Q'raj Void
PROTECTORATE

**Massive fire power searching
the void for targets!**

Q'raj Void Protectorate ™

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Imperial Politics

So far war has been the only force that can discipline a whole community, and until an equivalent discipline is organized, I believe that war must have its way.
            – William James (1842-1910)

The Q'raj Void Protectorate began as a series of colonies established by peoples from the Middle East regions of Old Earth. The colonists left to escape overcrowding, exhausted lands, and even more exhausting political tensions so old and entrenched that the participants could no more abandon the squabbles than they could recall the original reasons for them.

As the colonies grew, they began to fall into old patterns. The Q'raj are fond of boisterous, vigorous debate and verbal exchange; a common saying has it that where there are two Q'raj, there are three opinions. Colonists who had come from a particular ethnic or language group gravitated to familiar subcultures. More foresighted leaders tried to create incentives for trade with other groups, but by the time these were in place, the early coalitions had already established themselves. The original seven coalitions were The Core (later called the Q'raj Central Core), the Hijaz Caliphate, Kochavi Yisrael, New Canaan Enclave, Osmanli Republic, Palestine Free Triad, and the Quraishi Emirates.

The political entity that would become the Q'raj Void Protectorate began as an agreement among the states granting special privileges to people who left one state to live in another. These incentives included lower taxes, exemption from certain tariffs, and the ability to receive help from more than one diplomatic office. These immigrants or "gers" could hold dual or even multiple citizenships. Eventually, so many people sought and obtained ger status that they outnumbered non-gers. At that point, the office overseeing multiple citizenships simply granted ger status to all members of each of the seven states, making them effectively a single nation for administrative purposes. This was precisely the outcome that the originators of the ger passports had hoped for.

The defense treaty that formed the basis of the Protectorate was not negotiated until a serious outbreak of pirate raids a few years later. It was arranged and implemented with remarkably little friction. The scattered, independent states of Q'raj space became a confederation for mutual defense; in other words, a protectorate. However, each of the member states retains a high degree of autonomy. The primary functions of the Central Government are to administer citizen records, manage a common currency and trade laws, maintain diplomatic relations with other houses, and oversee the defense of the collective states. The member states themselves control all other governmental functions. This makes for a rich diversity of culture among the Protectorate members.

"This is flight leader Napthali...They're all over the place! My God, we've never seen anything like them before, but they're extremely dangerous... my people never had a chance... Local squadrons are destroyed or scattered... Orbital defenses are gone... They will probably begin a direct assault on the planet within the hour... We've gathered a few surviving ships and are moving to re-engage. Tell my mother I died a hero..."

            Intercepted
            radio traffic from
            Biblos local militia
            — Imp 501:31.

This diversity has enriched rather than divided the Q'raj, in part because the Void Protectorate contains no equivalent of earth's Jerusalem. Lacking a central place that was holy to all of the member states, they found that traditional customs of hospitality and of respect for religions of the book have kept religious conflicts within the protectorate to a minimum. There are no religious wars within the Q'raj, although more traditional citizens of Kochari Yisrael and of the Hijaz Caliphate are loudly skeptical about the morale and trustworthiness of their Baalite peers. Since the Hatchling Wars these attitudes have softened considerably, as many within the Q'raj have seen the coming of the grub swarms as the beginning of the final era. This outside evil has encouraged the Q'raj to celebrate common points within their cultures, even as they preserve their rich local traditions.

Prior to the Hatchling War and the fall of the Imperial Core, the Q'raj had few major enemies. The ASP Technocracy had long been distrusted because of their advanced and sometimes alienating technology, even though it provided a huge market for Q'raj raw materials. Unfortunately for merchants on both sides, their governments' mutual distrust meant that the middlemen of the Kashmere Commonwealth were necessary to facilitate the trade in raw materials and finished goods. This distrust has flared into more than just saber-rattling on several occasions, most notably concerning the colony world of Ophelia. Some distance outside Q'raj space proper, this planet contains a rich store of mineral wealth. It has changed hands several times. The last time the Q'raj held the planet was due to a quick and remarkably bloodless campaign waged by General Mustafa Hassan Faisal, a highly decorated veteran pirate hunter who had been charged with winning Ophelia back.

With help from the Draconians, the ASP managed to wrest Ophelia back from the Q'raj in AL 11. It remains a possession of the ASP to this day. Because of the pressure of Colosian and Draconian incursions elsewhere, Central command has been reluctant to commit the resources necessary to retake and hold Ophelia.

This problem has been complicated by the formation of a political coalition composed of Ophelia refugees, along with their families, heirs, and other sympathizers, most of whom have very strong nationalistic feelings. The so-called "Inheritance Party" agitates continually for the return of Ophelia. It has used various methods, including civil disobedience, organized protests, electioneering, and private diplomacy made without the sanction of Q'raj Central. Some extreme members of the Inheritance Party are now calling for the party to raise its own military forces for the liberation of Ophelia. Most Q'raj citizens—and many within the Inheritance Party—consider these extremists to simple-minded fanatics with no grasp of reality. Still, disquieting rumors have begun to surface. There are stories of raids on ASP ships going to and from Ophelia. The raiders are usually in older, unmarked, refited ships striking without warning and vanishing before the ASP ships can respond. Their raids have caused significant damage to ASP commerce and the Technocracy has filed numerous formal protests. The Q'raj government denies any knowledge of or involvement in these raids, and condemns them as an impediment to reaching a peaceful solution to the problem of Ophelia.
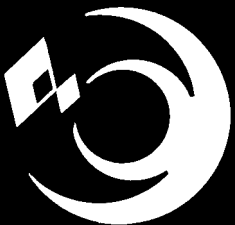
Grub War

Ideas are the great warriors of the world, and a war that has no idea behind it, is simply a brutality.
–James Garfield (1831-1881)

The peoples who founded the Q'raj Void Protectorate brought with them a deep respect for the land they lived on. Back on Old Earth, a homeland was the stuff of centuries-old family lands and ageless covenants. This factor had helped define and challenge the identity of entire nations in fundamental ways. Although the colonists from Earth were attempting to escape the tensions that grew out of these old traditions, they became a strong motivation to defend their relatively new homes when the Night Brood burst upon the Empire.

The first distress calls came from Biblos, with other worlds reporting lighter probing raids. By the time the Q'raj forces arrived, the local defenders had been wiped

out. A holding action by the Grubs engaged the Q'raj fleet at Biblos while other Hatchling battle groups moved on the nearby world of Tyre. The Q'raj shook free of the holding action, but failed to arrive at Tyre in time to try to keep it from falling under Hatchling control. The Grubs from Biblos drew closer, threatening to entrap the Q'raj fleet in a pincer along with the Grubs attacking Tyre. The Q'raj desperately fought to protect Tyre and evacuate refugees who were fleeing in anything that would fly. Hundreds of thousands of refugees were evacuated, but millions more died under the Hatchling onslaught.

The first turn of fortune came near Sidon, where Hatchling forces were weakened, but not destroyed. Giving up on that sector, the Grubs turned toward the populous world of Ras Shamra. Q'raj policy makers were horrified. If Ras Shamra fell, the Grubs would be within easy striking distance of the religious centers of New Mecca and New Jerusalem, and from there they could easily assault the Core.

The Tide Turns

If you live by the sword, you will die by the sword. Be sure your enemies die first.
–Q'raj Credo, origin unknown

Nothing except a battle lost can be half so melancholy as a battle won.
–Wellington (1769-1852)

The Battle of Ras Shamra was one of the fiercest ever fought in Q'raj space. Casualties were heavy on both sides, but in the end the Q'raj won the day. The Grubs made a last half-hearted attempt to re-enter Q'raj space near the Hijazi Caliphate, but were easily turned away.

Q'raj squadrons defeated the Hatchlings with a combination of outstanding ship design, matchless training, and brilliant tactics. Instead of using larger, more powerful ships, the Q'raj traditionally had depended on larger numbers of smaller ships working in coordinated attacks. This gave Q'raj formations the advantages of greater depth, and a larger number of weapons platforms that could be sent to a given region. The research and design facilities at Tzaphon and Medina Secundus emphasized speed and maneuverability in their designs, since prior to the Grubs the enemy consisted of pirates and raiders on commercial or pilgrim convoys, or probing raids by Colosians.

Despite their high speed and maneuverability, the ships designed by the Q'raj were used for convoy protection and escort duty. This meant that when protecting slower, more vulnerable vessels, the fighter groups were frequently overrun or attacked from multiple directions during a dogfight. To increase their ability to fight in such tight quarters, Q'raj fighters used weapon configurations that gave them wider angles of fire than most standard Terran designs. When the Hatchlings deployed drones among Q'raj formations, the Q'raj had an easier time returning fire while working to extricate themselves from drone spreads.

Although resource-rich, many Q'raj worlds did not have the industrial base to extract and process raw materials quickly enough to meet wartime demands. This
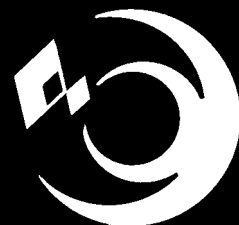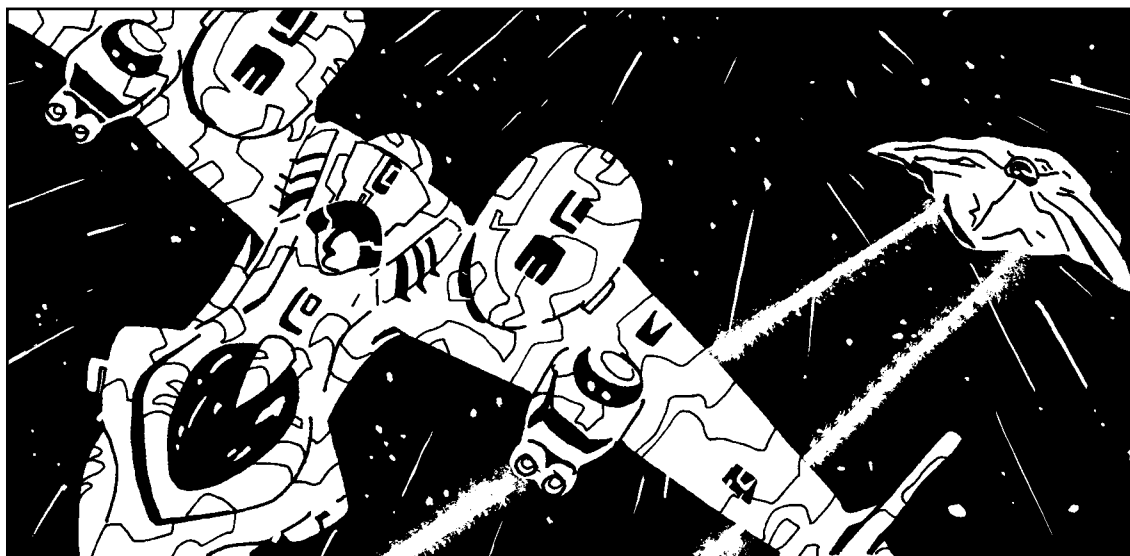
forced them to create a defensive system that required little maintenance and could be ready almost instantly. One part of the solution was to integrate static defense modules and mobile forces at a level of complexity unheard of in other star systems. Early warning satellites and listening posts, armed sentry satellites, and highly sophisticated mines allowed the Q'raj to vector their forces onto invading formations with incredible speed. It also gave the Q'raj solid intelligence on the size and composition of opposing forces, allowing the Protectorate to meet the invaders with precisely the right mix of ships and weapons. Eventually, satellites became as heavily targeted by enemy forces as the fighters who relied on them, but unmanned ships were easy to replace. Q'raj forces also took to deploying decoy satellites to draw enemy fire.

The Grub War was humanity's most desperate hour. The terrific influx of shocked refugees from surrounding systems nearly overwhelmed Q'raj resources, but there was never any question about whether to render assistance. The ancient rules of hospitality dictated that the Q'raj should grant aid even to a blood enemy seeking shelter, and those rules were honored during the Hatchling War. Among the Q'raj, the Hatchling War and its aftermath eventually became known as *Sho'at ha-'Olamim*. The phrase, coined by New Canaan poet Sharon Safed, means "The Holocaust of Worlds."

Post-War Balancing Act

The arrival of the Primates gave the Q'raj an opportunity to learn something of the Promethean races. When the Draconians were introduced into Terran space by House Colos, the Q'raj bided their time while considering when—or if—they should attempt to open diplomatic relations. There was a deep distrust of the "Snakes" as the Q'raj called them, caused in part by what they had heard about them from the Primates. Only one year after the coming of the Draconians, an incident took place that defined the relationship between the Q'raj and the Snakes for the foreseeable future.

In a commercial space lane near Mo'ed Shalom an unusually large flight of pirate vessels attacked and massacred a pilgrim caravan en route to New Mecca. The unprovoked attack sent shock waves raging through the Q'raj Protectorate. An unofficial understanding existed with the major pirate clans operating near Q'raj space. The agreement guaranteed safe passage during the Haj. At worst, pilgrims might be robbed, but they would not be massacred. The pirates knew better. Raids on regular commercial transports were bad enough, but an attack during the Haj prompted calls for the eradication of pirate clans once and for all. Q'raj patrols eventually caught up with several elements of the raiding force on an escape vector leading into Draconian space. After a hard running fight, several of the raiders were captured. The Q'raj discovered that they were all Draconians down to the last surviving crew member. No local pirate elements had been involved. The matter of annihilating the pirates was forgotten—for the moment.

News of the deception caused an even greater uproar. The Q'raj government persuaded several nearby systems to freeze any Draconian assets in their keeping. After a
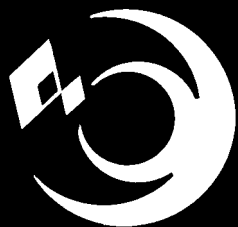
few rounds of saber-rattling, the rhetoric and tensions cooled. It looked as if the whole ugly incident would blow over without open warfare. The Q'raj counterstroke came, eventually, but in a very unexpected way. Had the Draconians been familiar with Terran space and Terran thinking, the Q'raj plot may not have worked. However, it was the last thing the Draconians expected.

The Dinar War

To fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting.

–Sun Tzu (fl. c. B.C. 500)

"War is the conduct of business by other means."
–Sarah Reuben Vinokur,
Q'raj Minister of Finance
Address to the Joint Chiefs, 6 AL

About two months after the massacre rumors began to circulate that the Draconian electronic currency reserve had been hacked by person or persons unknown. According to the most common reports, it was apparently possible to spoof the Draconian monetary computers into creating virtually unlimited amounts of bogus Draconian wealth. The Draconian Gragh dipped slightly on the Galactic Exchange as a result. Officials reassured the financial markets that the Draconian currency was stable and its computers secure. After all, they were built and maintained by the ASP Technocracy. Suddenly, huge amounts of Draconian currency began appearing as if out of nowhere, usually being exchanged for other tender. Assuming the worst, the market panicked, and the price of the Gragh went into a freefall.

In fact, what happened was that vast supplies of Draconian currency secretly accumulated by the Q'raj were dumped at a substantial (though temporary) loss on the Galactic Exchange. Clever propagandists, the Q'raj exploited the Draconian's hubris and the widespread distrust of the ASP Technocracy to give credence to rumors of the Gragh's insecurity.

With the value of Draconian money worth far less than ever before, many foreign part owners in Draconian enterprises took advantage of the down turn to buy out their cash-strapped Draconian partners. This effectively stripped the Draconians of many valuable industrial, informational, and natural resource holdings beyond their local spheres of influence. These holdings turned out to include substantial military assets: ships, spare parts, and technological research carried out under third-party contracts.

Many loan companies who dealt with Draconian interests now demanded immediate and full payment in a harder currency, knowing full well that the Draconian debtors could not comply. Not surprisingly, many banks with large cash and bond holdings in Q'raj currency specified that debts must be paid in Q'raj Protectorate Dinars, which caused its value to skyrocket. Even more Draconian assets were seized in the foreclosures that followed.

Some mercenary units employed by the Draconians went unpaid. Some went so far as to terminate their contracts with the Draconians, leaving the sites they protected wide open to raids by Q'raj units. Others demanded their wages in a more stable currency, usually Protectorate Dinars, which drove the black market price of Protectorate Dinars to nearly five times that of "unlaundered" Dinars. Before the values of the Dinar and the Gragh stablized, wily Q'raj financiers had converted their grossly inflated Dinars into more sedate assets, preserving the windfall.

The Draconians were stunned. As competent as they were in business matters, they had never seriously engaged in this kind of economic warfare, thinking it beneath their superior warrior's code. Their own propaganda machine raged against these cowardly Q'raj who would only fight with balance sheets, mocking honor gained on the field of battle. The campaign had little effect. Their experience with the Q'raj taught them a bitter lesson. The Q'raj, meanwhile, developed or sold their newly-acquired spoils for tidy profits and put the new cash and commodity reserves to work strengthening their defensive infrastructure.

Wherever armies are stationed, briars and thorns grow. Great wars are always followed by famines.

