide for themselves how many points should be provided to each side.

After determining build point values, the players of both sides must secretly select their starting forces, which will consist of starcraft and crewmen/Hatchlings. You must spend all of your build points when making this initial selection—you may not save any for later purchases.

When buying starcraft, you must pay their BPV. When you buy crewmen/Hatchlings, you pay for their Plt and/or Gnr skill levels as described on page 52 of this book. Note that Hatchlings cost the same as a comparable set of Terran crewmen (i.e., 1 point per skill level for each skill). When building a Hatchling force you may want to use the swarm configuration guidelines provided , but you are not forced to do so.

If you are using the optional rule for Pilot Luck, note that you may not purchase Luck for Terran pilots in this campaign; Luck must be earned during campaign game scenarios. Hatchlings never earn Luck points.

If you are playing the Terrans, you may buy any number of pilots and gunners, but a starcraft may not fly on a mission unless all available positions are manned, so make sure you buy enough crewmen for at least your first few scenarios. You may purchase extra crewmembers if you so desire. You may not buy a crewman with a skill level of 0.

If you are playing the Hatchlings, you must buy one Hatchling for each individual vessel, paying for each skill entry in that ship's Hatchling crew box. You may not purchase any skills at level 0.

Starcraft Displays

Secure one Starcraft Display for each individual ship you purchase. The display will serve not only as your game display, but you'll also be recording repairs, ordnance reloads, special damage, and various crews (if Terran) on it. Mark all of your entries in pencil, including hits on the Damage Track, since they may be repaired.

As new vessels are purchased during the campaign, fill out new Starcraft Displays for them too.

Filling out the Roster

Once your selections are complete, fill out your Campaign Game Roster (rosters can be found in the insert). At the start of the campaign, both sides will be designating specific crewmen/Hatchlings for duty in specific vessels.

First, enter each fighter you've purchased under the column marked **Starcraft**. Next assign your purchased crews/Hatchlings under the columns marked **Pilot** or **Hatchling Plt**, and **Gunners** or **Weap# Gnr** (you can just enter their skill levels if you like, but you might also include names of your own devising). If you are the Terrans and you have purchased more pilots and/or gunners than you can assign to your starting starcraft, note them down at the bottom of the Roster columns. However, you are forced to assign all crewmen to available positions before you can start accumulating these "spares."

It is not necessary for the Terran to designate which of his gunners are assigned to specific gunner positions in a ship (if there are more than one) until a scenario begins. Hatchlings, however, must predesignate which Gnr values apply to each starcraft weapon as the vessel/Hatchling combination is purchased. Afterwards, Gnr values may not be switched around on Hatchling vessels.

Note that the Terran player will be able to shift his crewmen between vessels from scenario to scenario, but pilots suffer when moved to a ship they are not used to flying. As described later on, pilots suffer a -1 modifier to their Plt skill (to a minimum of 1) when they are assigned to fly a different type of fighter/gunboat than the one they were first assigned to. Original, spare pilots will not suffer this penalty when they are first assigned to an available starcraft during the campaign, but will suffer it if subsequently switched to a different ship type.

Since Hatchlings are actually grown into their vessels, you will not be able to switch Hatchling crews during the campaign.

Filling out the rest of the Roster is pretty straightforward. In the far right column under **TPV**, write down the Total Point Value of each of your ships, and if you're the Terran, also write down the value of all spare crewmen you've purchased. Next, add up all the TPVs on your Roster, and fill in the sum across from the entry **Roster TPV**. This is the total value of your force. Note that it will change as you gain and lose ships/crews, and as crews gain experience during the campaign. Always keep a current total in the Roster TPV entry. Below the Roster TPV line are three more entries you need to fill out. These are percentages of the Roster TPV that will be used

to determine the maximum number of ships you may fly during certain missions of the campaign. Fill in the amount equal to **70%**, **50%** and **30%** of your current Roster TPV where indicated (drop fractions). Remember, as your Roster TPV changes, these percentages will change too. The significance of these numbers will become apparent as you read through section Running Missions.

The Terran Roster has a space to note down the accumulation of **Stockpiled Ordnance**. Note here any spare missiles and torpedoes you've purchased during the Intermission Periods between scenarios.

Under the Campaign Game Roster is your squadron's **Daily Record**. Use this area to note down the **Mission** you chose to fly each day, and the various **BP** levels you are at during the Intermission Periods. BP (Build Points) are explained below

Once the Campaign Game Rosters are filled out by both sides, you are ready to start your first scenario by choosing a mission type for Day 1 on your Daily Record (see below).

Running Missions

Your campaign will be a series of engagements between opposing Terran and Hatchling fighter units over a succession of campaign "days." There will be one scenario fought per day of the campaign.

At the beginning of every campaign day, each side secretly decides what mission it will perform. The missions are simultaneously revealed, and the resulting scenario represents the combat action for that day.

There are three missions that each side may choose from: Offensive Strike, Sweep, and Defensive Patrol.

Offensive Strike

*An **Offensive Strike** is a maximum effort to inflict as much damage on the enemy as possible. Most of a side's force can participate, though this is a drain on the unit's supplies.*

If you've revealed an Offensive Strike as your day's mission, you may then assign up to 70% of your forces (based upon the sum TPV value of your Roster) to participate. Your force selection for the mission is kept secret from your opponent until the scenario begins.

You may not select an Offensive Strike mission on two consecutive campaign days.

Sweep

*A **Sweep** is a standard mission intended to project force and firepower into a contested area. Some supplies and replacements are conserved for later efforts.*

If you've revealed a Sweep as your day's mission, you may then assign up to 50% of your forces (based upon the sum TPV value of your Roster) to participate. Your force selection for the mission is kept secret from your opponent until the scenario begins.

There is no restriction on the number of consecutive campaign days during which you may fly a Sweep mission.

Defensive Patrol

*A **Defensive Patrol** is a minimum-effort mission intended to maximize the conservation of supplies and replacements for that side during a campaign day.*

If you've revealed a Defensive Patrol as your day's mission, you may then assign up to 30% of your forces (based upon the sum TPV value of your Roster) to participate. Your force selection for the mission is kept secret from your opponent until the scenario begins.

Note that if you are playing a campaign that started with an allotment greater than 1500 points, all Defensive Patrol missions during the campaign must be flown with at least two vessels. If you are playing a campaign that started with 1500 pointsor less, then you can fly any Defensive Patrol with just one vessel.

You may not select a Defensive Patrol mission on two consecutive campaign days.

Note: *The ability to fly a hypothetical Defensive Patrol mission forms the basis of victory in a campaign game. See step 10 below.*

Scenario Set up, Duration & Special Rules

Once players have selected their mission type for the first campaign day, they are simultaneously revealed and the first scenario (if one occurs) is set up.

Unless both sides have chosen to perform a Defensive Patrol on the same campaign day, you will play a scenario during that campaign day. Note that if both sides have decided to fly Defensive Patrols at the same time, no scenario occurs—proceed immediately to the next Intermission Period (section 8.3).

Set up: During Offensive Patrols and Sweep missions, The Terrans always set up along Edge 1 and the Hatchlings always along Edge 3. Roll a die at the beginning of the scenario, low roll sets up first. If one side is flying a Defensive Patrol, he sets up his forces in Areas E and/or F first, then his opponent sets up.

Duration: If either side is running an Offensive Strike mission, the scenario will last for 10 game turns. If there is no Offensive Strike, but at least one side is running a Sweep, then the scenario will last for 6 game turns. At the end of the last game turn, the scenario is over. Count up the number of TPVs in destroyed enemy vessels you accumulated during the battle and proceed to the Intermission Period.

Special Rules: The following special rules are in effect for each scenario of a campaign.

1) Always use the standard map configuration as shown in the *Silent Death* rulebook. All starcraft brought onto the map must be fully crewed (except for Terran gunner positions without any weapons to fire due to previous damage), must have a Drive value half of the vessel's original Drive value, and must have at least 1 functioning weapon system (excluding torps/drones).

2) When flying an Offensive Strike mission, your vessels are allowed to exit the map (Terrans off of Edge 1 only, Hatchlings off of Edge 3 only), but not before game turn 8 (unless you are a Hatchling exiting under the provision of special rule 5, below).

3) If you are flying a Sweep mission, you may not exit the map (unless you are a Hatchling exiting under the provision of special rule 5, below).

4) When flying a Defensive Patrol mission, your vessels are allowed to exit the map (Terrans off of Edge 1 only, Hatchlings off of Edge 3 only), but not before game turn 4 (unless you are a Hatchling exiting under the provision of special rule 5, below).

5) Regardless of mission type, Hatchlings with Tow Hooks are free to tow Terran vessels off Edge 3 (only) at any time during a scenario. Terran vessels which succumb to this fate are lost and may never be recovered. Remove these vessels and their attendant crews from their roster.

6) Any vessel that exits the map may not return during that scenario.

Intermission Periods

The time in between each campaign day's scenario is called the Intermission Period. During each Intermission Period, complete the following 10 steps in the order given.
1) Recover vessels from the battlefield
2) Tally experience
3) Determine current Build Point total
4) Repair damaged vessels
5) Terrans cannibalize vessels to effect further repairs
6) Reload/regenerate depleted ordnance
7) Take reinforcements
8) Terrans assign/reassign crewmembers
9) Determine Build Point reserve
10) Check for campaign game victory

Recover Vessels from the Battlefield

At the end of a scenario, players must determine which of the vessels left on the map are not eliminated from their rosters (i.e., you must figure out which vessels return to base, and which ones never make it back).

Any friendly vessel ending an Offensive Strike mission by exiting the map (Terrans from Edge 1, Hatchlings from Edge 3) returns to the roster. All others left on the map, along with their crews, are eliminated from the roster.

Any friendly vessel ending a Sweep mission with a surviving pilot and a Drive value >1 returns to the roster. All others, with their crews, are eliminated from the roster.

Any friendly vessel ending a Defensive Patrol mission by exiting the map or remaining on the map without being destroyed (including Terrans in tow, but not pulled off the map by the end of the scenario) returns to the roster.

Of course, all destroyed ships and dead crewmen are eliminated from their campaign game roster.

Note: *If using the optional rule concerning Life Pods: Terran crewmen in surviving life pods are recovered and returned to their roster only if they were flying a Defensive Patrol mission. All others are eliminated from the roster. Hatchlings do not have life pods.*

Vessels and crewmen returned to their rosters are available for use in the next campaign day's scenario, provided that the ship's Drive value is repaired to the point where it is half of its original Drive value, enough crewmen are available to man it, and it has at least one functioning weapon system (excluding torps and drones).

Tally Experience

It is highly recommended that players use the optional rule concerning Experience given in the *Silent Death* rulebook . This rule applies equally to Terran crewmen, as well as Hatchlings. To clarify the use of the experience rule in this campaign game, a side wins a scenario if it inflicts more TPVs of casualties than it receives. A Hatchling may raise any one of his skills regardless of which of his weapon systems (though not a grappling tube) inflicted a critical hit on an opponent.

Determine Current Build Point Total

Build Points (BP) are the currency of exchange for purchasing repairs, extra ships, and extra crews during each Intermission Period. At the beginning of this step, both sides immediately accrue a certain number of BP depending on the mission they performed that campaign day.

If you've just run an:
- Offensive Strike: take **0** BP
- Sweep: take **40** BP
- Defensive Patrol: take **100** BP

There are also bonuses, depending on the success of that day's mission. The better you do, the more supplies are shipped to you by your higher echelon commanders!

If you've just:
- Inflicted more TPVs worth of casualties on your opponent than you received (but not more than twice as many): take **30** BP
- Inflicted more than twice as many TPVs worth of casualties on your opponent than you received: take **80** BP
- Ended a scenario having destroyed all of your opponent's vessels in the battle (Terrans towed off the map are considered "destroyed" for this purpose): take a **10** BP bonus

Add your BP as calculated above to any BP you had left over from step 9 of the previous Intermission Period (found under the **BP Remaining** column of the previous campaign day). This is the number of Build Points you have available to spend during the current Intermission Period. Enter this value under the **BP Available** entry on your Daily Record for the current campaign day.

TERRAN Campaign Game Roster

Unit Name/Motto	Unit Insignia		

Starcraft	Pilot	Gunner	TPV

Roster TPV	
Maximum *Offensive Strike* Value = 70% of Roster TPV	
Maximum *Sweep* Value = 50% of Roster TPV	
Maximum Defensive Patrol Value = 30% of Roster TPV	

Sockpiled Ordinance:

Daily Record

Campaign Day	Mission Chosen	Intermission Period		
		BP Available	BP Spent	BP Remaining
Day 1				
Day 2				
Day 3				
Day 4				
Day 5				
Day 6				
Day 7				
Day 8				
Day 9				

HATCHLING Campaign Game Roster

Unit Name	Identifying Colors/Patterms

Starcraft	Hatchling Pilot	Gunner	TPV

Roster TPV		
Maximum *Offensive Strike* Value = 70% of Roster TPV		
Maximum *Sweep* Value = 50% of Roster TPV		
Maximum Defensive Patrol Value = 30% of Roster TPV		

Sockpiled Ordinance:

Daily Record

Campaign Day	Mission Chosen	Intermission Period		
		BP Available	BP Spent	BP Remaining
Day 1				
Day 2				
Day 3				
Day 4				
Day 5				
Day 6				
Day 7				
Day 8				
Day 9				

Repair Damaged Vessels

Whenever you repair hits on a vessel's Damage Track, you always use the same procedure. Start with the last hit marked off of the Damage Track, and proceed backwards, erasing hits as you go. As hits through special damage symbols are erased, the effects of those hits are also nullified. In this way, critical damage can be repaired, Damage Reduction values increased, Drive values reinstated, weapons repaired and so on. However, damage repair will not bring dead crewmembers back to life, nor will it make expended ordnance (like torps) or jump pods reappear. When a critical or weapon hit is repaired, the player may select which effect is nullified or weapon system repaired.

Terrans and Hatchlings repair their damaged vessels using slightly different methods.

Terrans begin by rolling 1D10 for each of their damaged vessels (whether they flew a mission that day or not). Compare the number rolled to that ship's Damage Control Success Spread . If the number rolled falls within the Success Spread, that many hits of damage may be repaired on that vessel's Damage Track. If the number rolled falls outside of the Success Spread, no damage is repaired with this method.

Example: *The Terran player has a damaged Pharsii II. He rolls 1D10 for repairs and gets a 4. This falls within the Pharsii's Damage Control Success Spread of 1-5, so 4 hits are repaired on its Damage Track. If a 6 were rolled, no hits would be repaired with this method during the Intermission Period.*

Hatchlings may not use the Damage Control method as described above for repairing damage. However, any Hatchlings with functioning grappling tubes may, at this time, render down any captured enemy vessels (i.e., those Terrans towed off the map during the scenario) as per the rule covering the grappling tube, repairing 1 hit for each group of 5 hits left on the captured vessel's Damage Track. Do not roll the grappling tube attacks, just trade off hits at the 5:1 ratio as desired among grappling tube-equipped Hatchlings. Do not roll crits as they occur against the captured vessel—all remaining Damage Track boxes are convertible during this specific repair procedure.

Next, both Terrans and Hatchlings may spend BP to repair hits on the Damage Tracks of any vessels they desire. Each hit on a Damage Track takes 1 BP to repair with this method.

Note: *Any damaged vessel may be repaired during an Intermission Period, even if it didn't fly in that day's scenario.*

Terrans Cannibalize Vessels to effect Further Repairs

At this point, any vessel(s) on the Terran player's roster may be cannibalized in order to provide replacement parts for (i.e., repair hits on) other ships of the same type. For every two hits left on the Damage Track of the cannibalized ship, one hit can be repaired on another ship of the same type on the roster. No more than 10 hits may be repaired on a starcraft per Intermission Period using the cannibalization method. Once a starcraft has started being cannibalized, it may no longer fly on missions, though it remains on the roster until its Damage Track hits are all used up. Mark its cannibalized status on the roster.

When a ship is cannibalized, mark 2 hits on its Damage Track for every hit being repaired on another ship of the same type on the roster. A cannibalized vessel can never provide replacement parts for (i.e., help repair) ships not of its own type.

Hatchlings may not cannibalize.

Example: *The Terran has two Spirit Riders on his roster. One has taken 8 hits of damage, while the other has taken 2. The player decides to cannibalize the severely damaged one, which has 6 hits left. The Terran player marks off 4 of those remaining 6 hits (leaving just 2 left), and repairs the 2 hits on the other Spirit Rider, which is once again in mint condition. The player can keep the cannibalized Spirit Rider on his roster until its last 2 hits are used for repairs.*

Hits restored due to cannibalization are restored exactly as described in step 4, above.

Reload/Regenerate Depleted Ordnance

Terrans may now reload, and Hatchlings may now regenerate at least some of their expended ordnance (e.g., torps, missiles, mass driver rounds, spore moles, ink, drive leeches, jump pods, and drones).

Terrans: First of all, Terran starcraft with mass driver weapons, which include miniguns, autocannons and railrepeators immediately replace all expended ammunition. This replenishment is free.

All other Terran ordnance must be purchased with BP. BP cost for ordnance is listed in *SD:TMN* under Ship Construction.

Excess ordnance purchased by the Terran player may be stockpiled for later use (note availability on the campaign roster in the **Stockpiled Ordnance** box). Stockpiled ordnance does not count towards the Roster TPV sum.

Hatchlings: Hatchlings do not "buy" ordnance like Terrans, they "grow" it. Drones, drive leeches, spore moles, ink, and jump pods may be regenerated using the following method during each In-

termission Period. Roll 1D6 for each type of ordnance on each ship that does not currently have a full load. The result is the number of ordnance blips or jump pods that the ship regains the use of (not to exceed the maximum load).

> **Example:** *After a tough mission, a Manta has only 2 Type 2 drones, 1 Type 4 drone, 2 spore moles, 0 cannisters of ink, and 1 jump pod left. During its regeneration period, the Manta's player rolls 1D6 for each of these types of ordnance. He rolls a 1 for the Type 2 drones, so he only has 3 to use now. He rolls a 6 for the Type 4 drones, so he gets his full complement of 4 back (the three extra are ignored). He rolls a 3 for the spore mole launcher, giving him a current total of 5. A 1 is rolled for the ink dispenser, providing the Manta with a single ink cannister. Finally, a 2 is rolled for jump pods. Two of the Manta's three marked-off jump pods are reinstated (Hatchling player's choice) for the next day's mission, if it flies.*

As long as a Hatchling ship has expended ordnance of some type, it may roll to regain the use of it during all subsequent Intermission Periods.