Lao-Tzu
(fl. B.C. 600)
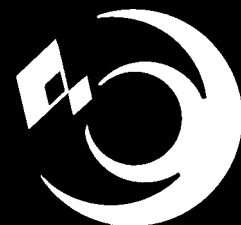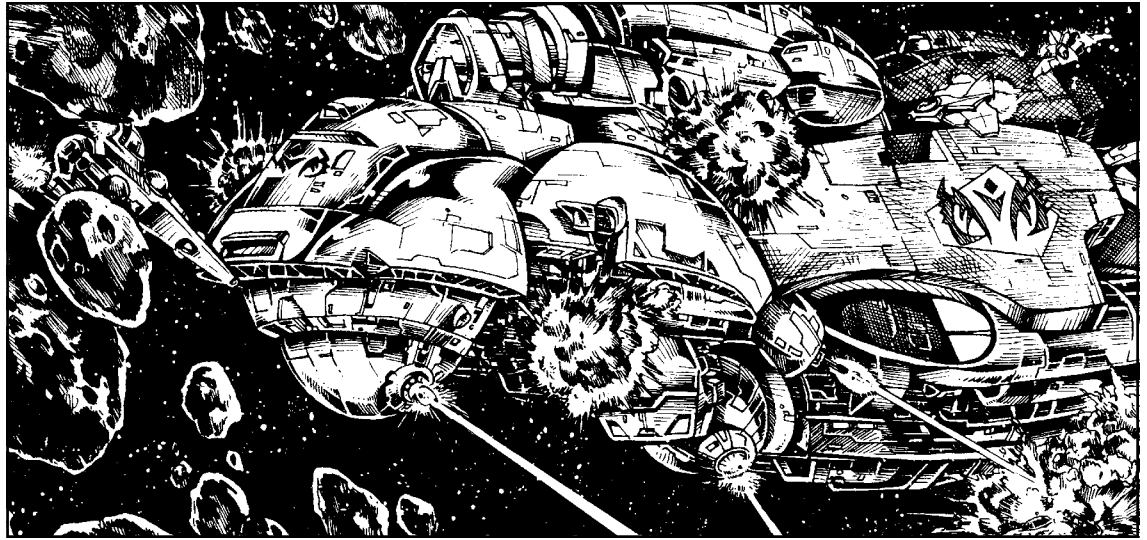
The war was not without its conventional side. Q'raj fighter groups began shadowing, but seldom attacking, civilian and military Draconian convoys. This caused the Draconians to commit more ships to convoy protection in the event that the Q'raj chose to attack. A few such bloated convoys were successfully attacked using mines, but the real damage was done by elite forces which targeted special courier ships carrying currency authorization codes. This thwarted financial consultants' attempts at fiscal damage control for far-flung Draconian intersts. Media installations were also hit, making it difficult for the Snakes to reply to the lashing they received from the Protectorate's Office of Information and Psychological Warfare.

Endgame

It is always easy to begin a war, but very difficult to stop one, since its beginning and end are not under the control of the same man. Anyone, even a coward, can commence a war, but it can be brought to an end only with the consent of the victors.
—Sallust (B.C. 86-34)

In the final days of the war, the spiritual leader of the Q'raj cabinet, Sufi Ali Ahmed Alghazali, took a special leave from the parliamentary session. He took some of his personal staff and journeyed to the nearby world of Yamm Suf in the Sphirot cluster, one of the few Q'raj worlds with an ocean. By the shore of a crashing surf made crimson by the setting suns, he pronounced a solemn curse on the Draconian Snakes for the period of seven waves.

The following day a large Draconian military column lurking suspiciously close to Q'raj space was surprised and annihilated at the Battle of Ibn-Ezra. The one-sidedness of this victory and the hot anger of the Q'raj people over the violation of the Haj hardened their opinion that the Draconians were irredeemably evil and cursed. Draconian howls of diplomatic protest were mostly ignored. In response, Q'raj religious leaders invoked the very ancient and obscure doctrine of *Taqiyya*. According to *Taqiyya*, when threatened by the menace of nonbelievers, a believer could be dispensed from fulfilling certain religious or traditional obligations. The Q'raj invoked *Taqiyya* to decree that no Draconian would be allowed to enter Q'raj space, not even as a refugee.

The Q'raj unilaterally broke off their attacks and provocations of Draconian ships, declaring the conflict resolved. The Draconians did not press a counter-campaign, being weakened economically and secretly grateful for the reprieve. The fact that the Q'raj seemed to have such complete control over the Draconians that they could unilaterally dictate the end of the conflict without a formal armistice or surrender had tremendous propaganda value, which boosted both Q'raj military prestige and the value of the Dinar. To this day tensions between the Draconians and the Q'raj Void Protectorate remain high.

Political Information

House Colos

It has been said that the Q'raj Void Protectorate must contain some of the most intelligent humans in all of Terran space, because they are able to exist with House Colos as neighbors. That said, relations are far from neighborly.

The association of House Colos with the Draconians, whom the Colosians introduced to humanity, would be enough to merit the ire of the Q'raj. The failed attempts made by House Colos to seize the mining resources in the Coridian system further estranged the two houses. Following the Colosian defeat, the Q'raj only worsened relations by humiliating the captured Colosian fleet commander, Dornar Filmarian. He was returned to his government wearing chains, but no pants. The fact that this handover was televised live across the Protectorate, where it was picked up and rebroadcast by GNN (Galactic News Network), only added fuel to the fire. The broadcast was especially popular in the Unkulunkulu Archipelago, were it is rerun occasionally.

The area surrounding Coridian is still considered a "hot zone" where long-range patrols mounted by House Colos appear regularly. Q'raj pilots are under standing orders to engage on sight, when tactically feasible, any and all Colosian ships operating in or near Q'raj space.

House Tokugawa

The Q'raj Void Protectorate and House Tokugawa share an interest in finding peaceful solutions to intragalactic disputes whenever possible. To that end, both have highly experienced and sophisticated diplomatic corps. They have worked together on many occasions both to avert wars and to develop relations with houses who needed a trustworthy third party. A notable recent, and failed, joint project was the attempt to avert the conflict now known as the Karelian War.

Except on the diplomatic front, little contact takes place between these houses, except for a modest amount of trade in both raw materials and finished goods, and frequent exchanges of military attachés and advisors.

Kashmere Commonwealth

As the largest single commercial entity in known space, the Kashmere Commonwealth counts the Q'raj Void Protectorate as one of its most important suppliers of raw materials. The Q'raj have relied on the Commonwealth to provide a ready market and a steady supply of cash. On the whole, the arrangement has been good for both.

There have been significant disagreements, however. When the Prometheans arrived in Terran space, the Q'raj found much to like in the Primates, but came to despise the Draconians. There was some diplomatic tension over this, as the Kashmeri saw the Draconians as a large potential market. For the most part, this tension rarely became a serious issue, except during the Dinar War.

Being astute economists, the Kashmeri realized early on that the Q'raj were actually orchestrating the disasters that stung the Draconian economy. Diplomatic shuttles rushed from Kashmere to the Q'raj Core to try to persuade them to stop injuring a potentially lucrative market. They pointed out that Q'raj profits were indirectly tied to the sale of finished goods that the Kashmeri sold on Draconian markets. Their pleas fell on deaf ears. The Q'raj held up all Kashmeri freighters departing for Kashmere space for three days on a pretext, while they sent a special diplomatic courier to the Commonwealth headquarters on New Venus. The message was simple. This was solely a matter between the Q'raj and the Snakes. Intervene and Kashmere risked a significant reduction in raw material shipments.

Unwilling to injure diplomatic or economic relations over what was clearly a temporary inconvenience, the Commonwealth complied. Some independent operatives from the Commonwealth are also rumored to have acquired substantial Draconian assets during the debacle, which they later sold back to the Draconians...at a profit, of course.
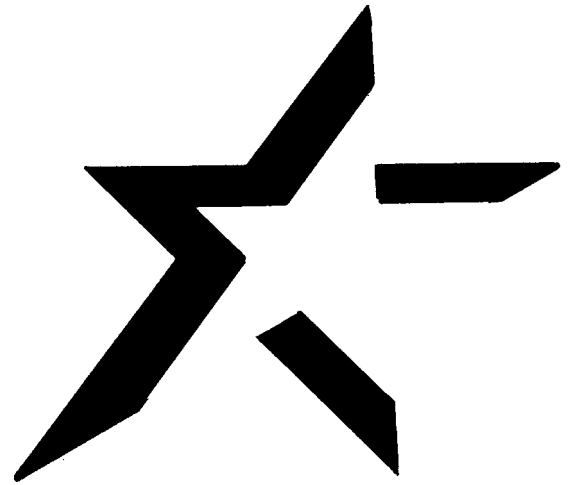
House Red Star

During the years when humans founded the colonies that eventually became the QVP, they relied heavily on the ecological consultants and terraforming specialists of House Red Star. Relations have been cordial for as long as the Protectorate has been in existence. When the seven original states announced the formation of the Protectorate, House Red Star was the first to recognize the new government, and the first to open diplomatic relations.

House Red Star and the QVP consulted closely following the arrival of the Primates as they both tried to make a decision whether or not to ally themselves with them. Currently, House Red Star is seeking to secure some additional terraforming contracts from the QVP, as many of the Protectorate's planets are only marginally habitable. At present, however, too many of the Protectorate's resources are earmarked for the military. Some Q'raj officials desire a peaceful settlement with the ASP Technocracy so resources could be reallocated for additional terraforming of existing Q'raj worlds.
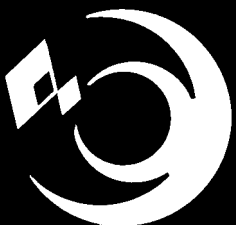
Hibernia Freehold

The love of the arts and sharp-minded scholarship is a tradition among the Q'raj going back uncounted centuries. These same activities are held in high regard by the Hibernians. Relations between the two houses are friendly, especially since the Hatchling War. Because the war took such a heavy toll on the Hibernian economy, little funding has been available for the arts and intellectual pursuits so dear to Hibernean hearts. To ease the situation several wealthy Q'raj families, from the Hijaz Caliphate and the Osmanli Republic have sponsored cultural exchanges. Through this arrangement Hibernian artists, writers, musicians, intellectuals, and scientists have traveled to the QVP on cultural exchange missions. Q'raj teams have also traveled to Hibernia to lend much-needed assistance in rebuilding the Hibernian infrastructure and economy.

Hibernians who return after their time abroad bring home sharpened skills to help rebuild their beloved educational system, still regarded as one of the best. Both sides have also benefitted from mutual arrangements between the Q'raj intelligence community and the widely-respected Hibernian Intelligence Agency. Q'raj contacts with HIA gave them advance information on the Primate race before they actually appeared in Terran space. This, plus the efforts of Q'raj analysts, helped Q'raj government officials quickly decide to open diplomatic relations with the Primates.

Like the Q'raj, the Hibernians have a strong sense of justice and bristle at incidents of oppression or intolerance. This has won them widespread admiration throughout the QVP. As the Hibernian military continues to rebuild, Q'raj forces are negotiating joint exercises with what they consider to be a powerful potential ally. The QVP has already developed a strong trading partnership with the Hibernians, including the purchase of some significant military hardware.
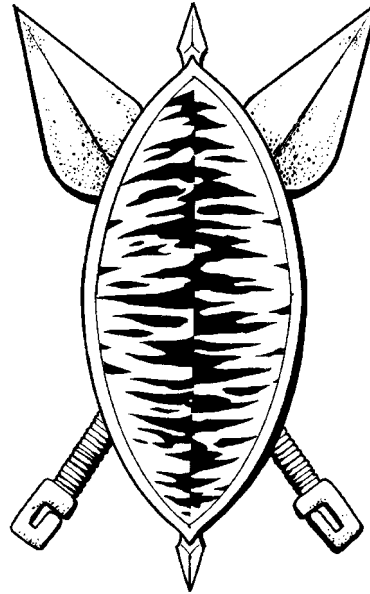
Yoka-Shan Warworld

Relations with Yoka-Shan have been friendly, especially among members of the Q'raj military. A large number of Q'raj officers have gone on special exchange programs to the Warworld, where they have won the respect of the Warworlders. The fact that many of the ancestors of both the Q'raj and the Yoka-Shan come from the old Earth continent of Africa has created common ground for several small agreements. These were mostly in the area of joint exercises, technology exchanges, joint research projects, convoy protection contracts, and some special direct purchases of strategic raw materials from Protectorate worlds.

Aside from convoy duties, Yoka-Shan and Q'raj military personnel have been on the same battlefield only once. This was shortly after the *Lotta Svard* fiasco. Units from both houses hunted down and destroyed the Luches 666th squadron for what was almost universally condemned as an inexcusable war crime.
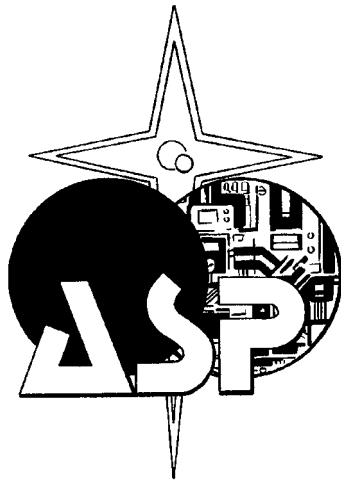
ASP Technocracy

Relations with the ASP Technocracy can be fairly described as a "love-hate" relationship. The ASP obsession with self-improvement through cybernetic implants and drugs is an object of ridicule among the Q'raj, who refer to ASPers as "Lemons" because they are "always going back into the shop." A popular joke has it that ASP citizens need their implants in order to maintain the level of arrogance and social depravity mandated by their government. Otherwise, the joke continues, they might develop a civilized society. That said, the Technocracy is recognized as having outstanding technical infrastructure and expertise. If their assets were united with the vast raw materials of the Q'raj, it could be the birth of a new industrial empire. Unfortunately, circumstances have not permitted this relationship to develop.

The ASP is tied to an uncomfortable trade relationship with the Kashmere Commonwealth, which is responsible for bringing it most of its raw materials and finding markets for ASP products. Rumor has it that the Kashmeri help maintain this market by acting as secret *agent provocateurs* in ASP/Q'raj politics. Since many of those raw materials originate in the Q'raj Protectorate, commercial interests on both sides would rather cut out the middleman and trade directly. To some degree, this already happens in the form of an small, if active, smuggling network. The problem is that the government cannot regulate the shipment of some items like ASP psychotropic substances, and neither side can levy tariffs on this trade. Secretly, both houses would prefer to deal more openly. The Q'raj

are interested in rumors that the ASP has developed a way of "cleansing" clutch-worlds using a new viral weapon, which the Q'raj would like to use to reclaim their former worlds of Biblos and Tyre.

So far, this has not happened for several reasons. The primary reason is a string of border incidents, mostly minor, and a few more serious. The most notable incident concerns the planet Ophelia, a world outside of the Protectorate proper. This world has changed hands four time so far, and is presently a possession of the ASP. The Q'raj Inheritance Party, a political movement composed of former inhabitants of Ophelia displaced by the ASP, continues to agitate for the return of Ophelia by any means possible. This is something that the ASP is not likely to allow without a military confrontation. Another barrier to more open relations is the ASP alliance with the Draconians. The Draconians have occasionally acted as agents of chaos, threatened to withhold technological assistance, and generally prevented the ASP from establishing more formal relations. Needless to say, these factors complicate the prospect of peaceful relations.

Data Sphere

Following the Grub War, the Data Sphere went to considerable lengths to lend aid to human survivors faced with the burden of rebuilding their worlds. One of the beneficiaries was the Q'raj Void Protectorate. Data Sphere AIs assisted the Q'raj in analyzing the beam weapons of the Grubs using sensor logs, battlefield reports, tests conducted on parts of damaged Terran ships, and a few captured Grub vessels. Although the joint effort was not successful in reproducing the

weapon, the information obtained from these studies proved instrumental in the development of the sub-molecular shock-front weapons which are now standard on most Q'raj combat ships. Rumor has it that the Q'raj have also used both Data Sphere technology and android advisors to develop their intelligence-gathering capabilities on houses they consider hostile.

The coming of the Prometheans has complicated relations with Data Sphere, since they are allied with the Draconians, and the Primates deeply distrust the androids. For this reason, relations with Data Sphere are carried out on an "as needed" basis. Data Sphere is willing to forego the diplomatic warm-up that usually precedes diplomatic ventures between organics, and smoothes those relations once they are established. This arrangement also allows the Q'raj to claim—officially—that they do not have "formal, ongoing diplomatic relations with Data Sphere," an important point of protocol when dealing with other houses who are more suspicious of the android civilization.

Sigurd Archdiocese

Facing the harsh realities of life on desolate worlds is something the Q'raj and the Sigurds have in common. Both houses know the value of discipline in the face of a crisis, and understand the need for self-sacrifice. Both have active religious communities. Given these common understandings, one would think that relations between them would be friendlier.

Sigurd missionaries were active in the Q'raj Void Protectorate between AL 2 and AL 4. While they preached, they attracted some attention from the established native religions. A few public debates and lectures were held in which the Sigurds could explain their beliefs and compare them with the traditional Q'raj theologies. This was a source of some bemusement to many Q'raj, seeing such an all-or-nothing sect in contrast to belief systems with subtle and complex theologies developed over thousands of years. One commentator sniffed that a large hammer was an appropriate symbol for the Sigurd's brand of religion because it so perfectly represented what she called "its cataclysmic subtlety."

The issue of the Prometheans created a diplomatic crisis when the Q'raj opened diplomatic relations with the Primates. Those few Q'raj who had joined the Church of Odin responded with acts of terrorism. In response, the Q'raj government revoked all Sigurd missionary visas. No missionaries have been back since. The terrorist actions have continued, most are the responsibility of the Vídaar, an Odinist terror group. Their attacks are savage, disruptive, and have succeeded in alienating all Q'raj citizens, including most of the local Odinites. They have also indirectly led to some incidents between the respective armed forces. Vídaar activities have been declining lately due to the lack of popular support and the arrest and conviction of several prominent members of the Vídaar.

Additional Historical Note: The Dinar War presented a dilemma for the Sigurd Archdiocese; while they detested the Q'raj alliance with the Beastmen, they admired the way in which the Q'raj handled the Lizards. The question of whether or not to offer military assistance was debated, then settled when Sigurd leader Günter Guttman declared that no aid would be lent to fence-sitters. However, rumor has it that after the Dinar War, a third party carried an unofficial token of congratulations from the Sigurd government to the members of the Q'raj Central Cabinet and Joint Chiefs: each received a finely crafted pair of Draconian skin boots.

The rumor has never been confirmed.
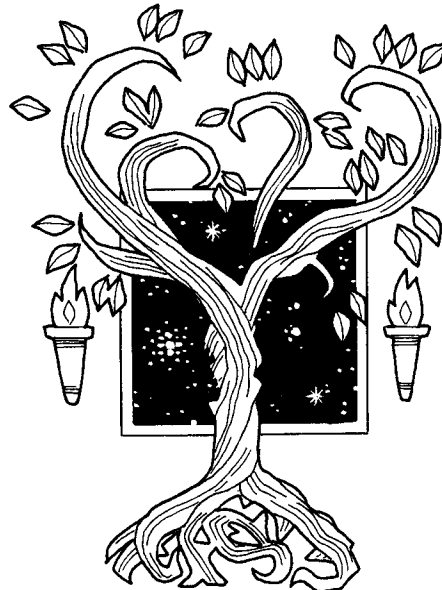
"Market share proceeds from the barrel of a gun."