Take Reinforcements

Players may now purchase reinforcement starcraft and crews/Hatchlings with Build Points using the same guidelines given above. Note these new purchases on your Campaign Game Roster, and fill out Starcraft Displays for any new ships.

On your Daily Record, note the expenditure of BP for repairs, reloads, and reinforcements under the **BP Spent** column for the current campaign day.

Terrans Assign/Reassign Crewmembers

As a campaign wears on, the Terran player may find himself left with orphaned crewmembers. These men may come from recovered life pods, cannibalized ships, or spares purchased on this, or previous Intermission Periods.

Whatever their source, crewmen may be shuffled around between active ships on the player's roster as necessary. The only penalty applies to pilots who are reassigned to a different ship type after their first posting. Such pilots suffer a -1 modifier to their Plt level (to a minimum of 1). This reflects unfamiliarity with their new ship assignment. This penalty is suffered each time a pilot is transferred to a new ship type, though if he is eventually put back in his original ship type, any accumulated penalties are negated. Pilots can be reassigned to other starcraft of the same type that they're accustomed to without penalty

> **Example:** *A Pharsii II pilot could be transferred to a different Pharsii II without penalty, but if he were switched to a Seraph, his Plt would suffer the -1 reduction.*

Gunners are not penalized for switching positions within a ship between scenarios, nor for being reassigned to a new ship.

All starcraft fielded in a given scenario must be fully crewed, except for Terran gunner positions that have no weapons to fire due to unrepaired damage.

A Hatchling may never switch to another ship.

Determine Build Point Reserve

Finally, players recalculate their current BP level. This value will equal their starting total (as calculated in step 1) minus any expenditures made during the Intermission Period. Remember, BP can be spent to repair damaged vessels, reload ordnance, and take reinforcement starcraft and crews/Hatchlings.

A side's BP reserve does not count towards the roster's Total Point Value when determining the TPV of ships that can participate in a given mission type.

Note any remaining BP (which can all be carried over to the next Intermission Period) on the Daily Record under the **BP Remaining** column.

> **Example:** *An Offensive Strike mission can be run with ships equaling up to 70% of the **Roster TPV**. The **Roster TPV** does not include the value of its **BP Remaining**. Therefore, a roster with a high reserve actually fields fewer ships on a mission than it might otherwise be capable of.*

Check for Campaign Game Victory

The campaign game continues until one side is absolutely incapable of flying a hypothetical Defensive Patrol mission during the upcoming campaign day. Note that to be incapable of flying such a mission, the side must be down to so few vessels that it is impossible to field one that constitutes no more than 30% of the Roster TPV.

The side incapable of fielding a hypothetical Defensive Patrol immediately loses the campaign (regardless of which mission the side was planning to fly that day). If neither side can field a Defensive Patrol mission on the same day, the campaign is a draw.

If both sides could field a hypothetical Defensive Patrol mission, the campaign continues for another campaign day. Players should now secretly select which mission they will actually perform during this campaign day, reveal their selections, then set up any resulting scenario.

> **Note:** *The hypothetical Defensive Patrol mission is just a gauge, or test, to determine campaign victory. It is not, of course, meant to imply that players must fly a Defensive Patrol every day—in fact, the mission selection rules prevent this.*

Starcraft Inventory and Nomenclature

There are no dangerous weapons, only dangerous beings willing to use them.
— Unattributed

Here are the Hatchling fighters introduced in *Night Brood*.

Hatchling Starcraft Type H-1793c

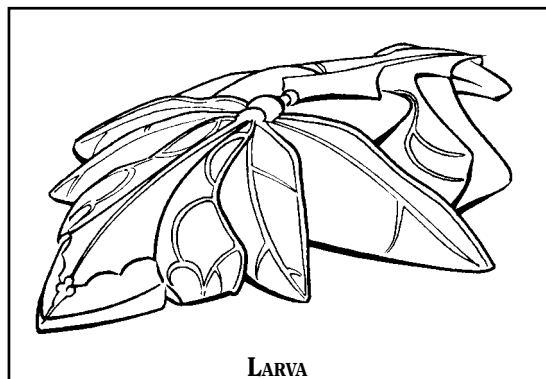### "Larva"
Maneuvering Thrust: 0.150 km/s/s
Jump Pods: 1 poor, 2 fair, 1 good
Special Equipment: Drone Mover (poor)
Armaments: 1 x X-Beam
　　6 x Type 1 Drones
Commentary**:** The *Larva* appears to be the Hatchling's standard light fighter. Nearly half of the swarms catalogued during the First Grub Campaign contained *Larva* ships as lower-tier vessels. In battle, *Larva* vessels have most often been seen patching up drone picket lines or engaging Terran light fighters.

LARVA

Hatchling Starcraft Type H-2423a

"Remora"
Maneuvering Thrust: 0.172 km/s/s
Jump Pods: 1 poor, 1 fair, 1 good
**Special Equipment**: Grappling Tube, Tow Hook
Armaments: 1 x X-Beam
　　　1 x Drive Leech (Ammo: _400 rounds)
　　　4 x Type 1 Drones

Commentary**:** The *Remora* is a small Hatchling recovery/combat vessel. Only marginally superior to the *Larva* in battle, the *Remora* is better suited to capturing opposing ships for examination or spare parts. *Remora* vessels have been spotted regenerating battle damage during combat with their grappling tubes. Sometimes two or three *Remoras* will attach themselves to a single Terran ship at the same time.
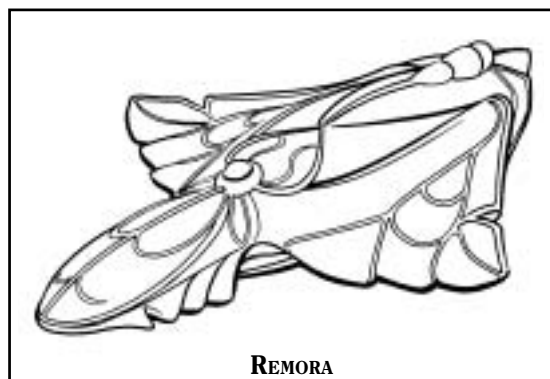
REMORA

Hatchling Starcraft Type H-5479h

"Squidge"
Maneuvering Thrust: 0.128 km/s/s
Jump Pods: 2 poor, 2 fair, 2 good
Special Equipment: Drone Mover (fair)
Armaments:　1 x Y-Beam
　　　1 x X-Beam w/Ink Dispenser (4 cannisters)
　　　6 x Type 2 Drones
　　　8 x Type 1 Drones
Commentary: The *Squidge* serves as the Hatchling's standard medium fighter. Its numerous jump pods make it very maneuverable in combat while the two Beam weapons give it excellent offensive firepower. The *Squidge's* ink load has been seen deployed in numerous ways: to cover escapes, to defeat torpedoes, and as a defensive boost during attack runs.
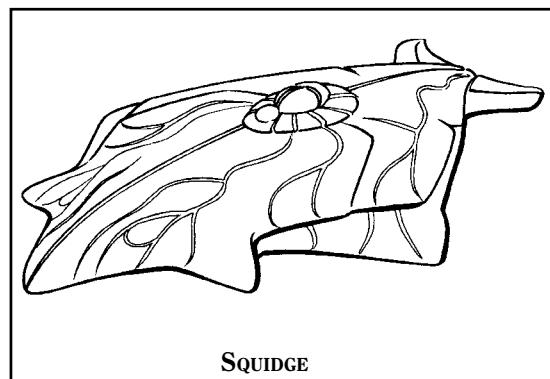
SQUIDGE

Hatchling Starcraft Type H-3998s

"Lamprey"

Maneuvering Thrust: 0.159 km/s/s
Jump Pods: 1 poor, 1 fair, 1 good
Special Equipment: Grappling Tube, Tow Hook
Armaments: 1 x Y-Beam
        1 x X-Beam
        1 x Drive Leech (Ammo: 500 rounds)
        6 x Type 3 Drones

    Commentary: The *Lamprey* is essentially a larger, more rugged version of the *Remora*. Having few jump pods, no small drones and no ink dispenser, Terran pilots have discovered that the *Lamprey* is a good candidate for torpedo attacks. In its favor, the *Lamprey* is fast and its dorsal-mounted Beam cannon can swing aft allowing it to fire to the rear as well as the front.

LAMPREY
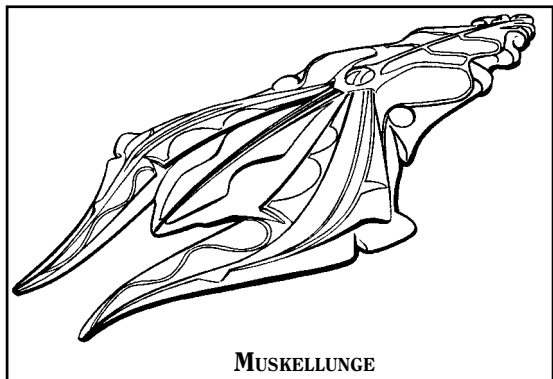
MUSKELLUNGE

Hatchling Starcraft Type H-7311ii

"Manta"

Maneuvering Thrust: 0.117 km/s/s
Jump Pods: 1 poor, 2 fair, 1 good
Special Equipment: Drone Mover (good), Tow Hook
Armaments:2 x Y-Beams
        1 x X-Beam w/Ink Dispenser (3 cannisters)
        1 x Spore Mole Launcher
            (Magazine: 10 moles)
        4 x Type 4 Drones
        8 x Type 2 Drones

    Commentary: The *Manta* poses the double threat of superior offensive armaments coupled with a heavy drone load. Terran pilots have been reluctant to tangle with the *Manta*, mainly due to the presence of its deadly spore mole launcher. Though inflicting little damage on a vessel's structure, spore moles are notoriously efficient at killing crewmen aboard lightly armored fighters and gunboats.

Hatchling Starcraft Type H-5009ji

"Muskellunge"

Maneuvering Thrust: 0.111 km/s/s
Jump Pods: 3 poor, 1 fair, 1 good
Special Equipment: Drone Mover (excellent), Tow Hook
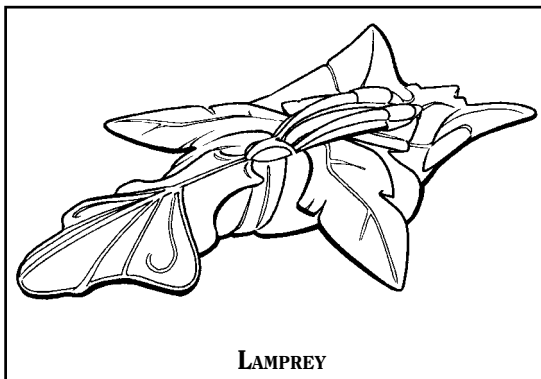Armaments:1 x Z-Beam
        3 x Y-Beams
        1 x X-Beam w/Ink Dispenser (2 cannisters)
        6 x Type 5 Drones
        8 x Type 1 Drones

    Commentary: The *Muskellunge* class vessel did not make its appearance until well into the First Hatchling Campaign. It is believed that the construction of this vessel was a Grub response to the heavy firepower carried by many Terran interceptors. Able to absorb tremendous punishment, and dish it out too, the *Muskellunge* is a superior heavy fighter; easily a match for most Terran gunboats. Note that its dorsal Beam cannon has the characteristic fore-to-aft swinging arc.
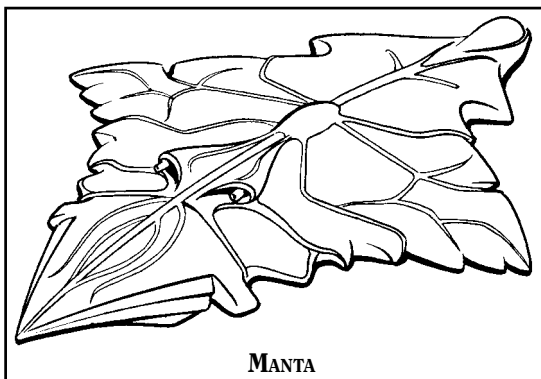
MANTA

Hatchling Starcraft Type H-6967s

"Tigermoth"

Maneuvering Thrust: 0.123 km/s/s
Jump Pods: 2 poor, 1 fair, 1 good
Special Equipment: Grappling Tube
**Armaments**:2 x Y-Beam
       1 x X-Beam
       1 x Z-Beam
       1 x Spore Mole Launcher
             (Magazine: 20 moles)

Commentary: A new arrival of late, the Tigermoth is a departure from typical brood design. The absence of drones raises many questions in the terran design laboratories. The Tigermoth has a solid chance to survive long running engagements with heavy amounts of firepower and the ability to repair combat damage via the grappling tube. The Tigermoth, however, is an excellent candidate for terran torp attacks with no ink dispensers, few jump pods, and no drones. This is further emphasized by the presence of the dreaded spore mole launcher that makes engaging the Tigermoth at a distance the preferred method of attack.
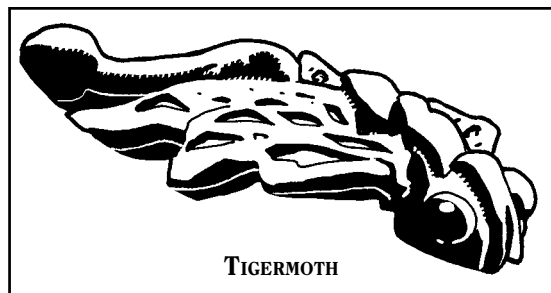
TIGERMOTH

Hatchling Starcraft Type H-3232a

"Thistle"

Jump Pods: 1 poor, 1 fair, 1 good
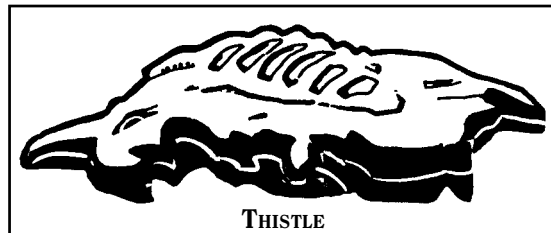**Special Equipment**: none
Armaments:1 x X-Beams
       1 x X-Beam w/Ink Dispenser
             (5 cannisters)
       4 x Type 1 Drones
       4 x Type 2 Drones

Commentary: The Thistle servers as the Hatchlings mediun attack fighter. The dualX-beam combination makes fast work of many Terran ships. The modest load of Drones, along with the Thistle's above average speed, make it perfect for interception duty and filling in holes in the Drone line.

THISTLE

Hatchling Starcraft Type H-8479ji

"Dragonfly"

Maneuvering Thrust: 0.132 km/s/s
Jump Pods: 3 poor, 2 fair. 1 Good
Special Equipment: Tow Hook,
         Drone Mover (Good)

   Armaments:3 x Z-Beam

      2 x X-Beam
      6 x Type 4 Drones
      6 x Type 1 Drones

Commentary: The Dragonfly was constructed as a direct response to terran ship design techniques. The formidable firepower can make short work of any terran fighter or gunboat. This baby is able to dish out tremendous amounts of punishment and take it. The Dragonfly is a match for any terran ship to date. LOOK OUT FOR THIS ONE!!!
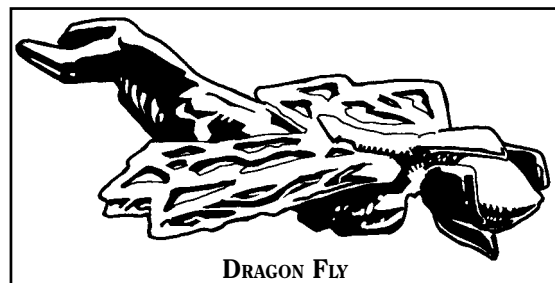
DRAGON FLY

Hatchling Starcraft Type H- 1996s

"Shaggai"

Maneuvering Thrust: 0.163 km/s/s
Jump Pods: 2 poor, 2 fair
Special Equipment: None
Armaments: 1 x X-Beam
       8 x Type 1 Drones
       1 x Spore Mole Launcher
             (Magazine: 10 moles)

Comentary: The Shaggai has just recently appeared in the Hatchling's arsenal. This light fighter represents a new design tendancy. The combination of good speed and a fair amount of Jump Pods, along with the Spore Mole Launcher and heavy Drone load makes the Shaggai a deadly new opponent. The Shaggai appears to be the replacement for the Larva in the heavier Hatchling formations
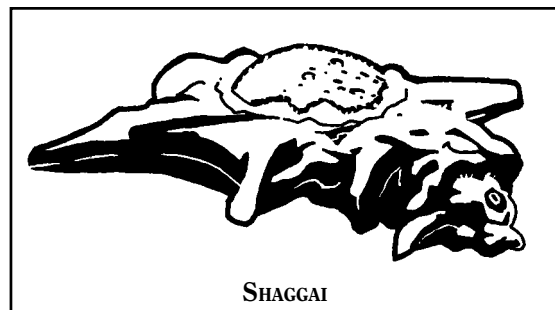
SHAGGAI

Night Brood Rules

These Rules describe Hatchling technology and how it relates to the **Silent Death** game. Though there are many similarities between Hatchling and Terran (normal) starfighters, the Grubs use a new range of weapons, special equipment, and an alternative form of movement.

This section assumes that you are familiar with the rules in **Silent Death**.

Hatchling Crew

Each Hatchling ship has the following, a pilot skill (Plt), and a gunnery skill (Gnr) for each weapon system on a hatchling ship. Due to the relative efficiency of the Hatchling's symbiotic growth process. Hatchling Pilots pay variable costs for their skill level, See the Hatchling skill table below.

Hatchling Pilot/Gunner	
Skill Value	Cost
1 - 7	Normal
8	9
9	12
10	15

Hatchling Movement

For the most part, Hatchling ships move like Terran ships. Use a Hatchling's Drive rating just like a Terran Drive rating. Hatchlings perform Normal Turns and Tight Turns just as Terran starcraft do.

However, Hatchling vessels do have an additional movement form based on Jump Pods.

Jump Pods

Jump Pods are disposable hyperdrive modules that allow a Hatchling vessel to execute tiny hyperspace jumps in a tactical combat situation. The number and type of Jump Pods carried on each vessel are listed on the Starcraft Displays. These are noted as 2s, 3s, and/or 4s in circles near the ship's Drive rating. Hatchling vessels may combine the use of a single Jump Pod with normal Drive movement points during a single Movement Phase.