Sarah Reuben Vinokur
Q'raj Minister of
Finance, 6 AL
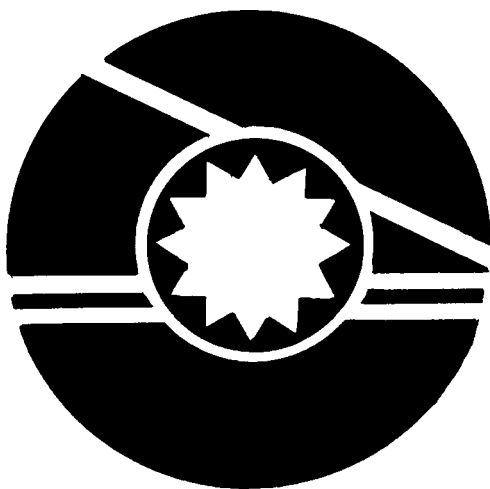
Unkulunkulu Archipelago

This house is of little interest to the Q'raj except as a market for their goods, and a playground for the wealthier members of Q'raj society. Although fond of their home worlds, the Q'raj are not fond of desolation for its own sake.

For that reason, the opportunity to enjoy the hospitable climate of the Paradise Worlds is something many Q'raj try to take at least once in their lives. A trip to the Archipelago is sometimes called "the other pilgrimage." The Archipelago's citizens regard the straight-laced, serious Q'raj tourists with some amusement, especially after they begin to loosen up and enjoy themselves.

Luches Utopia

Totalitarian governments are generally held in contempt by the Q'raj as the product of unimaginative politics. Luches citizens are known among the Q'raj as "Fascist oxen," a reference to the explosive collars or yokes worn by all Luches military personnel. The Luches Utopia, striving to work past the stigma of its origins as a prison world, has failed to impress the Q'raj government. Formal diplomatic relations do not exist, although there have been occasional contacts in the past.

The main source of tension between the two houses are due to the events of the Karelian War, a conflict in which the Q'raj and the Utopia found themselves supporting opposite sides. A dispute arose between Karelia, a small group of mining colonies, and the Galban Autocracy. The Q'raj Void Protectorate and House Tokugawa offered the combined expertise of their diplomatic corps to bring the dispute to a peaceful conclusion. It soon became clear that the dispute was merely a pretext for a Galban conquest, and the Protectorate diplomats went home.

During the war, the Q'raj supplied the Karelians with both military supplies and humanitarian aid, saving the lives of many refugees and non-combatants. When the Galbans suffered a string of costly and embarrassing defeats, they asked the Luches Utopia for assistance and received several elite Luches combat groups to bolster their otherwise lackluster fleet.

During one infamous action, the Luches 666th squadron attacked and destroyed the *Lotta Svard*. This ship was a passenger liner being used by the Q'raj Red Crescent agency under a humanitarian flag of truce to move more than 1,000 Karelian children away from a war zone. Also aboard was Jamal Rashemi, a Red Crescent official and the son of an important Hijazi emir, who died pleading with the Luches pilots for the lives of the ship's passengers. Shortly thereafter, the 666th was destroyed in a special, if somewhat impromptu, joint operation involving the Q'raj 775th Recon Squadron ("The Assassins") and the Yoka-Shan 221st Squadron "The King's Messengers."

The Utopia has never attempted a serious incursion into Q'raj interests, although Q'raj intelligence has been ordered to increase the number of assets directed at the Utopia.
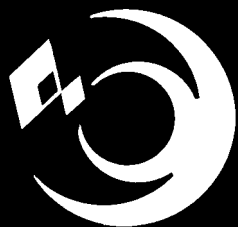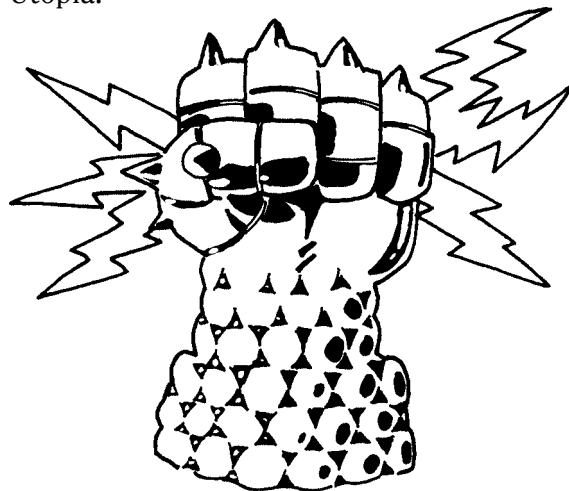
The Prometheans

When the Primates first made contact with humanity, many houses were uncertain about to how to receive them. The QVP was no exception at first, but government officials wished to make their decision quickly, hoping to secure greater benefits should diplomatic relations be deemed advisable. A considerable body of information was already on file, thanks to an information exchange with the Hibernia Intelligence Agency, but this information had not been thoroughly analyzed. Q'raj consultants and scientists were givern one month and as many resources as necessary to answer a single question: "Are the Primates a threat to our interests?" Communications were established, and the Q'raj diplomatic corps and intelligence community spent thousands of hours reviewing Primate records, and questioning Primate representatives about their past, their class system, and their experiences with other races. A final report was written and placed on the desks of the central Cabinet members. The answer to the question from the various experts was a unanimous and resounding "maybe."

In the end, it was Q'raj tradition that decided the response. Q'raj officials were able to confirm enough of what the Primates claimed to establish that they were, in fact, refugees from a hostile power.

Whether the Draconians were the hostile power in question was less important for the moment.

Near the end of AL 4 the Parliament released a declaration granting all Primates long-term refugee status until they could be settled on more permanent colonies. The tradition of hospitality and granting refuge to those who were displaced took precedence over the legitimacy of their alleged grievances. Although many Primates passed through the systems of the QVP, most of them ended up settling elsewhere. Still, each of the seven component states has a small population of Primate citizens. One windfall from this act of mercy was that Q'raj intelligence workers were able to obtain massive amounts of information on the Draconians before they actually arrived in Terran space. What little the Primates had said initially was enough to worry Q'raj central. Vast research files were assembled in case the Draconians came in search of their erstwhile slaves. The cultural, military, and generic psychological profiles built up by the Q'raj proved priceless during the planning and execution of the economic and propaganda offensives of the Dinar War.

Because of the success of the cooperative efforts between Primates and the Q'raj, the relations between the two groups are strong and fruitful. The Q'raj find the class system of the Primates eccentric, even distasteful. But the discipline and sense of purpose resulting from that class system—not to mention their technical knowledge—makes it easier to overlook.
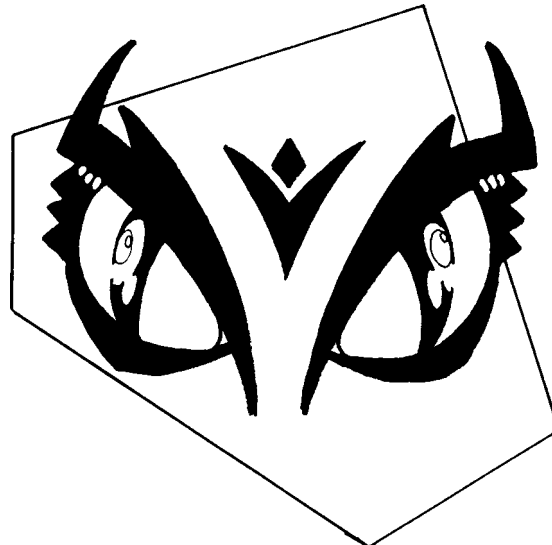
"Let their reptile skins feel the heat of righteous wrath. Let insects devour them. Let them be clothed with leprosy, May they be shunned by all who Encounter them. May the hammer of the Righteous Crush their heads! May their tongues turn to dust in the Fire of the desert. May flies be their companions, Carrion birds their associates. May their corpses rot unburied, Their shades forever drift between the stars Without hope, without respite from grief, Forever without rest..."

From the "Serpent's Curse" by Sufi Ali Ahmed Alghazali

Q'raj Military Technology

Many of the technical advances that fuel the Q'raj military machine are refinements of existing technologies. This is particularly true of advances in manufacturing and material science made since the Grub War. This relatively new industrial base allows the Q'raj to produce larger numbers of fighters and make better use of strategic materials. In the area of weaponry, the most notable Q'raj development is the so-called "Proton Arc." It is an attempt by the Q'raj military research facilities to duplicate the energy weapons used by the Hatchlings. Although this clearly was not successful, a weapon was produced that has both advantages and drawbacks. The Proton Arc has a decent range, but its ability to inflict damage is highly erratic. When it scores a solid hit, it can eviscerate its target. On the other hand, an equally strong hit can do little more than tickle the armor plating. Nevertheless, this weapon has found its way onto most Q'raj fighters.

This weapon is available in three variants. The light version is called a Khanjar, a heavier variant is known as a Sayf ad-Din. Finally, a warhound-class weapon known as the "Evil Eye" has recently been developed for the new Megafortress QVP class corvettes and other QVP warhound refits.

Khanjar

Construction Cost:

Slots:	3
Points:	5

Attack Dice: 2D8 + ADB

Damage: Low x 1D4*

* No multiplier is applied on triples or Low doubles.

Range:

Short	1-3
Med.:	4-8
Long:	9-10

Example: *If Bruce rolls 8, 7, 7, while firing a Khanjar damage would be 14, not 14 x 1D4. If he had rolled 8, 8, 7, he would have done 7 x 1D4 in damage.*

Sayf ad-Din

Construction Cost:

Slots:	8
Points:	9

Attack Dice: 2D8 + ADB

Damage: Medium x 1D4*

* No multiplier is applied on triples or Medium doubles.

Speed restriction: Drive ≤ 14

Range:

Short:	1-6
Med.:	7-13
Long:	14-16

Example: *If Bruce rolls 8, 8, 7, while firing a Khanjar damage would be 16, not 16 x 1D4. If he had rolled 8, 7, 7, he would have done 8 x 1D4 in damage.*

Evil Eye

Construction Cost:

Slots:	30
Points:	30

Attack Dice: 2D10 + ADB

Damage: All x 1D4

Range:

Short:	1-8
Med.:	9-19
Long:	20-25

Firing Arc: Expanded Keel Front. The firing arc is a single row to the front as per Keel Front, plus one hex on either side, for a three-hex alley 25 hexes long.
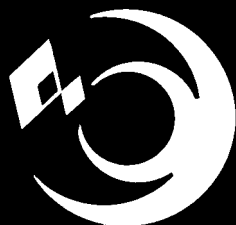
The Q'raj Warhound Fleet

To be prepared for war is one of the most effectual means of preserving peace.

 –George Washington (1732-1799)

After the fall of the Terran Empire, all of the major powers tried to acquire the drifting hulks of the Imperial battlewagons that had succumbed to the Grubs. Some of these fell into the hands of the Q'raj, where they were welcomed, albeit reluctantly. The Q'raj Space Corps analysts reasoned that if they had not been able to stop the Grubs before, they would be useless should the Grubs return. Eventually, a report to the Q'raj Joint Chiefs concluded that these ships could be made viable only with extensive refitting. The problem was that most shipping facilities were commercial; few Q'raj ports had facilities for refitting a military vessel the size of a warhound, except for the secret construction berths at the Antipodes complex in the Gabriel system, so the refit program proceeded slowly.

Two years before the fall of the Imperial Core, the Q'raj government began the secret construction of six new Saladin-class escort carriers that would serve as mobile bases, long-range convoy escorts, and deep space border patrol ships. The ships' designs used cutting edge technology, some of it stolen, and explored some radical concepts in warhound configuration. Cost estimates were hideously high, but they went ahead even though construction was halted from time to time due to cost overruns.

The ships were near completion when the crisis caused by the fall of the Empire diverted the resources originally allocated to finish the warhounds. The Q'raj had directed the project from the Office of Special Projects Initiative (OSPI), which was heavily damaged in a Grub raid. Key personnel were lost, and the project languished, nearly forgotten under its official blanket of secrecy. The ships were rediscovered by a deep patrol squadron that made an unscheduled planetfall at the abandoned shipyards and discovered the massive ships still in their orbital construction berths. The recent gouging of the Draconians gave the Q'raj the funds not only to finish the ships, but to include significant upgrades with technology that had not been available when the fearsome giants were first begun.

A good fighter pilot, like a good boxer, should have a knockout punch... You will find one attack you prefer to all others. Work on it till you can do it to perfection... then use it whenever possible.

Captain Rede Tilley
USAAF, WW-II.
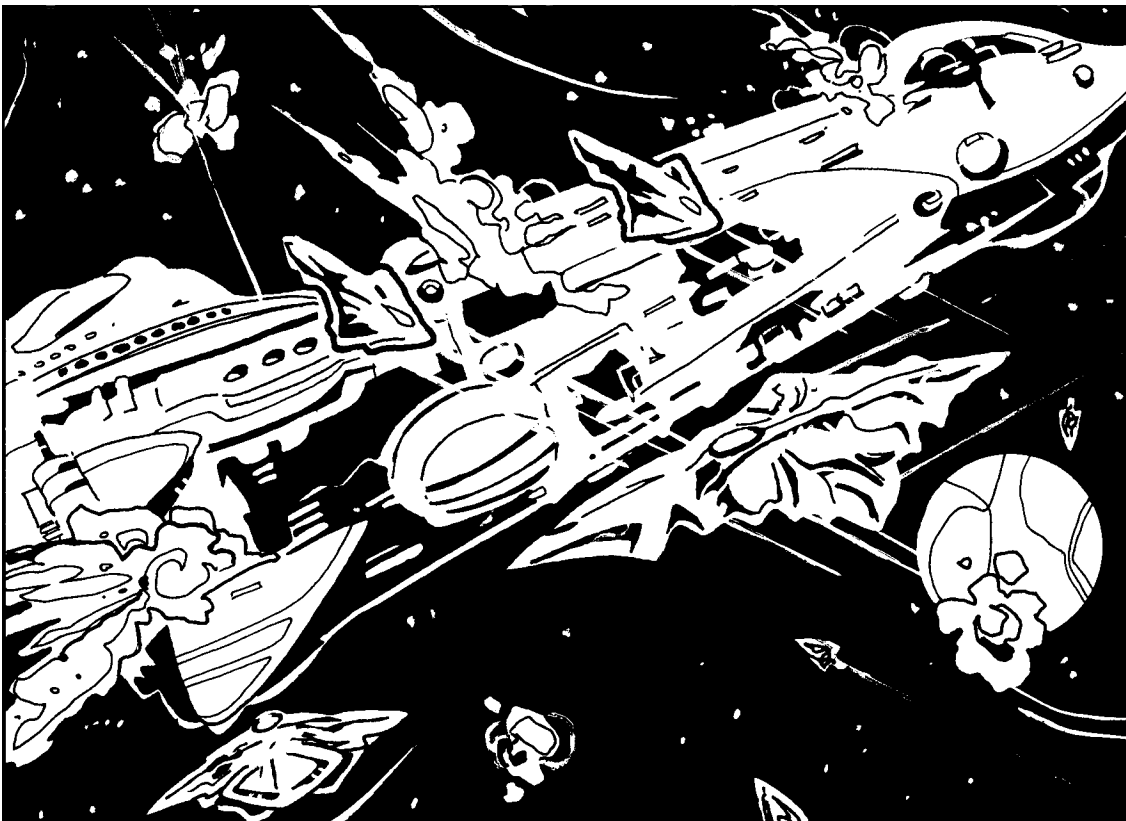
Timeline

Imp 0—Terran Star Empire is founded.

Imp 301—First colonies founded in what would become Q'raj space.

Imp 371—Ger treaties signed. Ger passports become available to people wishing to move to another state.

Imp 374—Mutual defense pact formed among original seven states to counter pirate activity.

Imp 387—Ger passport status extended to all members of the seven original states, effectively uniting them under a single administration.

Imp 398—Formal declaration of the Q'raj Void Protectorate as an independent entity. Application submitted for vassal status under the Imperium. The declaration is recognized and sanctioned by the Imperial Court.

Imp 476—First Terran encounter with the Night Brood in the Tau Albriton Sector.

Imp 477—Imperial Fleet defeats the first Hatchling invasion.

Imp 478—Imperial Civil War begins.

Imp 500—Hatchlings return to Terran space. Beginning of the Terran-Hatchling War.

Imp 504—Official end of the Imperial Civil War.

Imp 506—Q'raj military begins construction of six warhounds.

Imp 508—Invasion of Imperial Core by Night Brood.

Imp 510—Old Earth taken by Grubs. Fall of the Empire.

0 AL (Imp 511)—Terran-Hatchling war ends in a stalemate.

2 AL—Sigurd Archdioceses sends missionaries to Q'raj worlds.

4 AL—House Devon returns to Terran space. Shortly thereafter the Primates arrive.

4 AL—Q'raj retakes colony world of Ophelia from ASP.

4 AL—Q'raj government revokes missionary visas of Sigurd missionaries and bans Church of Odin from proselytizing in Q'raj space.

5 AL—House Colos introduces the Draconians into Terran space.

5 AL—Q'raj rediscover their nearly-completed fleet of six Saladin class warhounds in construction berths around Gabriel. Work on the warships resumes.

6 AL—Draconian massacre of pilgrim convoy at Mo'ed Shalom provokes the so-called "Dinar War" between the Q'raj and the Draconians.

7 AL—Founding of the Universal Night Watch, an anti-Grub military coalition. Q'raj Void Protectorate becomes one of the earliest members.

11 AL—Using Draconian technology and aid, ASP seizes Ophelia in a bloody surprise attack.

12 AL—"Coridian Crisis." Colosian incursion is repelled at 'Ebn Zahavah.

12 AL—Official formation of "Inheritance Party," which wins several seats in the Q'raj Parliament.

14 AL—Reports surface of unidentified raiders attacking ASP interests near Ophelia.
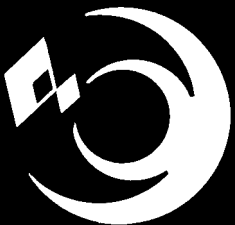
Worlds of the Q'raj

The seven independent colonial governments that formed the basis of the Q'raj Void Protectorate were all established at roughly the same time. Many of the planets that were settled were not fully terraformed, so most of these became "outpost" planets almost entirely dedicated to the extraction of mineral wealth. The population of an outpost world is seldom more than 500,000 people. Those worlds that were more completely terraformed became centers for administration, finance, culture, research, and defense.

The clusters and planetary systems that became the QVP attracted attention from others besides the original colonists. Raiders tried their best to disrupt shipping between the small independent states and their customers, particularly the Kashmere Commonwealth. Life was further complicated by seven competing currencies and sets of import and export laws. It soon became clear that it would be better for all if the smaller governments could merge into a single entity. This proved harder than anticipated. An *ad hoc* mutual defense pact was implemented with little difficulty. Each state provided units and support. Military command and control were centralized. Communications, combat training, and squadron composition were also standardized to smooth out battlefield coordination and make the best use of shared experience and resources. Special defense research facilities were set up on New Jerusalem, Quraishi Secundus, and Gabriel. The military understood the problems and the solutions involved in mutual defense. Internecine posturing would accomplish nothing, and the pressure of raiding parties had

to be relieved. Gradually the situation improved, but this created a sense of complacency on the part of civilian negotiators working to create a unifying umbrella government.

The statesmen and politicians proved less tractable to practicalities. Despite the success of the "ger" passport in creating a common citizenship status, the development of a common currency took another ten years. Although the location and advanced terraforming of the Core made it the obvious choice for a central government, a great deal of time was wasted in grandstanding and political maneuvering before the Core was finally established as the "capital." Political observers dryly observed that this bickering was precisely the kind of nonsense most of the colonists had hoped to leave behind on Earth. However, to their credit, although the mini-states argued loudly and sometimes angrily, they never came to blows.

To make matters worse, pirates, rival house spies, and other agents of chaos continued trying to play one state off against another. As plot after plot came to light, the many political parties began to understand what the defense community had figured out long ago: the common enemies were reason enough to unite. Finally a research team from a Hebron economic think tank published a report estimating how much money had been lost in trade and management inefficiency for every year the final unification had been delayed. The numbers showed such a tremendous loss of efficiency that the process of unification proceeded more quickly.

Superior pilots can make up for inferior numbers. Therefore, strive to acquire superior numbers of superior pilots.

Commander Isachar Levy "Strategic Priorities for the Next Decade," Annual Report to the Joint Chiefs (declassified 5 AL).

Note: *The Kuduru pulsar lies in the part of Q'raj space that is closest to the galactic plane. Numbers beside each system are the number of light years "north" of the Kuduru pulsar, which is used as a navigational beacon by Q'raj ships.*

Q'raj Void Protectorate Space

◄ 59 LY

9 ◄ **Colosian Empire**

19 • Biblos   **1**

2   18 • Tyre   17

15 •   • Sidon

Kurnugia Black Hole

Kochavi Yisrael

• Ibn-Ezra

3 • Ras Shamra

14

New Canaan Enclave

• The Sfriot

12   16   **6**

• Coridian   Mo'ed Shalom

15 •

11 • New Jerusalem   11 • Ugailu Black Hole

Hijaz Caliphate   10 • Tzaphon   **7**

9

• New Mecca

8 • Hijaz   **Q'raj Central Core**

• Medina   • Bath Shebah

8   9   • • Fatimah

• • • Khadijah   • Ibn-Batuta

• 10   Cluster

• Mical   **4**

Osmanli Republic

8 • Omar   **New Palestine**   5

Free Triad   • Gabriel   6 • Osman

12   6 • Abu Bakr

5 • Ali

4 • Medina Secundus   2 • Gaza   **5**   4 • Gates of
Solomon

1 • Hebron

Quraishi Emirates

•

8   **Imperial Core** ▼   **ASP Technocracy** ➤

▼ 17 LY

Planets of the Q'raj Void Protectorate: Catalogue

The following is a listing of the inhabited systems of the Q'raj Void Protectorate, subdivided by the original colonial states. Each star system is rendered as a graphic. The stars are labeled according to spectral class (A-S), relative temperature (0-9), and stellar type (i-v). Stellar types are as follows: i = Supergiant, ii = Bright, iii = Giant, iv = Sub-giant, and v = Main sequence star.

The names of outpost systems that support small mining populations but are not otherwise habitable are labeled with an asterisk (*).

Planetary orbits are shown in order from closest to to furthest from the system's star. They are labeled as follows according to type:

- ● – A planet with a mantle of rock. Surface biosphere varies from habitable to non-existent.

- ● – A gas giant, usually a planetary mass of various gasses that are not quite massive enough to form a star.

- ⁑ – Asteroid belt. This is an area of fragmented, unconsolidated debris. It may be material that never became part of a planet, or fragments of a moon or planetoid torn apart by the gravity of a larger body.

Q'raj Central Core

The Core consists of a loose cluster of several stars, approximately a third of which have habitable planets. Because of their proximity to each other, these planets were among the first to be terra-formed and are now the home of the Q'raj Central Government. They support populations of several billion each. The four planets are centers of commerce, banking, culture and the arts. Many of the relics of Old Earth that came with the original colonists found their way to the museums and libraries of the Core. Because of a land-use policy crafted with help from House Red Star ecological consultants, agriculture and the use of organic resources proceed along a cycle that is more or less self-sustaining. Unlike most of the other member states, the Core has few mining worlds.

System: Khadijah
Habitable Worlds: Khadijah IV
Resource Worlds: None.
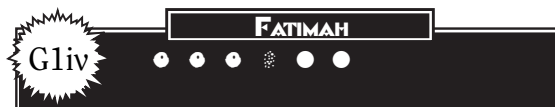
System: Fatimah
Habitable Worlds: Fatimah II
Resource Worlds: Belt IV

System: Michal
Habitable Worlds: Michal III
Resource Worlds: Belt II

System: Bath-Sheba
Habitable Worlds: Bath-Sheba III
Resource Worlds: None.

In the final analysis, you have one and only one weapon. It is the first, best, and last weapon in any conflict. It's the one between your ears.

Commander
Yael Marev
Jounal of Tactical Science Letters
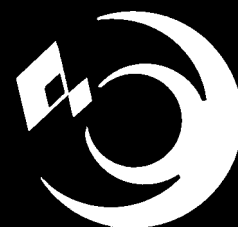
Kochavi Yisrael

Settled primarily by Jewish colonists, Kochavi Yisrael is now a thriving commercial and scientific center. The research and development centers on New Jerusalem are famous for their technical innovations and ship designs. New Jerusalem is also the spiritual center of this mini-state, welcoming hundreds of thousands of pilgrims each year.

The Sfirot are a cluster of ten stars of spectral classes F-M surrounded by many small planetoids and asteroid fields. The cluster's complex gravity fields made it difficult for larger planets to form. This suits the mining engineers, however, because it is easier to explore and mine a small asteroid than a whole planet.

NEW JERUSALEM

K2v

System: New Jerusalem

Habitable Worlds: New Jerusalem II

Resource Worlds: Belt III, IV.

TZAPHON

G4iii

System: Tzaphon

Habitable Worlds: Har-'El (IV)

Resource Worlds: Belt II, Tzaphon III.

IBN-EZRA

F1v
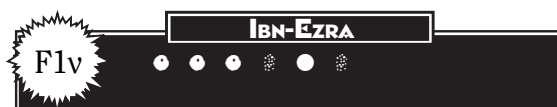
System: Ibn-Ezra

Habitable Worlds: Ibn-Ezra II

Resource Worlds: Ibn-Ezra III, Belt IV, Belt VI.

THE SFIROT

M-Rv

System: The Sfirot*

Habitable Worlds: None.

Resource Worlds: Various. Mixture of small planetoids and several asteroid fields.

MO'ED SHALOM

G6v
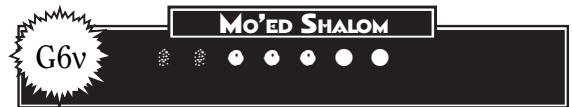
System: Mo'ed Shalom*

Habitable Worlds: None.

Resource Worlds: Belt I, II, Mo'ed Shalom V.

New Palestine Free Triad

Although the New Palestine Free Triad contains the smallest number of worlds of the Q'raj territories, it contains one of the most valuable. Gabriel is home to a mining outpost that employs some 570,000 workers. Probably the richest strategic mineral world in the entire Protectorate, Gabriel orbits its sun in such a way that the same side of the planet always faces the sun. The mining colonies themselves are largely underground, restricted to the narrow meridian or "twilight belt" that marks the transition from the day-side to the night-side.

Less well-known, even to most of the inhabitants of Gabriel, is the existence of an orbital military complex in geosynchronous orbit over the dark side. This installation is code-named Antipodes. It is charged with the construction and testing of new ship and weapon designs. Antipodes is actually several stations, including materials processing stations, manufacturing facilities, and six orbital construction docks capable of accommodating warhound-class vessels. It was here that the first Q'raj warhound fleet of six Saladin class escort carriers was begun and eventually completed after the Hatchling War.

GAZA

G4v

System: Gaza

Habitable Worlds: Gaza III

Resource Worlds: Gaza III, Belt II, IV.

G3iv · HEBRON

System: Hebron

Habitable Worlds: Hebron V

Resource Worlds: Belt I, Hebron III, Hebron V.
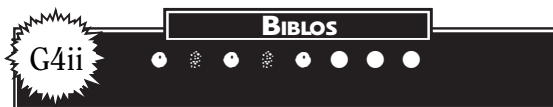
G6ii · GABRIEL

System: Gabriel*

Habitable Worlds: None.

Resource Worlds: Gabriel III.
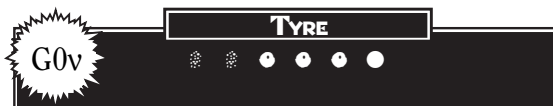
New Canaan Enclave

The Ba'alist Revival Movement began on Earth as a way to rekindle some of the religious vigor associated with the older polytheistic religions of the ancient Levant. The early death of the founder of the movement, Anat Salamah, left the already unpopular movement demoralized and in disarray. Finding themselves unwelcome on their homeworld, most of the Revivalists went to the stars and founded the New Canaan Enclave where they could practice their religion in peace. Unique among Q'raj citizens for their polytheistic beliefs, the citizens of the Enclave are considered odd and eccentric. The New Canaan Enclave also had the dubious distinction of being the first Protectorate state to feel the wrath of the Night Brood. Two planet, Biblos and Tyre, fell to the Hatchling onslaught and have not been repopulated. Later, at Sidon and Ras Shamra, the Q'raj succeeded in holding the line against the alien menace and gradually forced them to detour around Q'raj space. It is no surprise that some of the Protectorate's most expert and innovative Grub-busting units originated at or were trained in the New Canaan Enclave. The Coridian system was ceded to the New Canaan Enclave to help compensate them for their losses as well as their valor. It became in its turn the site of a pivotal, though less costly, conflict with House Colos.

G4ii · BIBLOS

System: Biblos (Hatchling casualty)

Habitable Worlds: None. Former colony was on Biblos III.

Resource Worlds: Belt II, IV, Biblos III.

G0v · TYRE

System: Tyre (Hatchling casualty)

Habitable Worlds: None. Former colony was on Tyre III.

Resource Worlds: Belt II, Tyre III, Tyre VI (Gaseous Isomel mining)

G7v · SIDON

System: Sidon

Habitable Worlds: Sidon V

Resource Worlds: Sidon III, V.

F6v · RAS SHAMRA

System: Ras Shamra

Habitable Worlds: Kothar wa-Hasis (III)

Resource Worlds: Kothar wa-Hasis (III), Belt IV, V.

K6v · CORIDIAN

System: Coridian*

Habitable Worlds: None.

Resource Worlds: Belt I, II, Cordian (III), Belt IV, V.

Osmanli Republic

The Osmanli Republic was settled by peoples who were largely of Turkic extraction, along with many other groups from Central Asia. For ships entering the QVP, the Osmanli Republic represents the gateway to the rest of the Protectorate. One remarkable natural feature of the Republic is the Kuduru Pulsar, named for the boundary stones used on Earth in ancient times to mark territories. The Kuduru marks that part of the Q'raj closest to the Imperial Core. The pulsar also makes a convenient natural beacon. Ships from all over the area use it as a navigational aid. Because of their proximity to Kuduru, the port worlds of Osman and Gates of Solomon are the busiest in all of Q'raj space. Ships call from many worlds, but by far the majority come from the Kashmere Commonwealth. It is an indication of the importance the Kashmeris place on these ports that their Consular Office is located on Osman, and not on one of the Q'raj Core worlds.

Most of the Osmanli mineral wealth comes from the small worlds of the Ibn-Batuta cluster. Like the Sfirot, this cluster of about a dozen stars contains large numbers of rich asteroid fields and a few small planetoids. The constantly shifting gravity caused by the star's orbits in the cluster means that the bodies in one asteroid belt may be part of another next month. This makes the orderly administration of mining rights a peculiar challenge. Only four small planetoids have been given designations other than survey numbers: Alpha, Beta, Gamma, and Delta. Little more than very large rocks, they are big enough to support extensive underground processing facilities and living quarters for workers in this sector. The total human population for the Ibn-Batuta sector is about 800,000.
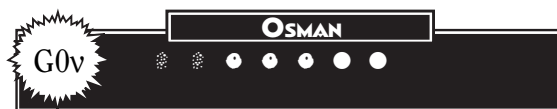
System: Osman
Habitable Worlds: Sophia (III).
Resource Worlds: Belt II.

System: Gates of Solomon
Habitable Worlds: Jachin (III), Boaz (IV).
Resource Worlds: Belt I.

System: Ibn-Batuta Cluster*
Habitable Worlds: None.
Resource Worlds: Alpha*, Beta*, Gamma*, Delta*.
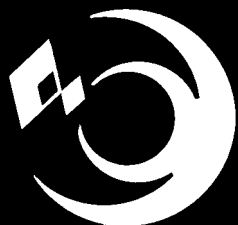
Hijaz Caliphate

One of the many groups of colonists which first entered the Q'raj sector was a fleet of ramshackle ships filled with religious pilgrims. They sought not only to escape the infighting of Earth, but to leave behind the consumerism and materialism they believed had corrupted both the biological and spiritual ecology. The worlds they found lay outside the current shipping lanes, they had no mining reserves sufficient for off world export, and were only marginally habitable. In a word, they were perfect. The pilgrims named the area after the region in the Arabian Peninsula where Islam began. They established many small retreats, communes, and religious centers. They supplemented their modest living with light manufacturing and specialized handicrafts. These art objects became very much sought after by chic dealers seeking "real" art demanded by collectors, especially among the off-world corporate elite.

There was some concern among the Hijaz that their art, which was created as a religious exercise, should feed materialistic ends. Some claimed that what happened to the fruits of their labor was beyond their control once it left their hands, and arguing about it meant participating in yet another materialistic squabble. The matter was settled by the falling of a 200 kilogram meteorite near the capital city on New Mecca on the last day of the holy month of Ramadan. The event took place during a council which was disputing the question of marketing Hijazi art off-world. Some speculated that this meteor was a sign of divine favor. When the meteorite was excavated from its crater, it was found to be almost completely composed of iron and nickel. More interesting, however, was the shape. To an imaginative eye, the stone looked like a small sleeping child, curled into a tight fetal position. Rumors of several miraculous healings caused by contact with the stone—now nicknamed "Fire Child"— made New Mecca a major pilgrimage site almost overnight. One participant in the debate, sculptor Awele Akindele, argued that if the Creator could engage in sculpture, so could the Creator's creatures. This argument ultimately carried the day, much to the relief of the art dealers.

Today, the nearby worlds of Hijaz and Medina operate thriving tourist trades, yet still maintain special facilities for those who wish to enjoy the simple, contemplative life. Other less savory seekers come to experience the strange visions found in underground drug dens. There the region's officially disapproved mystical and ecstatic fringe element use smuggled (and outlawed) ASP narcotics and psychotropic agents to search for "ultimate reality."
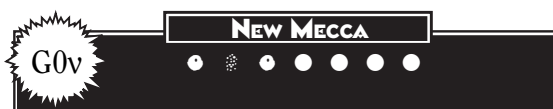
System: New Mecca
Habitable Worlds: Mecca (I)
Resource Worlds: Mecca.

System: Medina
Habitable Worlds: Medina I
Resource Worlds: Belt III.

System: Hijaz
Habitable Worlds: Hijaz II
Resource Worlds: Hijaz II, Belt IV, Hijaz V (Deuterium, Tritium)

Tutene? Atque cuius exercitus?

Anonymous
Roman Diplomat

Quraishi Emirates

This mini-state is in fact a collective of small family entrepreneurial empires founded with the wealth they brought from Earth. Banking and arbitrage are the principle "industries" of this sector. Financial experts from the Emirates, working in covert cooperation with independent operatives from the Kashmere Commonwealth and other interested parties, masterminded the attacks against the Draconian financial infrastructure in the Dinar War. The Quraishis' wealth is such that the richest families have taken on the trappings of royalty and aristocracy. This pretentiousness is a source of amusement in other parts of the Protectorate.

Quraishi citizens live in a society that is wealthy enough to provide a wide range of social programs and a small living stipend to all citizens. Because of the Emirates' generous social policies, many aspiring artists, writers, and independent scientists come here and find that they can live—sparsely—on their government stipend and devote themselves almost entirely to their work. For this reason, Quraishi resident status is not easy to get and is much-coveted. The Quraishi Emirates also boast some of the most outstanding cultural and scientific resources in the Protectorate, chief among them the fabulous Omar Museum with its vast art holdings. There are also extensive libraries, theaters and concert halls.

The local ruling families have also gone to the expense of raising, training, and equipping several private squadrons. In theory they are part of the Q'raj defense infrastructure, but the loyalty of these units is a matter of debate, since they have sometimes put Emirate interests above those of the Protectorate. The defense research facilities on Medina Secundus help maintain goodwill with their excellent cadre of scientists and engineers, whose willingness to work with other Q'raj research teams is well-known and highly respected.

System: Abu Bakr
Habitable Worlds: Al Kalif (III)
Resource Worlds: None.

System: Omar
Habitable Worlds: Omar IV
Resource Worlds: Belt II.

System: Ali
Habitable Worlds: Ali I
Resource Worlds: Belt II, III.