Only one Jump Pod may be used per Movement Phase.

Each Jump Pod may only be used once. *After being used, mark the particular Jump Pod off of the Starcraft Display.*

$$ \textcircled{j} - \textcircled{J} $$
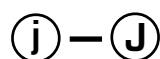
Jump Pods may also be destroyed on a ship's Damage Track. When a "circled J" special damage symbol is marked off of a Damage Track, that vessel loses one of its remaining Jump Pods. If the symbol is a lower case "j", the owner of the vessel decides which pod to lose. If the symbol is a capital "J", then the attacker chooses which Jump Pod is lost.

Jump Movement

When a Jump Pod is engaged, the ship immediately initiates jump movement. Such movement must be in a straight line along the vessel's current heading. No facing changes are allowed during jump movement.

Jump 2

Engaging a Jump 2 Pod costs one movement point and allows the vessel to make a jump which can move it forward 2-4 hexes (Hatchling player's choice).

Jump 3

Engaging a Jump 3 Pod costs one movement point and allows the vessel to make a jump which can move it forward 3-9 hexes (Hatchling player's choice).

Jump 4

Engaging a Jump 4 Pod costs one movement point and allows the vessel to make a jump which can move it forward 4-16 hexes (Hatchling player's choice).

Example: *At the beginning of a game, a Larva has 15 movement points and Jump Pods numbered 2, 3, 3, and 4. At the beginning of a Movement Phase, the Larva player spends 6 movement points moving his ship ahead three hexes and changing facing by one hexside. 1 movement point is then expended to ignite a Jump 3 Pod. The player opts to use the pod's full movement capacity and jumps 9 hexes forward (though he may have decided to jump anywhere from 3 to 9 hexes). The player has now expended 7 of his movement points (6 + 1). He may then spend his remaining 8 movement points as he sees fit, but he may not ignite another Jump Pod during this Movement Phase.*

Ending a Jump Move

A jump move may not end in an hex occupied by a vessel, satellite, or space station. A jump move may end in an hex occupied by an ink cloud.

Time Limit

If you use the 30 second time limit for moves as suggested in the *Silent Death* rulebook, allow each Hatchling vessel 1 minute to move instead. This reflects a Hatchling's symbiotic relationship with its ship, allowing more precise movement. Players should relax rule this while playing their first several scenarios with Hatchling forces; this will allow players a chance to get used to the new ships.

Hatchling Vessel Defensive Characteristics

Hatchling vessels have some unique defensive characteristics.

Defensive Values

Unlike Terran starcraft and their fixed Defensive Values, Hatchling ships have variable Defensive Values that are dependent on the vessel's Piloting Skill number. This represents the individual Hatchling's affinity with the ship it has "grown" into; its ability to manipulate the fighter's energy shields, implement evasive maneuvers, and otherwise deceive enemy targeting scanners.

To determine a Hatchling vessel's Defensive Value, add the Hatchling's Piloting Skill (Plt) number to the set number shown on the Starcraft Display under the Defensive Value entry. The sum is that particular ship's Defensive Value.

Example: *The Remora has a Defensive Value entry of Plt + 8. If the Piloting Skill number for the Hatchling is 6, the Defensive Value of the ship would be 14 (8 + 6).*

Torpedo Defenses

The Hatchlings were unprepared for the Terrans' extensive use of torpedoes. Hatchling starcraft do not carry Point-Defense Anti-Torpedo weapon systems, nor do they carry Decoys. However, Hatchlings have a wide variety of other options available to deal with Terran torps.

Dodging

Hatchling ships dodge detonating torps just like Terran fighters do.

Electronic Warfare

Hatchling starcraft may attempt "Torp Jamming" in the same manner as Terran ships do. Hatchling vessels succeed in jamming torpedoes on a 1D4 roll of 1. The Grubs may jam up to *two* tracking torps per Torp Results Phase. Roll separately against each torp, (only one roll per torp). As with a Terran ship, a Hatchling ships may only jam the torpedoes tracking it. Jamming attempts may not be made against torps tracking other vessels.

Ink

Some Hatchling ships carry ink dispensers. Torps that pass through an ink cloud hex are eliminated on a 1D4 roll of 1-2. Roll for each torp for each ink cloud hex passed through.

Type 1 Drones

Activated Type 1 drones will attack and destroy moving torpedoes).

Jump Pods

The ignition of a jump pod temporarily sends a Hatchling ship into Hyperspace. Torpedo tracking systems have difficulty following a target that makes such a jump. Therefore, whenever a Hatchling vessel engages a jump pod, each torp that is currently tracking that vessel is removed from the map on a 1D4 roll of 1-2. Roll for each torp individually at the instant the jump pod is ignited.

Torp Detonation During Hatchling Movement

If a Hatchling ship enters the hex of a torpedo that is currently tracking it, that torp will detonate, *except* if the torp's hex is entered while the ship is, at that instant, performing a jump move—in which case the torp does not detonate. However, if a jump move terminates in the tracking torp's hex, it will detonate.

Other Characteristics

Damage Control

Hatchling starcraft do not have conventional damage control systems. However, starcraft with grappling tubes, as noted below, can simulate Terran damage control, but with greater effectiveness.

Luck

Hatchlings *do not* accumulate Luck points. Individually, their actions are not influenced nor controlled by the ephemeral nature of luck.

Hatchling Weaponry & Equipment

Hatchling vessels use a wide array of new weapons and special equipment. These items are detailed below.

Beam Cannons

Beam weapons are energy cannons; however, their Damage codes use multipliers as modifiers instead of adds. Hatchlings do not use multiple gun weapon systems.

The X-Beams do Low x 3 damage when they hit. Read the Attack Dice normally. When you find the Low damage, multiply the result by 3 to determine the number of hits inflicted on the target. Y-Beams deliver Medium x 2 damage and Z-Beams hit for High x 2 damage.

Wrapping Fire versus Gunboats

Because a Hatchling arcs Beam fire towards its target (the energy does not follow a direct path), Gunboats or Escorts are particularly vulnerable to such attacks—called "wrapping fire." Whenever a Beam fires at **Short range** (only) against a Gunboat or an Escort, the Hatchling declares which Damage Track the attack is being resolved against before the Attack Dice are rolled. Otherwise, fire is resolved normally.

Drones

The Hatchlings do not fire torpedoes like their Terran counterparts. Instead, they lay Drones, which are space mines that have some torpedo-like characteristics. Drones have explosive warheads and a ranged attack effects. While normally a stationary, passive weapon system, they can be moved by certain Hatchling vessels.

Drone loads are limited. A Drone-carrying ship is given a load of Drones of various Type #s, as shown on the Hatchling Starcraft Displays by "ordnance blips." When a Drone is discharged from the carrying ship, mark it off of the appropriate display. Each ordnance blip on a display represents a single Drone.

> **Example:** *The Manta has 8 Type 2 ordnance blips representing 8 Type 2 Drones, and 4 Type 4 ordnance blips representing 4 Type 4 Drones.*

Laying Drones

Drones are discharged ("laid") during the Movement Phase. As a laying ship moves into a new hex, it may drop a single Drone into that hex. Note the following restrictions:
- Only one Drone may occupy a hex at the instant it is laid.
- A Drone may only be laid in an empty hex. Such a hex may not contain an enemy ship, torps, an asteroid, other Hatchling vessels, drones and so on. However, such a hex may contain ink.
- Every time a Drone is laid, mark off the corresponding ordnance blip from the vessel's Starcraft Display.
- Drones may be dropped in any hex occupied by the laying ship during its Movement Phase (within the restrictions noted above) *except* those entered solely by means of jump movement. The hexes at the beginning and termination point of a jump move are eligible for Drone placement, but none in between are.
- During the Movement Phase that a Drone is laid, it is inactive—it may not attack any target. Signify this by placing newly-laid Drone counters face-down on the playing surface. Though face-down, Drone identities are not secret—they may be inspected by enemy players. These inactive Drones are flipped face-up when they are activated (see below).

Activating Drones

As stated above, newly-laid Drones are placed face-down on the map because they are inactive (apparently, their arming and targeting mechanisms must assimilate proximity battlefield data before they activate).

Every face-down Drone is flipped face-up at the end of every Movement Phase. This is called "activating" Drones.

Inactive Drones must activate at the end of every Movement Phase, and remain activated until destroyed or detonated.

Activated Drones can attack enemy vessels on subsequent Movement Phases.

Inactive Drones may never make attacks.

Drone Attacks

Activated Drones attack enemy ships during the Movement Phase. Any enemy vessel that moves into, out of, or through a Drone's "threat radius" without performing a "minimum move" (described below), triggers that Drone to make an immediate attack.

The threat radius of a Drone is equal to its Type # stated as an attack range in hexes. Therefore, a Type 1 Drone has a threat radius (i.e., attack range) of 1 hex, Type 2 — 2 hexes, Type 3 — 3 hexes, Type 4 — 4 hexes, and Type 5 — 5 hexes. Drones are fitted with small, variable-displacement hyperdrive engines (a variation of the jump pod) that propel a Drone warhead directly and instantaneously to its target.