System: Medina Secundus*
Habitable Worlds: None.
Resource Worlds: Medina Secundus III, Belt IV, V.
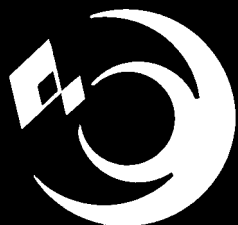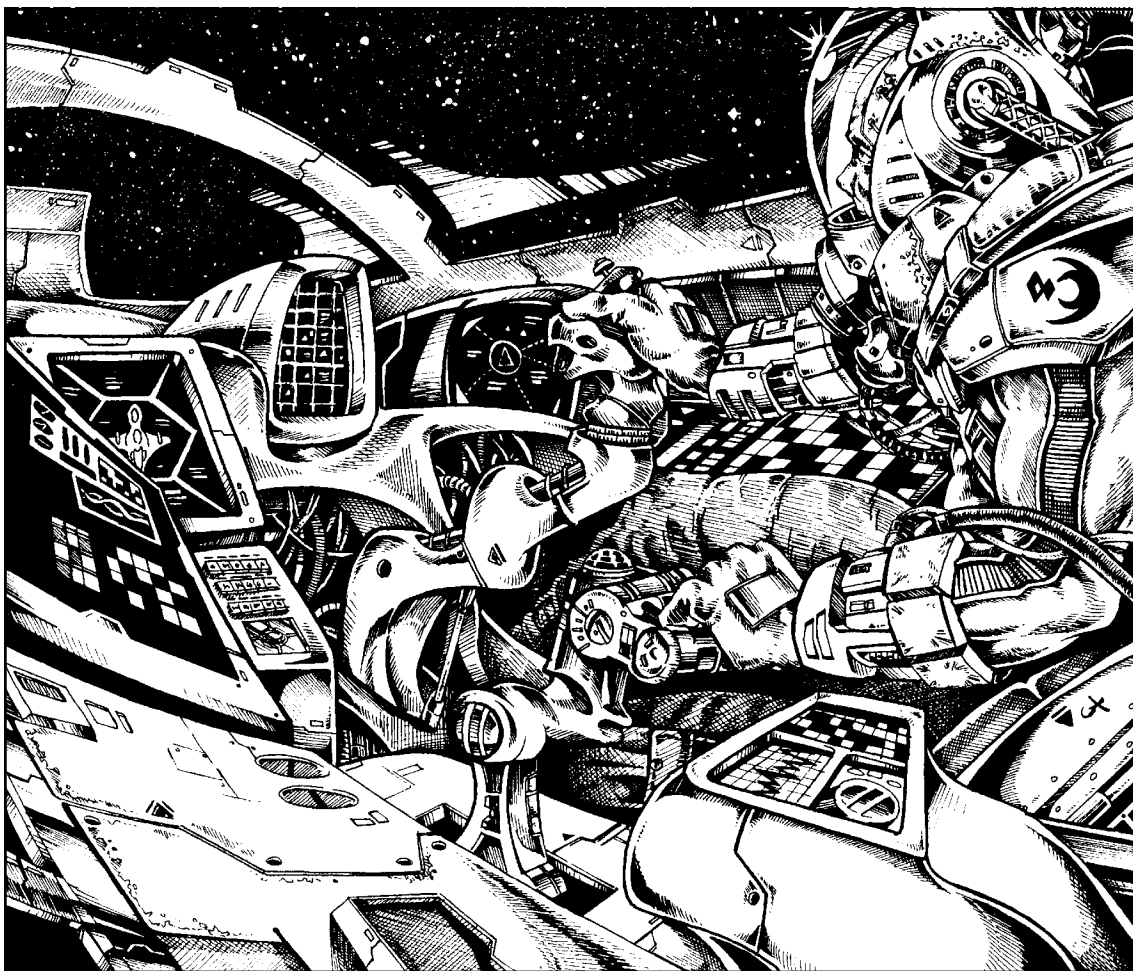
The Q'raj Fighter Service

Armament is an important factor in war, but not the decisive factor... Man, not material, forms the decisive factor.

Mao Tse-tung (1893-1976)

Q'raj Military Philosophy

The success of the Q'raj Fighter Service, and the Q'raj Space Corps in general rests on two general principles. The first can be summed up in single word: training. Q'raj pilots must complete one of the most grueling training regimens in Terran space. It combines both physical and mental conditioning with long practice in group exercises until even Q'raj pilots who have never flown together before can improvise and work like an old, seasoned crew. The path from raw recruit to front-line pilot takes a very long time; the average age for graduate fighter pilots posted to their first front line assignment is 33. While some believe that it is not a good idea to rely on pilots who may not have the reflexes of a 21 year old, the extra experience, practice, and maturity more than compensate for this. As one Q'raj instructor put it, a fast, coordinated kid simply makes a fatal error more efficiently.

The second secret to success is tactical excellence. The Q'raj Military College sends instructors and observers to military academies, archives, and trouble spots all over the galaxy to learn, to ask questions, and to exchange information. Instruction at the College includes a full curriculum of readings of all the great military thinkers and strategists. Classic texts like Sun Tzu, Sun Pin, Hart, Jomini, Miamoto Musashi, Klauswitz, Mahan, Van Creuveld, Fibble,
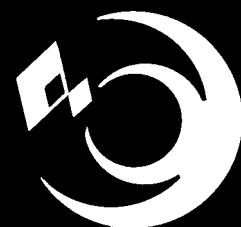
and many others are not just required reading, but required understanding. This, plus a heavy emphasis on sophisticated wargames and simulation exercises, produces pilots and crews with outstanding battle skills.

The Q'raj Order of Battle

Q'raj units fall into roughly four categories: carrier groups, planetary defense militias, border units, and special operations.

The main line forces are the carrier groups with two Saladin class carriers each. Each Saladin carries eight Shedu medium fighters. The carriers are supported by Megafortress QVP assault corvettes, usually two to three Megafortresses for each Saladin, although sometimes the Mega-fortresses work without the carriers, strictly as assault ships. Each carrier group also has one carrier reserve unit, and one or two auxiliary units based at planets along the areas under the carrier group's protection. These line units are under the direct command of the Central Core.

Planetary defense militias vary widely in composition and organization. Most are part of the Q'raj Space Corps proper, some are privately raised units. Most of these forces use fighters and gunboats, although a few still use older warhounds. These local units are concerned with protecting local shipping lanes and countering pirate activity. Most of them answer to the authority of the Central Command in the event of a system-wide emergency.

The border patrol units include both deep patrol ships and static units such as satellites, outposts, and minefields. Their task is the protection of shipping and keeping an eye on the frontier areas. Reconnaissance is also a high priority for these units.

Finally, the Special Operations forces consist of elite specialist squadrons for missions that fall outside the capabilities of regular line units. Relying on a few core units such as the Assassins, SpecOps also covers formations that are created on an *ad hoc* basis for very specific tasks.

One practice of Q'raj military organization that has caused some confusion to its enemies is the use of unit nomenclature. Units are often referred to as "Squadrons" or "Groups" or "Wings" whether their unit strength normally merits such a designation or not. This is done to confuse any foreign power who is trying to keep tabs on the strength of Q'raj units. Other units are typically formed at a particular planet or system, but because of differing personnel needs the composition of these units is quite varied.

Although Core Central has the last word on where the "local" units are deployed in wartime, most of them serve in or near the state where they were originally raised. This gives them a better feel for the territory they are sworn to protect. Privately raised units, such as those maintained by the Quraishi Emirates and the Osmanli Republic, in theory are obligated to join Core forces and answer to Core-designated commanders in the event of a major emergency. In practice the loyalty of these forces is debatable.

The Core planetary system has no front line warhounds based there. Instead, it has a home guard consisting of several squadrons, plus reserve and auxiliary units and a few older warhounds used as orbiting planetary defense platforms. This is done on the assumption that the time to stop invading ships is well before they reach the Core. Any ships that make it that far will be battered enough to be easily taken down.

The following catalogue is not a comprehensive listing of the Q'raj Order of Battle (which is classified). It details units of the 3rd Carrier Group, and several other better-known units of the Q'raj Space Corps.
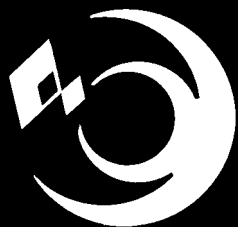
3rd Carrier Group

Assignment:
Kochavi Yisrael and
Osmanli Republic

Commander: Eldon Theoharris

Assets:

2x Saladin class escort carriers

1015th Carrier Strike Wing

17th Fast Strike Squadron

5x Megafortress
QVP assault corvettes

461st Superiority Squadron
(Reserve)

75th Light Fighter Regiment
(Auxiliary)

1620th Anti-Shipping Task Force
(Auxiliary)

42nd Gunboat Company
(Auxiliary)

Red Seraphim

1015TH CARRIER STRIKE WING

"Vengeance is mine"

Stationed aboard the escort carrier *Suleyman*.

Squadron Leader:
Ruth Midbar (Plt 10, Gnr 10)

Assets: 8x Shedu

During a pirate raid, the 1015th was taken by surprise and sustained the loss of three ships, with two more that had to be scrapped after they were recovered. The Red Seraphim vowed that they would never allow themselves to be caught unawares again. Going against the recommendations of Group Command, the remaining pilots had themselves fitted with custom implants acquired at great expense from the ASP Technocracy. The implants not only increased their coordination and reaction times, but allowed them to be directly linked to the sensor and weapon control systems of their ships. The interface even allowed pilots and copilots to share the link, giving the flight crews of the 1015th a decisive advantage. Now these modifications are considered "unofficially mandatory" for new flight crew members who join the unit.

Once they got used to their implants, the Red Seraphim became the terror of the pirate clans. The subclan responsible for the deaths of their fellow pilots has been all but wiped out after special attention the 1015th has paid to it.

Force is never more operative than when it is known to exist but is not brandished.

Mahan (1840-1914)
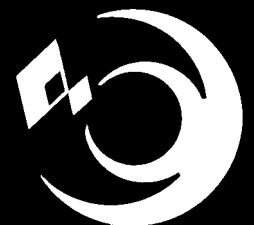
Marev's Misfits

17th Fast Strike Squadron

Stationed aboard the escort carrier *Maccabeus*.

Squadron Leader:
Lorin Eisenmann (Plt 10, Gnr 10)

Assets: 8x Shedu

This unit was created by Commander Yael Marev who used a very unusual psychological and academic profile to recruit her pilots. She actively sought personnel who were extremely creative not only in the conventional sense, but actually perceived reality differently without being pathological. Her aim was to build a unit that would fight well and, above all, innovatively. Usually this innovation produces stellar results. Other times it does not. Either way, the result is thought-provoking for one reason or another, and combat reports generated by this unit receive closer scrutiny than most. Several have even been published and debated in the prestigious *Journal of Tactical Science Letters*. Several members of the unit have gone on special exchange programs to Yoka-Shan where they are well-regarded. A popular joke has it that Q'raj Central Command tolerates this unit on one of its prized Saladin class warhounds largely for entertainment value. Sometimes this is more than jest. The 17th not only has the only all-pilot string quartet in the Q'raj Fighter Service, but they actually turn a profit from the sale of their recordings.
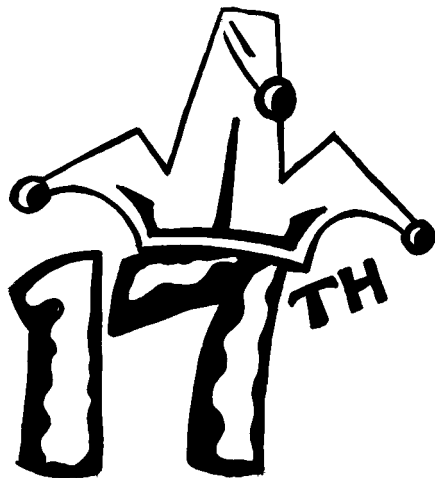
Yawm al-Din

461st Superiority Wing
Carrier Reserve Unit

Larger than most reserve units, Yawm al-Din ("Judgment Day") has the responsibility for a large tract of space. The 461st is usually spread out over four or five bases at any given time. This unit got its name because of its performance in the last days of the Dinar War. Following the pronouncement of the "Serpent's Curse" by Cabinet member Sufi Ali Ahmed Alghazali, the 461st was the first unit to encounter the Draconian force that was annihilated at the Battle of Ibn-Ezra. Fortunately for the 461st, this was one of the few times when most of the unit was in the same place. Using their superior speed, they managed to position themselves between the Draconians and Draconian home space, trapping them. While the Draconians battered themselves against the 461st, several other Q'raj units swooped in and completed the destruction of the Draconian force.

Squadron Summary

Din Squadron

Squadron Leader:
Peter Van Daan (Plt 10, Gnr 9)

Assets: 12x Mujahadeen

Mishpat Squadron

Squadron Leader:
Yizkor Yerushalmi (Plt 9, Gnr 10)

Assets: 12x Djinn

Chukah Squadron:

Squadron Leader:
Salmo Rashul (Plt 9, Gnr 9)

Assets: 12x Shedu

Larabi's Locusts

75th Light Fighter Regiment
Auxiliary Unit

Squadron Leader (acting):
Mirimar Lasky (Plt 9, Gnr 8)

Assets: 20x Jambiya

When the Grubs began their onslaught against the Q'raj Void Protectorate, the 75th rushed to the front lines along with every warship the Q'raj could muster. However, it did not acquit itself well. Abandoning the team tactics and combined arms doctrine that he had been drilled into them, their commander Capt. Ross Larabi, ordered a direct frontal assault against a strong contingent of Bugs without waiting for sufficient support craft. The result was the loss of seventeen ships and eighteen pilots, including Capt. Larabi. The remaining ships were too badly mauled to continue fighting. A fellow officer who witnessed the debacle wrote in his report that the 75th charged their enemies "like locusts into a firestorm."

After the 75th was rebuilt they took the name "Larabi's Locusts" as a reminder against rash actions in the field, but this ill-starred unit frequently suffers what most would consider just plain old bad luck. Grim, dogged, and determined, the 75th is not known for producing a lot of retirees from the Q'raj Fighter Service.
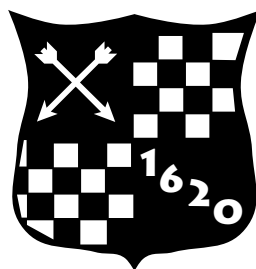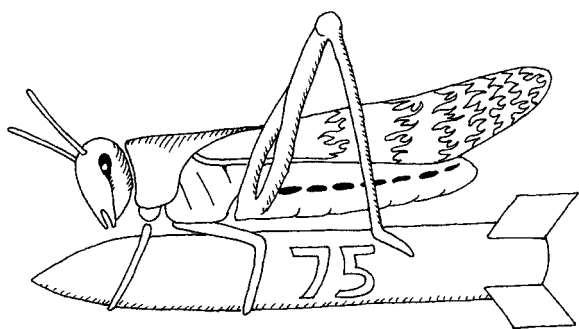
Red Corsairs

1620th Anti-Shipping Task Force
Auxiliary Unit

The composition of the 1620th is the result of a tactical experiment, one that some critics say escaped from the laboratory a little too soon. The theory was to create a force that could attack shipping from a wide band of gunnery ranges. This would spread out return fire and limit the effectiveness of enemy units without a large variety of weapons.

The outcome of this experiment has been decidedly mixed. Critics have rationalized the successes of the 1620th by pointing to their large numbers. Although, their combined arms approach gained them some dubious victories in the early weeks of the Hatchling War; the Red Corsairs were only slightly less savaged by the Grubs than other groups consisting of light single-seat fighters.

Squadron Summary

Alpha Squadron

Squadron Leader:
Bayazid Salizar (Plt 8, Gnr 9)

Assets: 10x Blizzard

Beta Squadron

Squadron Leader:
Muawiah Ibn Wazir (Plt 9, Gnr 9)

Assets: 10x Kosmos II

Gamma Squadron

Squadron Leader:
Sheik Hassan (Plt 9, Gnr 8)

Assets: 10x Talon QVP

Delta Squadron

Squadron Leader:
Mohammed Khutba (Plt 8, Gnr 9)

Assets: 12x Chupacabra

The man who makes no mistakes does not usually make anything.

E.J. Phelps
(1922-1900)
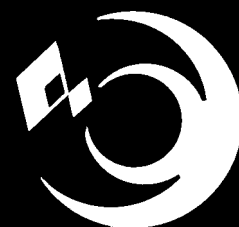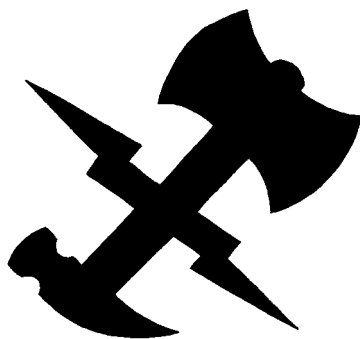
Ba'al's Hammer

42ND GUNBOAT COMPANY
AUXILIARY UNIT

The 42nd distinguished itself in the Grub conflict at the Battle of Sidon, the first successful Q'raj defense against a Hatchling invasion. Carefully waiting for their opportunity, members of Ba'al's Hammer destroyed several large Grub ships that had become separated from their fighter escorts. By the time the Grub fighters arrived, several Q'raj fighter units had also arrived to finish what the 42nd had started. The Grubs got the message and gave Sidon a wide berth.

After the battle, the 42nd was assigned to the defense of Sidon as a reward for its valor. Although it was not part of its orders, the 42nd conducted raids on Hatchling reinforcement convoys on their way to their rendezvous near Ras Shamra. Some analysts credit the 42nd with disrupting the flow of reinforcements enough to give the Terrans a badly-needed edge in their desperate fight to save that world.

Squadron Summary

AXEHEAD SQUADRON

Squadron Leader:
Mira Abu Talib (Plt 10, Gnr 9)
Assets: 6x Nemesis

HAMMER SQUADRON

Squadron Leader:
Batutu Bar Abraham (Plt 9, Gnr 9)
Assets: 6x Lilith

THUNDERBOLT SQUADRON

Squadron Leader:
Mufti Amir Ibn Mahdi (Plt 10, Gnr 10)
Assets: 10x Black Widow

Q'raj Core Home Guard

The units listed here are approximately equal in quality to the best of the Carrier Group units. They are selected not only for their skill, but for their unwavering devotion to the protection of the home system. Other planetary defense militias are usually not as polished or as well equipped as the Home Guard. Because the mission of the Home Guard is almost entirely restricted to the defense of the central systems, these units usually fight as a single group and are not broken down into component squadrons except in very unusual *ad hoc* situations. The 91st and 511th seldom operate outside the system except in dire circumstances. This has happened three times in recent memory; the pursuit of the raiders following the massacre at Mo'ed Shalom, the Grub War, and the Battle of 'Ebn Zahavah at the close of the Coridian Crisis.