As mentioned above, to avoid a Drone attack, an enemy ship must perform a minimum move while inside of (or while entering or exiting) a Drone's threat radius. A minimum move consists of one of the following maneuvers:
- not moving at all, or;
- a move of one hex straight ahead (only), or;
- a sideslip (only) (see ***Silent Death***), or;
- changing facing by 1 hexside (only).

Any other sort of movement (including: moves straight ahead at a speed greater than 1, tight turns, and drift (*Silent Death* Optional Rule), performed either inside a threat radius, or while entering or exiting one, triggers an immediate Drone attack.

Note: *Only torpedoes with DXH or DTH homing systems may make minimum moves. If a DTH torp goes terminal while making a minimum move, the minimum move is negated. If it is "locked on" it is "terminal" and must take its full movement.*

Using a minimum move does not adversely affect a ship's Defensive Value.

Life pods, satellites, space stations, and Hatchling vessels never trigger Drone attacks. Torpedoes only trigger Type 1 Drones attacks. Type 2-5 Drones ignore moving torps.

Example 1: *A Spirit Rider starts its Movement Phase 2 hexes away from an activated Type 1 Drone, facing directly towards that Drone. If the vessel moves forward 1 hex, and then ends its move, the Drone will not attack. The Spirit Rider used a minimum move to enter the Drone's threat radius. If instead of immediately stopping, the same Spirit Rider intended to expend more movement points (to turn, sideslip, or move forward), the Drone would immediately make an attack even before the Spirit Rider began to expend those extra movement points.*

Example 2: *The Spirit Rider above starts its Movement Phase 2 hexes away from an activated Type 2 Drone. If it is facing a hex outside of the Drone's threat radius it could make a minimum move to exit the threat radius and thus avoid the Drone attack. If, instead, it undertook a normal move, intending to move more than one hex, it would be subject to the Drone attack immediately in its starting hex.*

Example 3: *The same Spirit Rider starts its Movement Phase 2 hexes away from an activated Type 3 Drone. If it does not want to be attacked by that Drone, the Spirit Rider may only make minimum moves (one per Movement Phase) until it starts a Movement Phase outside of the threat radius. Of course, if the Drone was destroyed, the Spirit Rider could move normally on a subsequent Movement Phase.*

Damage Delivered by Drone Attacks

Like a torpedo warhead, Drones deliver a specific number of D12s of damage to the target vessel. The number of D12s rolled for damage is proportional to the Type # of the Drone:
• A Type 1 Drone delivers 1D12 of damage.
• A Type 2 Drone delivers 2D12 of damage.
• A Type 3 Drone delivers 3D12 of damage.
• A Type 4 Drone delivers 4D12 of damage.
• A Type 5 Drone delivers 5D12 of damage.

There is currently no defense against Hatchling Drone attacks. Once triggered, they automatically hit their target and merely roll for damage. Should a move into a single hex trigger several Drones attacks simultaneously, roll all of the damage dice as a single combined attack.

Note: *Because of the way Drones are triggered, the Terran player should (and he is well within his rights to) move his torpedoes one at a time. Such movement will cause all Type 1 Drones in range to attack. For this reason, the Hatchling player should be careful how he places his small Drones, since the movement of a single torp may trigger several clustered Type 1 Drone attacks.*

Resolve all Drone warhead damage immediately upon detonation. If the target ship still has movement points available after the attack, it may continue its move, expending up to its new movement point total.

The presence of intervening asteroids does not affect Drone attacks in any way. Against Gunboats and Escorts, determine the Damage Track affected based upon a direct line of fire from the Drone's hex to the ships hex. If a Drone attacks a multi-damage track ship in its own hex, resolve the attack against the ship's rear Damage Track.
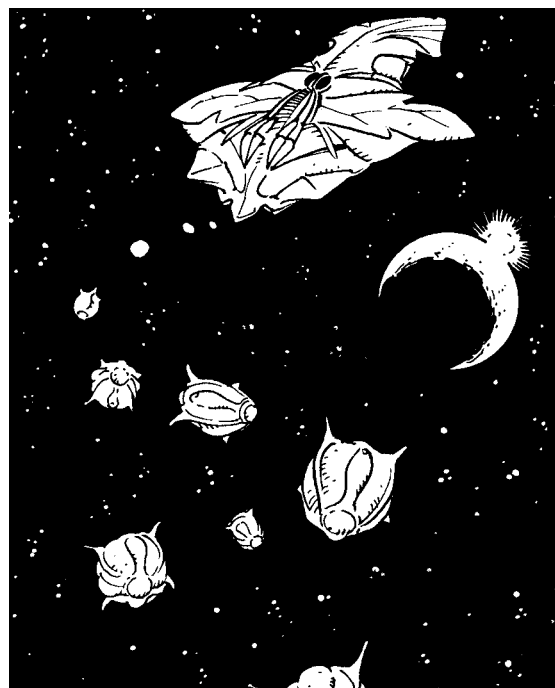
Destroying Drones

Drones may be attacked by normal cannon fire, missile salvoes, and torpedoes. However, some restrictions do apply:

• Attacks from energy cannons, mass drivers, and projector weapon systems must all be initiated from 1-6 hex range. This is due to the fact that Hatchlings deploy numerous target decoys with their Drones. Terran weapon scanners require a maximum 6 hex range to identify a real Drone target. Energy cannons, mass drivers, and projectors may never attack at 0 hex range.

• Missile lock-ons must be made from 0-6 hexes, rather that their normal range of 10.

• Finally, torpedoes may be launched at Drones, but only from a range of 0-10 hexes. Torpedoes move towards their Drone targets as the last action in a Movement Phase, after Drones have had the opportunity to be moved (see below).

All Drones have a Defensive Value of 12 (due mainly to the protection afforded by the scattered Drone decoys, which are often fired upon by mistake).

For torp dodging purposes, Drones have a Plt skill equal to their Type #. Drones have no damage reduction value, and just take 1 hit to destroy.

An asteroid which drifts into or through a Drone's hex destroys that Drone.

d – D

Drones may be knocked-out while they are still aboard a vessel if a "d" or "D" special damage symbol is marked off of a Hatchling Damage Track. If a "d" is marked off, the owner of the vessel decides which of his remaining Drones to lose. If a "D" is marked off, the attacker decides which of the target's remaining Drones are destroyed.

Moving Drones

Some Hatchling vessels are equipped with a device that allows them to reposition Drones on the map. This device is simply called a "Drone Mover" and is listed on the Starcraft Displays of equipped vessels in their Special Equipment box.

Drone Movers are given numeric ratings (example: Drone Mover "5"). The number rating states the relative effectiveness of that vessel's Drone Mover. The rating number is:
• the maximum number of hexes out to which a vessel can affect the movement of a Drone, and;
• the maximum number of Drones which can be moved by the Drone mover in one Movement Phase, and;
• the maximum number of hexes each Drone may be moved.

Moving Drones is performed at the end of a Movement Phase after all other vessels have moved and inactive Drones have been activated.

A Drone may not be moved beyond the Drone mover's rating in hexes away from the manipulating vessel. A Drone may also not be moved into a hex containing an enemy vessel, satellite, space station, or asteroid. However, due to the use of a Drone Mover, several Drones may be placed in the same hex.

Example: *The Muskellunge has a Drone Mover 5. At the end of the Movement Phase, there are 7 Drones within 5 hexes of the Hatchling ship. 5 of these 7 Drones can now be moved up to five hexes by the ship's Drone Mover. However, no Drone may be moved beyond 5 hexes of the Muskellunge.*

Moving a Drone *will not* cause it to attack an enemy vessel. A Drone attack can only be triggered by a target's non-minimum move.

Drive Leech

The Drive Leech is a specialized weapon which only affects its target's Drive rating. It fires biomechanical "energy leeches," which attach themselves to the target's engine nacelles.

The Drive Leech is fired like a normal cannon, (e.g., using range increments and Attack Dice) but the Damage delivered is only inflicted on the target's Damage Track "Drive boxes." Therefore, if a Drive Leech delivers 5 points of damage, the first 5 available Drive boxes are marked off of the target's Damage Track, ignoring intervening damage boxes and other special damage symbols.

Drive Leech damage is *never* reduced by a target's Damage Reduction value.

Example: *The Drive Leech on a Lamprey hits an undamaged Thunder Bird, scoring (Low) 4 points of damage. Therefore, 4 Drive boxes on the Thunder Bird's Damage Track are marked off. (Refer to a Thunder Bird display.) The result would be that the 16, 14, 11, and 9 boxes (only) would be marked off of the Thunder Bird's Damage Track. The ship's Drive rating would now be down to 5, which is the next highest available Drive box.*

Ammunition Limit

Because this weapon fires physical entities (energy leeches) at its target, the ammunition load is restricted for each Drive Leech system. The number of "ammunition blips" in each Drive Leech weapon box indicates the maximum number of times that the cannon may fire scenario. Each time a Drive Leech is fired, mark off one ammunition blip from that weapon's ammo load.

Tactical Uses

There are three tactical uses for the Drive Leech. First, it is utilized by Hatchlings to help capture enemy vessels relatively intact.

Second, The Drive Leech can be used to immobilize an enemy vessel for subsequent attachment of a grappling tube.

Finally, a Drive Leech attack can be used to slow down enemy vessels to bring them within the firing parameters of bigger guns, like Z-Beams.

Mixing Normal Damage and Drive Leech Damage

Obviously, Drive Leech damage may be interspersed with damage delivered by more conventional weapon systems (as well as a grappling tube). When marking-off hits on a Damage Track, remember that each damage box can only be marked off once. Therefore, when an already-marked-off Drive box is encountered while applying damage from a conventional attack, just skip over it.

If, due to simultaneous fire, Drive Leech damage is applied to a target at the same time as conventional damage, always apply the Drive Leech damage last.

Drive Leech vs Gunboat

A Drive Leech will affect the "-1" special damage boxes on Gunboat Damage Tracks, but only those on the track being hit by a Drive Leech attack. Drive Leech attacks on Damage Tracks devoid of "-1" Drive hits have no effect.

Spore Mole Launcher

Spore Mole launchers are the Hatchling equivalent of Terran missile launchers, except that their damage is more insidious. Spore Moles are missile-like devices that attempt to latch onto their target's outer hull. Once attached, Spore Moles burrow through the target's hull. Inside, the weapon releases a spray of deadly microscopic spores which quickly disperse through the infected ship. These spores are virulent pathogens utterly destructive to all organic life they come in contact with They are also corrosive enough to eat through protective gear, like space suits.

Spore Mole launchers make their lock-on attempts at the same time missile launchers do. However, the Spore Mole lock-on range is a mere 6 hexes or less. If a lock-on is successful, the attacker determines how many Spore Moles he will launch, (i.e., a maximum of 10 may be fired at a fighter or gunboat). Spore Mole attacks are resolved at the end of the turn, with each Spore Mole launched contributing 1D6 to the Attack Dice roll against the target.

If the target is hit by the Spore Mole salvo, a certain number of crew members aboard the enemy vessel may immediately be killed. Spore Moles have no other damage effect. The Spore Mole damage code is "Low," but instead of inflicting points of damage to the target's Damage Track, the Attack Dice damage result is read as the number of crewmen killed in the target vessel. The target's Damage Reduction value does affect this pseudo-damage result.

If a gunboat is attacked by Spore Moles, the Spore Moles are always assumed to hit the gunboat's rear quadrant. Therefore, the gunboat's rear Damage Reduction value is used to reduce the Spore Mole damage result.

The player controlling the target vessel determines which of his vessel's crewmen are killed if several options exist.

If a pilot is killed, the affected ship may no longer move, its Defensive Value is reduced to 5, and the pilot's weapons may no longer be fired. If a gunner is killed, his weapons may no longer be fired.

Example: *During a Missile/Spore Mole Launch Phase, a Manta locks its Spore Mole launcher onto an enemy Pharsii II within 6 hexes, firing 4 spore moles. During the subsequent Missile/Spore Mole Results Phase, the Manta player rolls 4D6, scoring a 2, 3, 5, and 6. The net To Hit result is 16 (2 + 3 + 5 + 6), indicating that the Pharsii is hit (Defensive Value 11) by the Spore Moles. Low damage provides a 2 result. If the Pharsii still has a Damage Reduction value of 4, no crewmen would be killed—the spore moles were unable to burrow through the armor plate. However, if at the time of resolution, the Pharsii's Damage Reduction value was down to 1, then 1 crewman would be killed by the attacking spores (2 -1 = 1). Obviously, if the To Hit dice had rolled a 3, 3, 5 and 6 instead, the Low result would be 6 (3 + 3), killing up to 6 crewmen minus any Damage Reduction value.*

Use missile counters from **Silent Death** to represent Spore Mole salvos.

Ink Dispenser

An Ink Dispenser is a defensive system embedded in to a weapon on some Hatchling Starcraft Displays (e.g., see Weapon 2 on the Squidge display).

Ink Dispensers do not, of course, dispense ink, but rather they disperse a localized neutrino dampening field that scrambles certain weapon targeting scanners that try to "look" into, out of, or through the cloud. Using an Ink Dispenser is akin to an octopus that ejects a cloud of "ink" to cover its escape when threatened.

A Hatchling starcraft with an Ink Dispenser may discharge an ink counter into any hex that the ship occupies at any time during a Movement Phase (however, ink may not be placed in a hex passed through during a jump move). To represent the placement of this cloud, place an ink cloud counter in a hex while the Hatchling ship occupies it during its move.

The number of ink counters that a ship may place during a game is limited to the number of ink "ordnance blips" provided on the display. Within this limit, a ship may dispense ink as many times as it desires during its move. Each time an ink counter is placed on the map, mark off one ink ordnance blip on the ship's display.

A Hatchling vessel may drop ink and a drone in the same hex at the same time.

A discharged ink cloud may not be moved, does not drift, and disperses (i.e., is removed from the map) on a 1D6 roll of a 1 made at the end of each game turn. Roll for the dispersal of each ink cloud individually at the end of every turn. Ink clouds do not affect the *movement* of starcraft, torpedoes, drones, satellites, asteroids, etc. in any way (however, torps that move into an ink cloud hex may be destroyed—see below).

Ink Cloud Area of Effect

An ink counter represents the center of an ink cloud. An ink cloud radiates out from the ink counter one hex in each direction, effectively creating a seven-hex area of effect (the center hex plus each of the six surrounding hexes). Each hex in the area of effect is considered to be an ink hex.

Overlapping ink cloud hexes *do not* have any cumulative effects.

Ink Effects

The primary use of an ink cloud is that it retards Terran direct cannon/projector fire into, out of, or through any ink hex.

Note: *Terran cannon/projector weapon systems include all mass drivers, laser cannons, blast cannons, disruptor cannons, ion cannons, plasma cannons, and energy bolt projectors. Consult the Master Weapons Table for specific weapon types.*

To simulate the ink effect, modify all To Hit rolls made by Terran cannon weapon systems and energy projectors by **-4** if a direct line of fire from the center of the attacker's hex to the center of the target's hex passes through any portion of an ink cloud. Fire traced through multiple ink hexes does not alter the -4 modifier in any way. Firing into, out of, or through one ink hex is as deleterious as firing through several. Fire traced exactly along a single ink cloud hexside (not through a portion of an ink cloud hex) is not affected by the ink.

If a torpedo moves into any hex of an ink cloud, it is removed from the map on a 1D4 roll of 1-2, since ink has a tendency to scramble a torp's tracking systems. Roll for each ink cloud hex a torp enters.

If a torp's target is in an ink cloud hex, there is an ink roll against that torp as it enters its target's hex before the torp has the chance to detonate. If a torp starts a Movement Phase in ink, there is an immediate ink roll made against that torp as it moves out of its hex.

Ink does not affect missiles, drones, spore moles, drive leeches, or Hatchling beam weapons.

Consequence of Dispensing Ink

If a Hatchling ship dispenses any ink during its Movement Phase, the weapon system that the Ink Dispenser is embedded in may **not** fire during the immediately following Cannon/Projector Fire Phase.

Damage to Ink Dispensers

If the weapon system that an Ink Dispenser is embedded in is destroyed, the Ink Dispenser is also destroyed. The Ink Dispenser is not a separate weapon system that can be individually eliminated on a "w" or "W" Damage Track hit. If the Ink Dispenser's embedded weapon system has its firing impeded *in any way* by a critical hit result, the Ink Dispenser is considered jammed and may not be used until such time as the weapon is no longer in affected. Ink Dispensers may be individually affected by certain critical hit results.

Grappling Tube

The Hatchling Grappling Tube is a device which bridges the gap between a weapon system and specialized equipment. A Hatchling vessel mounts a Grappling Tube if ithe item is listed in the Special Equipment box of the Starcraft Display. Once attached to a target ship, a Grappling Tube secretes a powerful molecular-bond disintegrating solution which eats its way through any obstructing armor, and allows the tube to enter right into a target. Once inside, the tube uses the same solution to break down the interior components of the target into an inert metallic paste. This paste is then sucked back down the tube and retrieved by the Hatchling ship, which can re-assimilate the compounds and elements to repair damage to itself.

Attaching a Grappling Tube

To use a Grappling Tube, move the equipped vessel into a hex adjacent to any starcraft with a Drive rating of 0 or a dead pilot, with the front of the Hatchling ship pointed directly towards the hex containing the target ship. The Hatchling vessel ends its movement for the turn and makes an immediate 3D6 To Hit roll (during the Movement Phase), as it attempts to secure its Grappling Tube to the disabled target. If the sum of the roll is 5 or greater, the Grappling Tube is successfully attached to the target ship. If this roll is failed, further attempts may be made during subsequent game turns.

To show that a Grappling Tube has been successfully attached, place a Grappling Tube counter on the hexside between the Hatchling ship and its target vessel.

While its Grappling Tube is attached, a Hatchling vessel may neither move nor change its facing. Its Defensive Value is unaffected by this apparent immobility—Hatchling ships can still maneuver evasively within their hex while their Grappling Tube is deployed.

If a target vessel regains the use of at least 1 Drive point (due to some timed critical hit effects), and it moves out of its hex while a Grappling Tube is attached, the link is simply detached. Remove the Grappling Tube counter from the map. The Grappling Tube is not damaged by this detachment.