The Home Guard forms the inner layer of a two-tiered defense. The outer layer is composed of the auxiliary units designed to harass and slow an intruder long enough for the Guard units to vector in and finish the job.

91ST HOME GUARD REGIMENT

Commander:
Ibrahim al-Jihad (Plt 10, Gnr 10)
Assets: 16x Djinn
16x Shedu
16x Mujahadeen
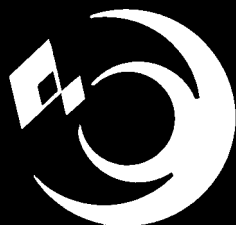
511_{th}

511TH HOME GUARD REGIMENT

Commander:

Benjamin Muhyil-Din (Plt 10, Gnr 9)

Assets: 16x Mujahadeen

18x Teal Hawk II

16x Shedu

Both of these squadrons are based on and around Bath Sheba in the Central Core. Some of the fighters operate from the ground, and a few from orbit. Three Aosho carriers serve as orbiting defense platforms and hold the Teal Hawk IIs belonging to the 511st.

Unlike many other planetary defense militias, these are not "weekend warriors." They are drawn mostly from the ranks of serving line personnel and train constantly and almost exclusively in the Core system. Once in a while these and other Home Guard units play as "aggressor" squadrons in exercises intended to sharpen the skills of other planetary militias. They usually give these units a rough time, but the War College instruction cadre that accompanies these units has a well-deserved reputation for pointing out mistakes made during exercises and turning them into solid learning experiences.

Border Patrol Units

The pilots and crews of the border units must develop complex and sophisticated methods for dealing with boredom. Long patrols and platform duty can be tedious, and giving in to the tedium means a weakened state of readiness. On the other hand, border units also require their leaders to take the initiative when they are faced with a rapidly evolving situation far from Central Command. This kind of independence is a welcome trait among border unit commanders. Some strong-minded officers who chafe under hierarchical command structure actually thrive on the frontiers, away from Space Corps bureaucracies.

Gatekeepers

4901ST BORDER PATROL

Commander: Yirmisekiz Efendi

Assets:

4x Epping QVP Minelayer

2x Stingray QVP Minelayer

2x Masada Type 1 Platform

2x Masada Type 2 Platform
Each Masada Type 2 Platform carries 1 Black Widow QVP Minelayer fighter.

4x Golan Platform

2x Wasp's Nest Type 1 Platform
Each Wasp's Nest Type 2 carries 2 Black Widow or 2 Djinn fighters.

6x Wasp's Nest Type 2 Platform
Each Wasp's Nest Type 2 carries 2 Shedu and 2 Teal Hawk II fighters.

4x Wasp's Nest Type 3 Platform
Each Wasp's Nest Type 3 carries 10 Jambiya fighters

6x Takanah Platform

8x Sentry QVP

16x Shomer Sha'ar Satellites

8x Ba'al Mapteach Satellites

5x Whisper Platforms

4x Wakazashi Platforms
Each Wakazashi carries 2 Talon QVP fighters
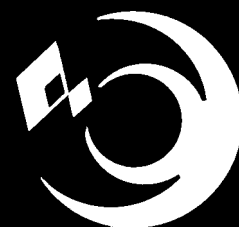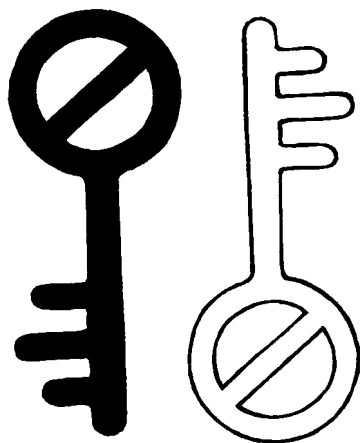
One of the largest units in the Q'raj Space Corps, 4091st has many of its assets dedicated to static defense units. This is fairly typical for border units who must monitor large tracts of space with limited resources. Now that the Saladin and Megafortress QVP warhounds have eased the workload, groups like the Gatekeepers are becoming a slightly smaller, but no less important part of the Q'raj defense forces. The presence of the 4091st along the shipping lanes that serve the ports of the Osmanli Republic also reassures commercial traffic that their cargoes and crews will be carefully guarded as long as they are in Q'raj space.

In times past, Border units were not intended to put up a strong fight. Their job was to watch, report, and if things start to heat up, to call for help and hold the line just long enough for that help to arrive. New platform and satellite designs have changed this situations, giving Border units unprecedented firepower for static platforms. However, there remains one serious downside to life in the Border units: boredom. Crews deal with this problem as best they can; it is well known throughout the QVP that the very best chess and card players in the Space Corp are in the Border units.

Melons From Hell

101ST DEEP PATROL REGIMENT

The members of the 101st were among the first to receive the new Sentry QVP refits which had been inspired by captured Draconian Sentry II fighters. Despite the improvements, the crews still referred to their Sentries, as "Iron Melons," hence the name of the squadron. There was some talk of changing the squadron name when a contingent of Lilith gunboats was added since, as the Lilith crews pointed out, a Lilith bears no resemblance to a melon whatsoever. For the present, however, tradition has won out.

This unit has proven effective in protecting shipping lanes from hostile incursions. The ships are fast enough for convoy duty, but no faster. This suits military planners, as it reduces the temptation faced by most fighter jocks to over-commit, exposing the freighters to attack.

Squadron Summary

ALPHA SQUADRON

Squadron Leader:
Ramban Gamaliel (Plt 8, Gnr 9)
Assets: 6x Lilith

HONEYDEW SQUADRON

Squadron Leader:
Marcus Konya (Plt 10, Gnr 9)
Assets: 10x Sentry QVP

CANTALOUPE SQUADRON

Squadron Leader:
Evan Ben Sufi (Plt 9, Gnr 8)
Assets: 10x Sentry QVP
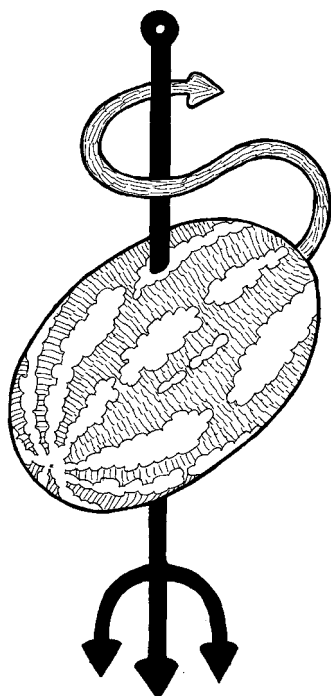
Special Operations

Highly trained, bursting with *esprit d'corps*, secretive, and very efficient killers, the units of Q'raj SpecOps are sometimes as baffling to other Q'raj units as they are to their enemies. SpecOps personnel are trained in several disciplines allowing SpecOps units to be kept small. Small units are easier to maintain and move in a hurry. More importantly, small units restrict the number of people who know about any given mission. The downside of this policy is that the loss of a SpecOps crew member represents the loss of a significant investment in training and experience. This is why SpecOps units are deployed with great care and, where possible, when the very best intelligence data is available. Although anecdotal legends abound, little else is known about these units. There are persistent reports that Q'raj SpecOps Command has joint training exchange agreements with House Yoka-Shan, Hibernia Freehold, and possibly House Tokugawa.

The Assassins

775TH RECONNAISSANCE SQUADRON

DAGGER ELEMENT
Squadron Leader: CLASSIFIED

Assets: 8x Teal Hawk II

STILETTO ELEMENT
Squadron Leader: CLASSIFIED

Assets: 10x Stinger

GARROTE ELEMENT
Squadron Leader: CLASSIFIED

Assets: 8x Shedu

This unit is unusual among Q'raj units for several reasons, not the least of which is its unique specialty, hunting down and killing VIP transports and couriers. After a long administrative struggle, the OSPI was granted permission to form a special unit that would work quietly along shipping lanes and in close coordination with Q'raj intelligence services. The targets of the 775th include high-ranking enemy personnel en route between destinations in the field. Several flag-level Draconian officers vanished without a trace, and a number of civilians carrying Draconian Gragh authentication codes fell victim to members of this unit during the Dinar War. Elements of the 775th also escorted Sherker Petrov away from his erstwhile deep cover assignment after he led the Libratcheck pirate clan into a fatal trap.

The 775th also operates in an unusual way. Many Q'raj units are fairly large to help ensure superior firepower on the battlefield. The 775th usually operates in "kill teams" of four, sometimes more if the target is heavily guarded or armored. Their pilots are recruited for outstanding marksmanship, cunning, and the ability to keep their mouths shut. The ships of the 775th sports unrecognizable liveries and squadron markings which are changed for every mission. This is intended to create a moment of indecision in the minds of their targets. Very often that is all the Assassins require. The downside to membership in this unit is the problem of their secrecy. Their existence has only recently been openly acknowledged, and their habit of using strange markings occasionally draws fire from other Q'raj ships.
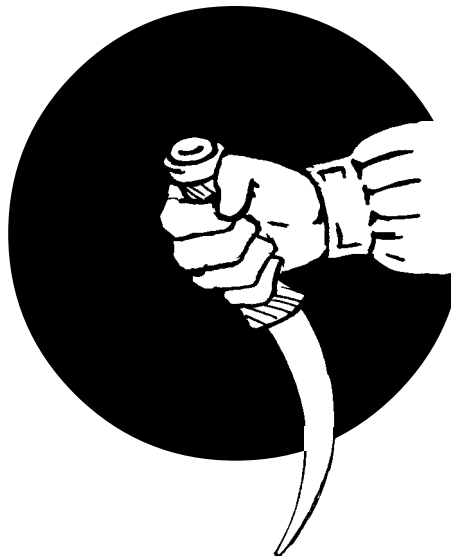
Prepared for either event, to set his traps or to meet with certain death.

Virgil (70-19 BC)

Privately Maintained Units

"THE ROYAL JANISSARIES"

These squadrons are collectively named after the slave soldiers of the ancient Ottoman Empire who, although slaves of the Sultan, lived lives of privilege and luxury which rivaled those of some monarchies. The Quraishi Emirates are so wealthy that they draw extra unwanted attention from forces who seek to separate them from their goods and money. Although some see this as yet another Quraishi pretension to royalty, the Emirates raised several squadrons to protect their commercial interests. Occasionally these units train and fight in the combat zone along the frontier with the ASP Technocracy. The loss of Ophelia was a sore blow to the bank accounts of the Emirate families and many refugees from the evacuation of Ophelia resettled on Emirate worlds. Their calls for the reconquest of Ophelia receive strong support from the Emirates, who would love to see the planet—and the profits it provided—returned to its "rightful owners."

Well-trained and generously equipped, the Royal Janissaries are also expected to perform to a high level of proficiency. Those who cannot are easily replaced from the large pool of Emirate citizens who enlist in the local militia for its high living standard and excellent pension. These units are not officially part of the official Q'raj Fighter Service. Under an arrangement with the Q'raj government, they agree—tacitly at least—to respond to system-wide emergencies in exchange for technology and intelligence data. Since the intelligence data often includes information of a commercial nature, the Emirates are happy to have it. The loyalty of the Royal Janissaries, however, remains an unanswered question.

Banner of Faith

Commander:
    Nizman al-Mulk (Plt 9, Gnr 8)

Assets:

    8x Djinn
    8x Black Widow
    16x Shedu
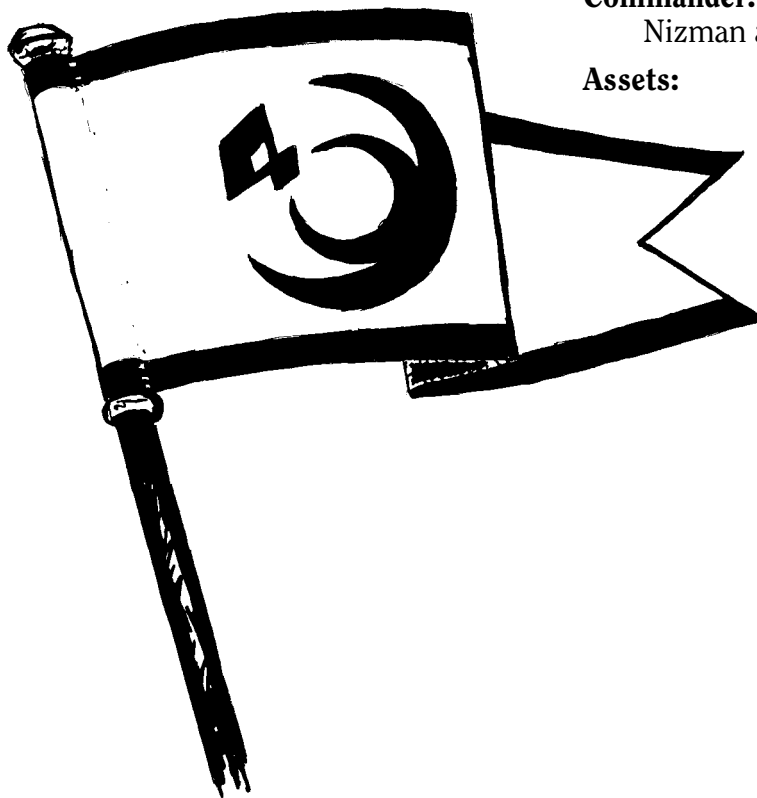
Q'raj Ship Designs

Ungar Industries AA-17 Light Fighter "Jambiya"

Crew: 1

Maneuvering Thrust: 0.184 km/s/s

Mass: 100 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
> 1x Khanjar Proton Arc Projector
> 1x Mk. 10 Missile Launcher
> (Magazine: 10)

Comments: Because of their strong mineral reserves, the Q'raj have been able to experiment with tactical doctrines that make use of attrition fighters. The Jambiya is the latest expression of the Q'raj philosophy of bringing the greatest number of weapon platforms as possible to bear on a target. Small, fast, and well-armed for its class, the Jambiya is one of the most popular attrition fighters in the quadrant. This ship is cheap enough to be used in large numbers. Attack groups should not number less than twelve, and the standard squadron strength is at least 20. Despite its lack of damage control and damage reduction, the Jambiya is hardly a "throwaway." It is designed to survive by being hard to hit in the first place.
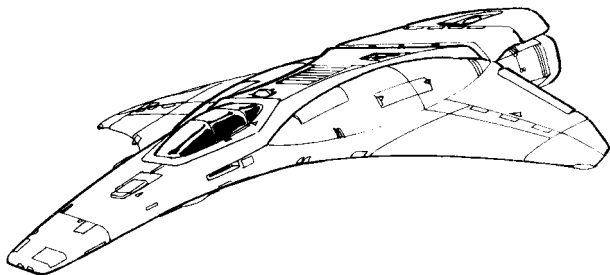
Grivas Armaments FS-80 Superiority Fighter "Mujahadeen"

Crew: 2

Maneuvering Thrust: 0.159 km/s/s

Mass: 600 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
> 12x Mk. 10 Pulse Lasers
> 1x Missile Launcher
> (Magazine: 20 missiles)
> 10 x Mk. 20 Torp Loads

Comments: This ship was one of the few Q'raj line ships that was not designed by the Q'raj. As part of their effort to quietly strengthen their defensive capability following the Dinar War, Q'raj Central farmed out the design of a new superiority fighter to Grivas Armaments, which was known both for excellent design work and for keeping secrets. This ship is the mainstay for the Q'raj escort carrier reserves and Home Guard units. The weaponry and configuration of the Mujahadeen fighter make it an excellent dogfighter. While the pilot covers the forward arcs, the gunner has an excellent array of options to deal with hostile units that try to outflank this ship. With respectable speed and defensive value, this fighter is particularly effective if it is used in concert with attrition fighters to keep the enemy occupied.
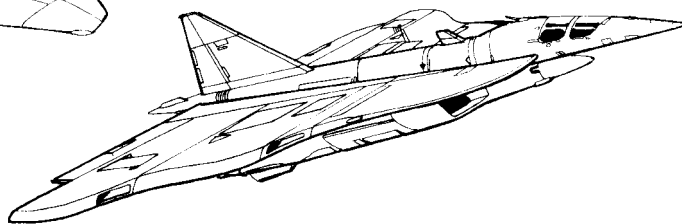
In war, when leaders become so bereft of reason and perspective that they fail to understand the dependence of arms on Divine guidance, they no longer deserve victory.

Sufi Ali Ahmed Alghazali
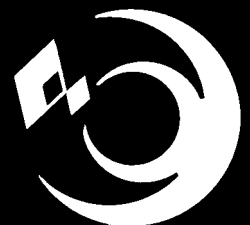
Ibn Hassan Inc. FS-79 Single-Seat Fighter "Shedu"

Crew: 1

Maneuvering Thrust: 0.154 km/s/s

Mass: 400 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
> 6x Mk. 10 Splatterguns
> 1x Missile Launcher
>   (Magazine: 20)
> 6x Mk. 40 Torp Loads

Comments: The Shedu is named for the protective demigods that watched over the ancient cities of the Mesopotamia on Old Earth. Designed by the research and development consortium on Medina Secundus, it helped the Hijazi Emirates secure the goodwill of the rest of the Q'raj. This fighter is a strike craft that is unusual in having a single crew member. However, it was so well received that it was not only embraced by the Q'raj Fighter Service, it became the standard ship for all escort carrier wings. All six Saladin-class escort carriers have a squadron of eight Shedu fighters. The Shedu carries a wide variety of armaments, all of which are effective if used well. The best way to use this ship is to move in quickly and dump your ordinance before you get outflanked. This ship is especially good for attacking heavy, slow targets such a freighters and larger combat vessels. The Shedu's biggest disadvantage is that the forward-firing weapons make this ship a less effective dogfighter if the action disintegrates into a furball.
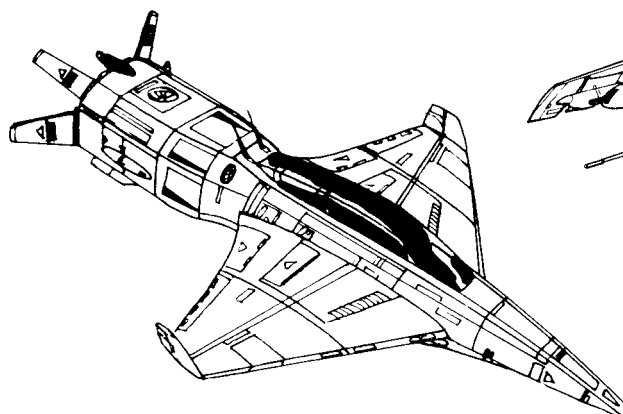
Ungar Industries MM-42 Multi-Role Fighter "Djinn"

Crew: 3

Maneuvering Thrust: 0.126 km/s/s

Mass: 1000 tons

Translight Capability: 6 light-years/day

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
> 6x Mark 10 Pulse Lasers
> 6x Mk. 10 Splatterguns
> 1x Sayf Ad-Din Proton Arc
> 1x Missile Launcher
>   (Magazine: 20 missiles)
> 10 x Mk. 10 Torp Loads
> 4 x Mk. 40 Torp Loads
> 1 x Mk. 50 Torp Load

Comments: The Djinn design came about, ironically, as the result of a deadlocked committee. Funding had been released for commissioning the design of a new heavy fighter. Several military planning committees were asked for an assessment of what they thought was the appropriate design to best compliment existing ships. Eventually the committees came down to a decision between a heavy strike fighter and a hybrid superiority fighter. Ungar Industries was given the unenviable task of coming up with a design that would please both parties. The result was a ship that is decidedly a multi-mission fighter, but with somewhat more firepower and slightly less speed than other ships of that type.
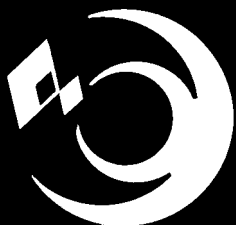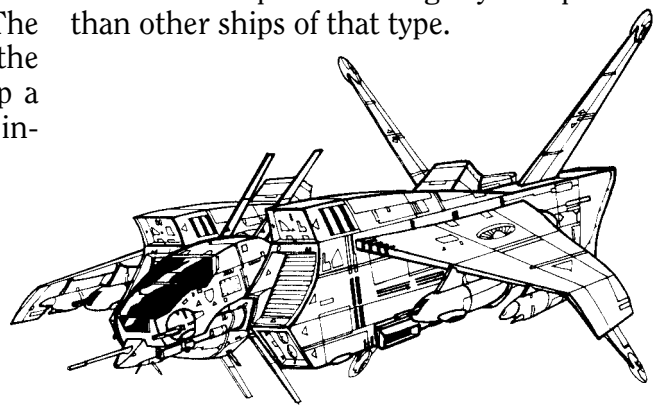
No matter. The Djinn, while slower and short on armor, is nevertheless difficult to hit, carries very respectable firepower, and takes a lot of punishment before having to retire from the field. It has proven to be a popular choice among Q'raj units, especially those who had to tangle with heavier ships, like freighters and warhounds. Most of the Djinns in the service of the Q'raj belong to Home Guard units and privately raised squadrons.

Homme Industries GBX-12 Heavy Gunboat "Lilith"

Crew: 7

Maneuvering Thrust: 0.124 km/s/s

Mass: 2000 tons

Translight Capability: 10 light years/day

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
> 1x Turbo Laser
> 1x Sayf Ad-Din Proton Arc
> 29x Mk 10 Pulse Lasers
> 30 x Mk. 50 Torp Loads

Comments: The success of Homme Industries' Nemesis gunboat attracted a great deal of attention among Q'raj military planners. Both the quality of the ship and the circumstances that led to its design resonated with many officers of the Q'raj Space Corps. Toward the end of the Dinar War, Q'raj procurement officers approached Homme Industries and asked them to apply their design principles to a new gunboat for the Q'raj. The designers were asked to "pack the firepower of a small escort into a heavy gunboat," without regard to cost. Although the firepower requirements proved impractical, the final design of the Lilith proved to be the next best thing.

Bristling with weaponry, highly maneuverable, and fast for its size, Lilith gunboats can operate from remote colony locations that do not have enough resources and massive support structures needed to maintain and repair warhounds. Whether it is used as a freighter-hunter or as an escort ship, Lilith has seldom failed to make a strong impression on those who fly it or fight against it.
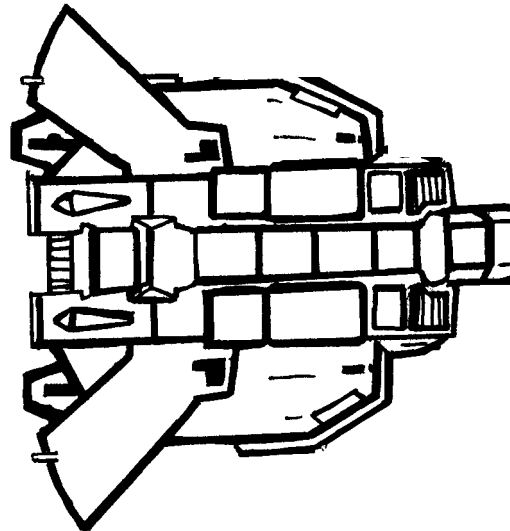
After releasing the Lilith upon her prey, it is absolutely essential to maintain a healthy line of supply. Without the ability to replenish its devastating payload of Mk 50's, the Lilith is little more than a nuisance to heavy fighters and gunboats.

Iha Kilfeh

Q'raj Refit Designs

Arc Gotha/Dionysia Dynamics MPAC-17D Minelayer "Epping Qvp"

Crew: 2

Maneuvering Thrust: 0.109 km/s/s

Mass: 1000 tons

Armor: Fortified Crysteel

Atmospheric Capability: Full

Translight Capability: 6 light-years/day

Armaments:
>2x Mk. 45 Minesweepers
>4x Mk. 10 Pulse Lasers
>1 x Mk. 2 Mine Laying Bay
>4 x Mk. 3 Mine Laying Bays
>2 x Mk. 4 Mine Laying Bays
>3x Mk. 50 minefields
>5x Mk. 30 minefields

Comments: Faced with the need for a dedicated minelaying ship, the Q'raj took a standard Epping gunboat and significantly overhauled it into the current version, now manufactured under license by Dionysia Dynamics. The weapons compartments and life-support systems for two crewmembers were removed, as well as other internal systems reserved for close defense and damage control. The relatively low defensive value and lack of point defenses is indicative of its battlefield role, which is intended to be of a very short duration. The numerous minelaying bays installed in weapon bays and converted crew-related spaces allow it to mine a larger area than other minesweepers in service outside the QVP. The Epping QVP is not fitted to carry dud mines, as official Q'raj military policy does not embrace the use of dud mines. This is publicized in order to increase the psychological deterrence posed by Q'raj minefields.

This ship is not intended to operate in the thick of battle. It should carry out its battlefield objectives in as short a time as possible, and should have at least a minimal escort to help ensure success.

Armed with both mines and two minesweepers, this ship is highly specialized. However, the extra pulse laser gives protection from smaller ships that may try to prevent the Epping QVP from sowing its particular brand of mischief.

Pyramidis Shipyards 270 Model S/T "Sentry Qvp"

Crew: 3

Maneuvering Thrust: 0.099 km/s/s

Mass: 690 tons

Translight Capability: None

Armor: Crystanium alloy belt

Armaments:
>1x Sayf ad-Din Proton Arc
>12x Mk. 10 Pulse Lasers

Comments: The original Sentry was a mainstay of the Q'raj Space Corps for many years, mostly out of necessity. The so-called "Iron Melons" were not especially popular because of their slow speed, low defensive value and lack of a weapon covering the rear. On the other hand, the heavy armor and admirable decoy and point defense array was some comfort for the pilots and crews.

The Sentry II came into use by the Q'raj via two sources. The first was a windfall of the Dinar War. Two small Draconian ship-

ping facilities were purchased from fore-closure agents by Q'raj front companies soon after the collapse of the Draconian Gragh. Ships that were docked were pre-vented from leaving port pending an audit by the new owners. Cargoes bound for Draconian ports were seized outright. Among the spoils was a large shipment of Sentry II fighters, complete with spare parts and support fittings. The modifications made by the Draconians interested the Q'raj defense community enough that they de-cided to try their own refit on the captured ships. The result is a fighter that is still slow, but it is better able to protect itself. It can effectively engage faster vessels with its for-ward mounted Sayf ad-Din.
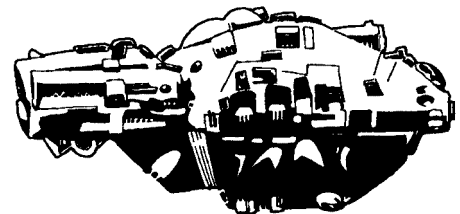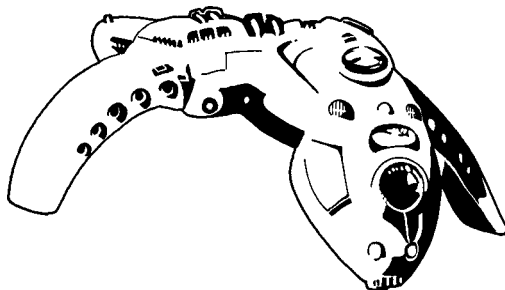
Other Sentry IIs were captured from House Colos in the Battle at 'Ebn Zahavah. Most of these have been reconfigured into the QVP variant. The Sentry QVP is now in regular service as a long-range border and deep patrol fighter, although the nickname "Iron Melon" persists, probably for good.

Homme Industries GBX-1 "Nemesis Qvp"

Crew: 6

Maneuvering Thrust: 0.124 km/s/s

Mass: 1500 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:
   26x Mk. 10 Splatterguns
   1x Missile Launcher
      (Magazine: 20 missiles)
   1x Sayf ad-Din Proton Arc
   10 Mk. 50 Torp Loads
   20 Mk. 10 Torp Loads

Comments: Homme Industries is a civil-ian shipyard that built a reputation for ex-cellence producing successful cargo ship designs used throughout Imperial Space.

The Q'raj Space Corps Office of Acquisi-tions first took notice of this gunboat after a report appeared in the *Journal of Tacti-cal Science Letters* giving tactical details of the first field use of the Nemesis by the Yoka-Shan 221st Special Tasks Unit ("The King's Messengers"). They were sufficiently impressed that they opened negotiations with Homme Industry towards the manu-facture of a special variant that would in-corporate the Q'raj Proton Arc technology. This conversion turned out to be a fairly simple matter, and the production model had only minor teething problems.

Prior to the development and production of the Lilith gunboat and the Megafortress QVP assault corvette, most of the heavy escort duty for both freighters and war-hounds fell to the Nemesis. It served ad-equately in that role, but Q'raj wanted to diversify their stock of gunboats and devel-oped the Lilith. The Nemesis is in no dan-ger of being phased out; in fact the Lilith, also built by Homme, is specifically de-signed to complement the Nemesis in a combined arms role both as an escort and a strike vessel. Together, they add a power-ful one-two punch to any task force.

The Nemesis provides a little something for every body… some torpedoes for him, splatterguns for her, and a handful of missiles for you.

Shadar, taken from a flight recorder after the Dinar War
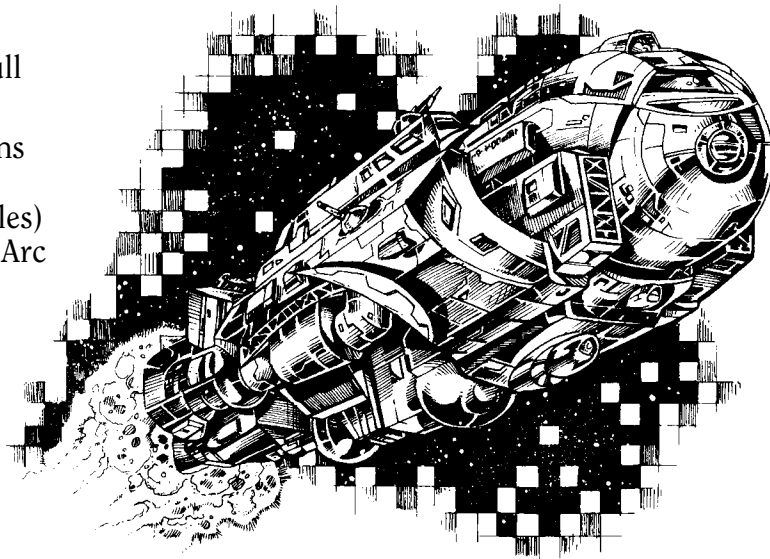
Grivas Armaments EX-200 Minelayer "Black Widow Qvp"

Crew: 3

Maneuvering Thrust: 0.127 km/s/s

Mass: 1000 tons

Translight Capability: none

Armor: Steel hull

Atmospheric Capability: Full

Armaments:

> 6x Mk. 10 Splattergun
> 2x Mk. 45 Minesweeeper
> 2x Mk. 7 Minelaying Bay
> 2x Mk. 30 Minefield
> 2x Mk. 50 Minefield

Comments: Developed by the Grivas design team in conjunction with the Q'raj military, the minelaying variant of the ferocious Black Widow heavy fighter was designed as a stopgap measure to correct the shortcomings of the Dain minelayer. The original intent of the QVP brass was to deploy a potent minelaying heavy fighter to repair gaps in QVP minefields created by Colosian, ASP, and pirate forces intruding into Q'raj space. This variant was intended only as a quick fix until the more effective Epping QVP Minelayer and Stingray QVP Minelayer refits could be deployed. The Black Widow QVP Minelayer was so successful that the design was retained permanently to supplement more dedicated minelayer designs.

The new incarnation of the Black Widow QVP Minelayer is not intended to be a fighter. However, it still retains one of its splattergun turrets, making the craft a threat to would-be assailants. The heavy shielding and superb maneuverability of the original design is retained by the minelaying refit, ensuring that unlike other minelayers, the Black Widow QVP Minelayer can deploy its mines under fire with a reasonable chance of success.

Bellicose Design Conglomerate T5d "Talon Qvp"

Crew: 1

Maneuvering Thrust: 0.158 km/s/s

Mass: 270 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

Armaments:

> 1x Khanjar Proton Arc
> 1x Missile Launcher
> > (Magazine: 10 missiles)
> 4x Mk. 10 Torp Loads
> 1x Mk. 40 Torp Load

Quirk: Shielded Weapons

Comments: Originally commissioned by the Kashmere Commonwealth, this variant of the venerable Talon design took the standard frame and created a nimbler, quicker version. The redesign was all the more remarkable for having an increased weapon load in the form of extra torpedoes.

The Q'raj obtained several shipments of the Talon II as part of joint anti-pirate operations and treaties with Kashmere. This version proved surprisingly popular with Q'raj pilots who had intensely disliked the original Talon. Working under license, Q'raj designers refitted several squadrons of Talon IIs into the Talon QVP. This version replaces the disruptorgun array with the new "Khanjar", and trades the twin pulse lasers for a missile launcher. These refits saved enough weight that the designers were able to add an extra torpedo rail to the exterior. This extra rail carries a Mk. 40 torpedo as a knockout punch for lighter and medium fighters, and a rude awakening for heavier craft.
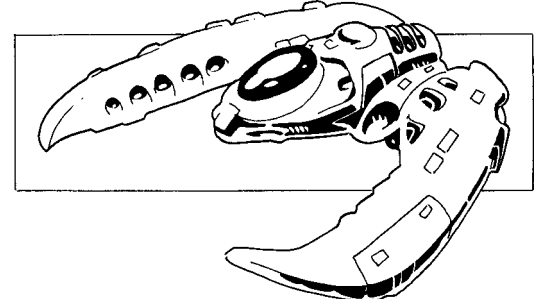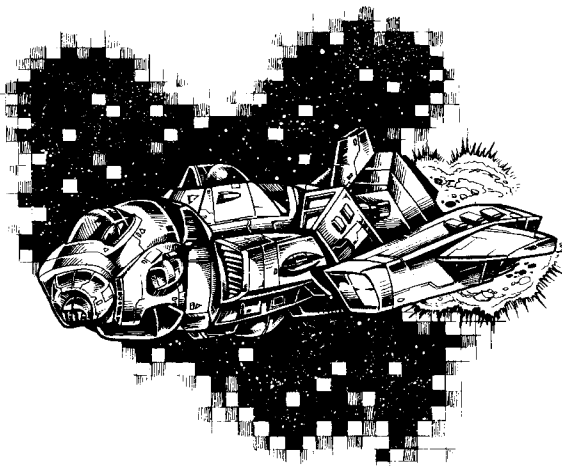
Warhounds

The QVP has had access to several standard warhound designs such as the Aosho, Constellation, Fletcher, and Stingray class ships. These ships did not see a lot of action on the frontiers, however, for the simple reason that they were too slow to address the tactical problems faced by the Q'raj. Most of the standard warhounds still used by the Q'raj Space Corps are used to patrol local systems or as training vessels. Some, like the Aosho, are considered useful mostly as orbital defense platforms.