"Whoa! I want one of those!"
— Fafnir's Kludge pilot witnesses the use of a jump pod

Grappling Tube Effects

At the end of the game turn that a Grappling Tube is attached, and at the end of all subsequent game turns until the Grappling Tube is detached (allowable at any time), the device allows the Hatchling player to roll 3D6 of damage scoring an "All" damage code against the target ship. Note that no further To Hit roll is required, the 3D6 are rolled merely to determine how much damage the target vessel takes from the acid solution pumped out by the tube.

Ignore any Damage Reduction value the target may still have when using a Grappling Tube.

For every 5 full points of damage inflicted on the target by the tube per turn, 1 hit is repaired on the Hatchling vessel (excess hits are lost). This simulates the effect of the re-assimilation of re-trieved compounds and elements from the target ship into the Hatchling ship. For each hit of repair to a Hatchling vessel, simply erase the last hit appearing on the Hatchling's Damage Track. If a hit through a special damage symbol is erased in this way, the effect of that hit is completely negated, even to the point of regaining weapons, munitions, Damage Reduction values, and so on. Damage from a critical hit can be negated this way also.

> **Note:** *A drive leech, spore mole launcher, or ink dispenser (with its embedded weapon system) repaired in this way, is regained with its full supply of ammunition. Alternately, a regained "w/W" hit can be used just to re-plenish all ammunition for a functioning drive leech, spore mole launcher, or ink dis-penser.*

Hits can be traded at this 5:1 ratio as long as the target can supply available damage boxes on its Damage Track. If its last hit is marked off, or a criti-cal results in the target's destruction, the Hatchling vessel can only benefit from hits absorbed up until the instant of the target's destruction.

If two or more Hatchling ships have grappling tubes attached to a single target vessel, the Hatchling player determines which order his ships make their attacks.

> **Example:** *Refer to a Night Hawk display. An otherwise undamaged Night Hawk has been reduced to Drive 0 by a barrage of drive leech attacks. During the Movement Phase, a Re-mora moves into a hex next to the Night Hawk and faces towards it. Ending its move-ment there, the Remora immediately rolls 3D6 to attach its grappling tube. A total of 7 is rolled, which is 25, so the tube is attached. At the end of that game turn the Remora still has its tube attached (it was not voluntarily withdrawn, nor was the device destroyed during the intervening fire and missile re-sults phases). The Remora player rolls 3D6, scoring a 17. (Refer to a Night Hawk display.) 17 hits are marked off of the Night Hawk, skipping over the already-knocked-out Drive boxes. This causes two criticals to the Night*

> *Hawk. Assuming that the Night Hawk sur-vives the crit rolls, 3 hits are repaired on the Remora (3 full groups of 5 hits inflicted, ex-cess hits are lost). Likewise, if the 3D6 roll had only scored a 13, the Remora would re-pair 2 hits of damage to itself. If the first criti-cal rolled against the Night Hawk would have resulted in a 10, which destroys the ship, no hits would have been repaired on the Re-mora, because the Night Hawk would have only taken 4 hits of damage before blowing up (the Drive 15 box was skipped).*

A Grappling Tube can only be destroyed by a specific critical hit on an equipped ship. Once de-stroyed, mark off the square next to its entry in the Special Equipment box.

Grappling Tube attacks on gunboats only affect the Damage Track that the Hatchling vessel faces when the tube is initially attached. The Hatchling player may detach his tube and move to a new Dam-age Track during a Movement Phase if he so de-sires and is capable.

A starcraft may not use damage control while a grappling tube is attached to it.

While a Grappling Tube is attached to it, a ves-sel may not perform Drive 0 Turns.

Drone Mover

As noted above in the section on drones, Drone Movers are pieces of specialized equipment which allow ships to displace drones on the map within a radius equal to the Drone Mover's rating number stated in hexes. on the workings of the Drone Mover.

If a Hatchling vessel carries a Drone Mover it will be noted in the ship's Special Equipment box. If a Drone Mover is destroyed by a critical hit re-sult, mark-off the square next to its entry in the box. Note that some criticals merely reduce the per-formance of a Drone Mover by modifying its rating number downwards.

Tow Claw

Tow Claws are another type of special equipment found on some Hatchling Starcraft Displays. Tow Hooks are used to salvage crippled ships from a battlefield. They are particularly useful in the cam-paign game and in some scenarios.

Attaching a Tow Claw

To use a Tow Claw, an equipped vessel must move adjacent to a target vessel (which must have its Drive value reduced permanently to 0, or contain a dead pilot), and the rear of the towing vessel must be facing towards the front of the target vessel. The towing vessel must end its move in such a posi-tion. The Tow Claw may immediately and automati-cally be attached at this time (during the Move-ment Phase) at the towing player's option. If the towing player declines to attach his Tow Claw at this time, he must wait until a subsequent Move-ment Phase to place his claw.

To show that a Tow Claw is attached, place a Tow Claw counter on the hexside between the towing ship and the towed ship.

A Tow Claw may not be attached to a vessel which also has a grappling tube attached to it, and vice versa.

Moving in Tow

During subsequent Movement Phases the towing ship may move, with the towed ship following in the hex directly behind, within the following restrictions:

• A towing vessel has its Drive value temporarily decreased by 4 while it is towing anything. If this penalty reduces the towing vessel's Drive to 0, the tow claw is automatically withdrawn.

• A towing vessel may not perform a Tight Turn.

• A towing vessel may not engage a Jump Pod.

As a towing vessel moves, always move the towed vessel to the hex directly astern, facing the towing ship. If such movement places a towed vessel in an asteroid hex, or into a drone's threat radius, resolve damage to the towed vessel normally. A towed vessel may not end a Movement Phase in a hex occupied by another ship. If a towing vessel exits the map, the towed vessel is also immediately removed from the map.

Towed vessels are viable targets and may be attacked separately from the towing ship, although grappling tubes may not be attached to towed vessels.

Tow Claws may be detached at any time; even during the Movement Phase. If a Tow Claw is detached while a towing ship is moving, just leave the towed ship in the last hex it occupied while towing was still taking place. In such instances, a towing vessel would not be able to overcome the -4 movement point penalty it incurred for towing a ship during that Movement Phase, though it could then attempt a Tight Turn or ignite a jump pod.

If a Tow Claw is detached during or prior to the Cannon/Projector Fire Phase, use the towing vessel's full Drive rating to determine its targetability by "Drive Restricted" weapons.

If a Tow Claw is destroyed by a critical hit result, mark-off the square next to its entry in the Special Equipment box.

While being towed, a starcraft may not perform Drive 0 Turn.

Hatchling Crew Firing Characteristics

Unlike Terran starcraft, which may have several crew members, Hatchling ships, by their nature, have only one "crew member." This creature has a special, symbiotic relationship with the structure and systems of the vessel, so it does not conform to the normal rules for crews.

While a human crewman can only fire one of his assigned cannon/projector weapon systems per Cannon/Projector Fire Phase, Hatchlings may fire all of their assigned weapon systems each turn. They may also fire at as many different targets as possible.

Example: *A Manta has two Y-Beams, an X-Beam and a Spore Mole Launcher. In one game turn, the launcher may be discharged during the Missile/Spore Mole Launch Phase, and the three Beam weapons may all be fired during the Cannon/Projector Fire Phase; all at different targets, if desired.*

Each weapon system may be given a different Gnr skill due to the relative efficiency of the particular Hatchling's symbiotic growth process. For instance, if the Hatchling in a Manta has trouble developing its symbiotic ties to the vessel's Spore Mole Launcher, then the Gnr value for that weapon will be relatively low. On the other hand, if it attunes itself well to the ship's X-Beam weapon system, then the Gnr value for it will be high.

It is not unusual for a single Hatchling ship to have varying levels of proficiency with each weapon system aboard.

Weapon #s

Each cannon/launcher aboard a Hatchling vessel is given an identifying weapon number.

Example: *Aboard the Squidge, the Y-Beam is Weapon 1.*

The Weapon # corresponds to a specific Gnr value in the Crew box in the top right corner of each Hatchling Starcraft Display. Gnr values work exactly the same for Hatchling vessels as they do for normal Terran starcraft. They determine a beam/leech weapon's ADB and a launcher's lock-on number.

When Hatchling Beam & Leech Weapons Fire

Hatchling beam/leech weapons fire during the normal firing sequence (based upon Gnr value) at the same time that Terran Gunners fire. Thus all Hatchling beam and leech weapons have the opportunity to fire before Terran Pilots do.

⬡ I.C.E. FIRST CONTACT™

> "Alright, people, settle down. We haven't got a clue about what we're up against here. What we believe to be advance elements of their main fleet encountered one of our patrols yesterday morning. Friendly contact was lost, but not before we got an N-sweep of the aggressor vessels," the Ops Commander took a deep breath. "Configuration, unknown. Composition, unknown. Armaments, unknown. Occupants, unknown. Good tech, eh? What a surprise. What we do know is that they waxed our guys, and Deep Scan says more intruders are on the way. Plenty more, and soon. Questions?"
>
> —Briefing segment

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First Contact shows the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. *Night Brood: First Contact* is a revision of the 1992 *Night Brood*™ Release.

Night Brood: First Contact includes:

- Rules for using Grub ships and weapons
- Night Brood scenarios
- Brood campaign guidelines
- 188 counters for Brood ships, Drones, Wormholes, and special equipment.

- Displays for 10 Brood ships
  - Muskellunge
  - Squidge
  - Manta
  - Dragonfly
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