The first Saladin class escort carriers presented a problem for those frontier units that still used standard configuration warhounds. The new carriers were much faster than the older warhounds, but using that speed risked breaking a task force's formation integrity. At the same time, unsupported Saladins were no match for another warhound. Clearly, something new was required. The first of the "fast assault" ships commissioned by the Q'raj was the Megafortress QVP class corvette, a major refit intended to complement the Saladin.
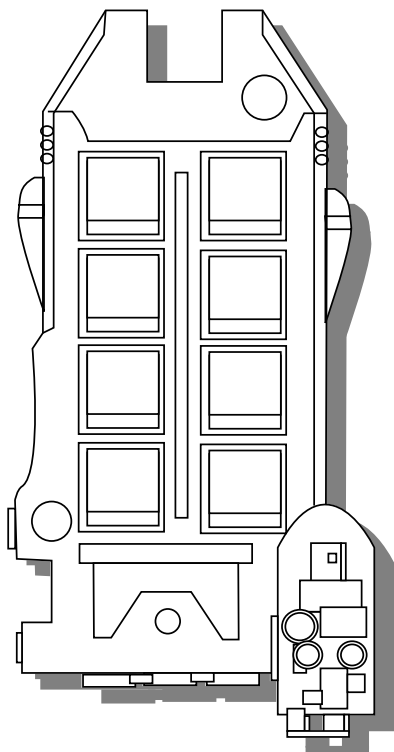
Ibn Hassan, Inc. EC-10 Escort Carrier "Saladin"

Mass: 10,000 tons

Crew: 36

Maneuvering Thrust: 0.124 km/s/s

TOC: +4

Armaments:
> 8x 400 ton fighter bays
> 8x Replenishment points
> 24x Mk. 10 Pulse Lasers
> 3x Missile Launchers
> > (Magazine: 20 missiles each)

Comments: The first Hatchling invasion brought a frenzy of activity to military think-tanks throughout the Empire, and the Q'raj Void Protectorate was no exception. Core Central Command decided that it was necessary to field a substantial force on patrol for extended periods of time. The Saladin class escort carrier was the solution to this problem. The Civil War prevented actual construction from beginning until Imp 508—precisely the year that the Brood began their devastating and ultimately decisive invasion of the Imperial Core.

The ships were begun and very nearly finished in almost total secrecy. In fact the secrecy surrounding them was so complete that while the Q'raj battled for its life, the unfinished warhounds were temporarily forgotten by the Q'raj military. When they were rediscovered and completed, they proved a very welcome addition to a Q'raj fleet that felt itself stretched too thin to adequately defend the all-important shipping lanes.

The Saladin class escort carrier is designed for one thing: carrying and supporting eight two-seat medium fighters for long patrols. It has average point-defense capability, better than average close-range weaponry, excellent damage control and TOC capability, and outstanding speed as warhounds go. However, these ships were never intended to stand up to another warhound in a toe-to-toe slugging match.
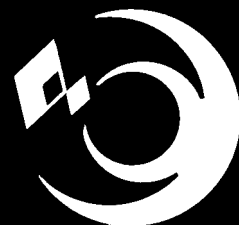
Homme Industries/Pyramidis Shipyards 740 Model D "Megafortress Qvp"

Mass: 4100 tons

Crew: 18

Maneuvering Thrust: 0.101 km/s/s

Armaments:

2x Evil Eye Proton Arc
18x Mk. 10 Splatterguns
12x Mk. Pulse Lasers
1x Missile Launcher
(Magazine: 10 missiles)
1x Missile Launcher
(Magazine: 20 missiles)

Comments: In AL 5, before the Saladin carriers were completed, the Q'raj military establishment began soliciting bids for the construction of a new warhound to complement the carriers. They wanted a warhound that could bring a sizable weapons package into the field quickly enough to both protect a carrier and take the offensive against other warhounds. The Q'raj Void Protectorate also wanted to take advantage of the newly developed Proton Arc projection weaponry developed by their military-industrial community.

By mid-year the logistical situation had changed and resources originally intended for the new corvette had to be reallocated. This left Q'raj military planners with only one option, a refit of an existing ship. Fortunately, the Q'raj government was able to purchase a number of damaged Megafortresses from the Hibernia Freehold that lent themselves to the intended refit, and could have their drive units modified to increase their speed to an acceptable level. The purchase also gave the Hibernian economy a much-needed boost. The refit was carried out with help from Homme Industries and some consulting from Grivas Armaments. The big ships also proved to be excellent mounts for the largest Proton Arc projector yet developed, the monstrous "Evil Eye." One replaced each of the original heavy plazgun mounts, and the power units took up the space obtained by removing other forward weapon systems. The Q'raj continue to acquire Megafortress QVP class ships as fast as they can pay for them. At present, two Megafortresses are the standard escort for a single Saladin class carrier. In time, the Q'raj hope to improve that ratio.

The Megafortress QVP is designed to move quickly for a ship of its size. It packs a heavy punch that allows it to contend evenly with ships of equal or even greater tonnage. These two advantages give the Megafortress QVP the option to employ tactical doctrines that seem more typical of a gunboat; it can sweep past an enemy, keeping out of the arcs of heavier weapons while raking it with its Evil Eye. As warhounds go, the Megafortress QVP is so fast that many weapons designed to engage large ships simply can not keep up with it, although to attain this speed, several aft shield generators and armored baffle sections were replaced with additional power plants for the drive units.

Homme Industries/Dionysia Dynamics EWP-2f "Fletcher Qvp"

Mass: 10,200 tons

Crew: 26

Maneuvering Thrust: 0.102 km/s/s

Armaments:

2x Evil Eye Proton Arc
4x Repeating Blasters
12x Mk. 10 Splatterguns
24x Mk. 10 Pulse Lasers

Comments: The launching of the new Saladin class command escort carriers was preceded by a massive refit effort by the Q'raj of existing escorts. The most glaring deficiency of the original Imperial era warhounds was their lack of speed as com-

pared both with Hatchling forces and the post-Imperial generation of escorts, which are now being built by various shipyards across Terran space. The more radical fast gun platforms coming off the Homme Industries shipyards and from the Pu Yi yards in Tokugawa space in particular have proven to be the unquestioned trend-setters in current warhound design. The Q'raj recognized this fact and promptly hired the entire Homme Industries design bureau and the refit specialists from Dionysia Dynamics on a ten-year retainer to refit and upgrade their existing escort warships.
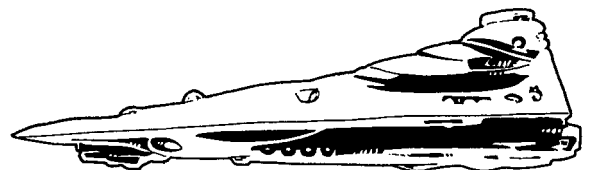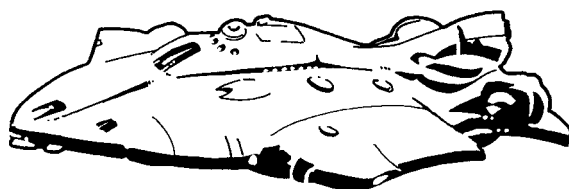
Proceeding from their successful redesign of the Hibernian supplied Megaforts, the Homme-Dionysia team took a serious look at the heavyweight of the Q'raj escort forces, the ubiquitous Fletcher class destroyer. Recognizing that the Q'raj did not have access to ion technology, the team took advantage of the newly developed Q'raj proton arc weapons wherever possible. The Fletcher QVP sports two of the massive "Evil Eye" proton arc projectors combined with increased drives and a much improved secondary cannon battery. This design has proven to be highly successful despite the complete absence of torpedo armament.

Dionysia Dynamics/Agustus Naval EM-235 "Stingray Qvp"

Mass: 5,100 tons

Crew: 19

Maneuvering Thrust: 0.099 km/s/s

Armaments:
  1x Evil Eye Proton Arc
   48x Mk. 10 Pulse Lasers
  2x Mk. 45 Minesweepers
  3x Repeating Blasters
  1x Missile Launcher
        (Magazine: 20 missiles)
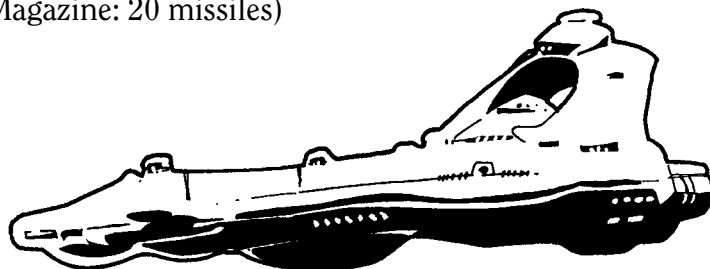
Dionysia Dynamics/Agustus Naval EM-239 "Stingray Qvp (Minelayer)"

Mass: 5,100 tons

Crew: 17

Maneuvering Thrust: 0.154 km/s/s

Armaments:
  1x Evil Eye Proton Arc
  48x Mk. 10 Pulse Lasers
  2x Mk. 45 Minesweepers
  4x Mk. 10 Minelaying Bays
  11x Mk. 30 Minefields
  6x Mk. 50 Minefields

Comments: The Stingray class corvette was regarded as a steady workhorse. However, the QVP Space Corps concluded that the original Imperial era version, like other Imperial-generation warhounds, could be improved. The Q'raj turned the Dionysia Dynamics design bureau loose on the problem, and were surprised to recieve not one, but two refit proposals. More suprising to observers was the acceptance of both proposals into the growing catalogue of Q'raj refit profiles.The first refit for the Stingray made straightforward improvements in the ship's short range cannon batteries and an increase in engine power. The improved firepower and speed came at the expense of defensive armor, which raised a few eyebrows. The second Stingray variant caused an even greater stir among the Q'raj. This new ship was not only an effective patrol vessel, but also a heavy minelayer, carrying a substantial load of medium and heavy mines. These new refitted Stingrays suit the Q'raj as patrol ships given their extensive use of minefields. The new vessels have apparently come as a nasty surprise for the opponents who don't expect escorts to be dropping minefields in their wake.

While the crew of a mine layer may not receive the fame and accolades of fighter jocks, one well placed minefield can save the lives of a hundred aces.

Jeraph Castani

Outposts

Even before the confederation of systems merged into the Q'raj Void Protectorate, the chief concern of all was the protection of frontiers, trade routes, and system sovereignty. After the fall of the Empire, regular patrols were thought sufficient to counter the average incursion. Q'raj strategists relied on a "defense in depth" that counted on Core Central command vectoring ships to "mob" an incoming attacker with a swarm of ships somewhere inside the Q'raj frontier. This approach was sufficient for most problems.The loss of Ophelia to the ASP changed this attitude. Although the Q'raj government has tried to downplay the loss of this system, the military could afford no such illusions. It was clear that Q'raj defensive hardware for the protection of individual systems could not rely on a defense-in-depth strategy. The Joint Chiefs began to develop a "hard shell" doctrine intent on blunting an assault rather than drawing it in and overwhelming it. To this end, they ordered the design and construction of a new generation of outposts and satellites to supplement existing models. These units follow a design philosophy similar to Q'raj warships; firepower has priority over defensive armor. This firepower includes innovative use of minefields as an integral part of a defensive line.
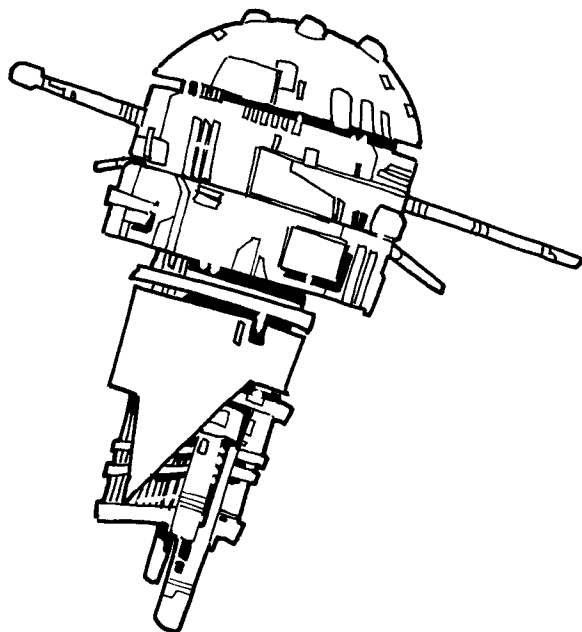
Dionysia Dynamics CCI-20 "Masada" Type 1 Tactical Command Outpost

Crew: 28

Mass: 7000 tons

Armor: Crysteel hull

Cargo Capacity: none

Armaments:
>   1x 2 Mk. 25 Laztube
>   3x Sayf ad-Din Proton Arc
>   1x Triple Tube Torpedo Room
>   120x Mk. 10 Torpedos
>   6x Mk. 10 Pulse Lasers

Dionysia Dynamics CCI-22 "Masada" Type 2 Defensive Outpost

Crew: 21

Mass: 7000 tons

Armor: Crysteel hull

Cargo Capacity: none

Armaments:
>   1x Mk. 25 Laztube
>   1x Sayf ad-Din Proton Arc
>   24x Mk. 10 Pulse Laser
>   1x 1000 ton fighter bay (3 crew)
>   3x 1000 ton Replenishment Points

Comments: The protection of borders and trade routes has been a military priority even before the QVP became an "official" house. The newest and most powerful addition to the QVP defensive network is the Masada class 7000 ton outpost. Two different Masada variants are currently in service, with several other variants rumored to be under consideration as of AL 14. The Masada Type 1 is the more common of the two current designs in service along the QVP's borders as a forward command center. Despite the design's rather mediocre armor protection and point defenses, the Masada packs a tremendous punch with its daunting weapons load and superb ECM systems. A burgeoning torpedo magazine also ensures that a Masada Type 1 can hold the line longer than other torpedo-armed outpost designs currently in service. Less common is the Masada Type 2, known somewhat whimsically to the Q'raj as a "Trapdoor Spider." This name referes to the Type 2 deploying a 1000 ton fighter bay
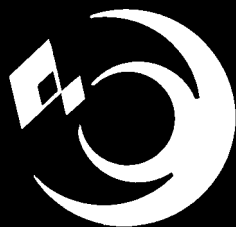
typically housing one of the Grivas Armaments "Black Widow" class heavy fighters, or an Ungar Industries "Djinn". Housing a warcraft of this size comes at a significant cost. Thus, the Masada Type 2 armament package is significantly less than the Type 1. Still, the "Trapdoor Spider" is appreciated by the QVP brass for its ability to keep heavy fighters operational far from traditional bases and support vessels.

Ungar Industries NKH-100 "Golan" Defensive Outpost

Crew: 11

Mass: 2000 tons

Armor: Crysteel hull w/ minimal armor

Cargo Capacity: 1 unit

Armaments:
>   1x Mk. 25 Laztube
>   1x Sayf ad-Din Proton Arc
>   12x Mk. 10 Pulse Laser
>   2x Missile Launcher
>   (Magazine: 30 missiles)

Comments: The Masada class large outposts are excellent combat platforms, well liked by the QVP military. They are also expensive. While the Masadas constitute the formidable bastions of QVP static defense networks, the humble, but essential, Golan class small outposts are the unquestioned backbone of the QVP "hard shell" defense doctrine. The Golan was never intended to stand by itself or only with other platforms of the same type. They are most effective when used in concert with Shomer Sha'ar and Ba'al Mapteach satellites, or a pair of Wasp's Nest platforms to provide mobile support. Although possessing mediocre armor and an average point defense, the Golan compensates for this with a strong weapons mix. Golans can defend themselves against some of the heaviest fighters and gunboats. The Golan can also let an escort class ship know it's in a fight thanks to a Mk. 25 Laztube mount standard.

Grivas Armaments TZV-100 "Wasp's Nest" Type 1 Defensive Outpost

Crew: 6

Mass: 2000 tons

Armor: Crysteel hull

Cargo Capacity: none

Armaments:
>   2x 1000 ton Fighter Bay
>   6x 1000 ton Fighter
>   Replenishment Points

Grivas Armaments TZV-101 "Wasp's Nest" Type 2 Defensive Outpost

Crew: 6

Mass: 2000 tons

Armor: Crysteel hull

Cargo Capacity: none

Armaments:
>   2x 400 ton Fighter Bay (single crew)
>   2x 400 ton Fighter Bay (two crew)
>   12x 400 ton Fighter
>   Replenishment Points

Grivas Armaments TZV-102 "Wasp's Nest" Type 3 Defensive Outpost

Crew: 11

Mass: 2000 tons

Armor: Crysteel hull

Cargo Capacity: none

Armaments:
>   1x Mk. 30 Turbo Laser
>   2x Mk. 20 Meld Laser
>   6x Mk. 10 Pulse Laser
>   1x Missile Launcher
>   (Magazine: 10 missiles)
>   10x 100 ton Fighter Bay
>   20x 100 ton Fighter
>   Replenishment Points

Comments: Designed to provide a rapid response and sustained patrol network along the Q'raj frontier, the Wasp Nest series of fighter support platforms has proven its worth time and again. Deployed in conjunction with Masada and Golan class stations, the Wasp Nest series of fighter sup-

An army without supply will die as quickly as a head severed from the body.

Baasker Naaldari
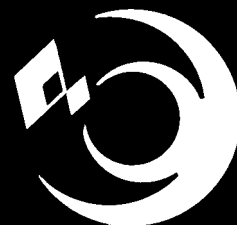
port platforms form another vital layer in Q'raj frontier defense. By enabling Q'raj fighters to operate away from large bases and orbital stations, the Wasp Nests ensure a rapid response to any unauthorized incursions into Q'raj space. Generally deployed in combined groups of three to six, the Wasp Nest platforms extend the reach of QVP fighters and provide solid support to QVP outposts. Wasp Nest platforms are also extremely useful as part of a maintenance system for the vast minefields utilized by the QVP. By stationing the Black Widow QVP Minelayer fighter aboard Type 1 Wasp's Nests, any breaches in QVP minefields are quickly closed.

SatellitesIbn Hassan, Inc. GT-1409 "Shomer Sha'ar" Defensive Satellite

Mass: 450 tons

Armament:
> 2x Mk. 20 Meld Laser Cannon
> 1x Missile Launcher
>> (Magazine: 40 missiles)
> 10x Mk. 10 Torpedos
> 1x Mk. 40 Torpedos

Ibn Hassan, Inc. KY-1101 "Ba'al Mapteach" Type 1 Defensive Satellite

Mass: 450 tons

Armament:
> 1x Mk. 10 Splattergun
> 1x Missile Launcher
>> (Magazine: 20 missiles)
> 1x Mk. 45 Minesweeper
> 1x Mk. 3 Minelaying Bay
> 1x Mk. 50 Minefield

Ibn Hassan, Inc. KY-1101a "Ba'al Mapteach" Type 2 Defensive Satellite

Mass: 450 tons

Armament:
> 5x Mk. 10 Pulse Laser
> 1x Mk. 45 Minesweeper
> 6x Mk. 40 Torpedos

Dionysia Dynamics TCN-50 "Tachanah" Supply Outpost

Crew: 6

Mass: 7000 tons

Armor: Steel hull

Cargo Capacity: 100 units

Armaments:
> 4x Mk. 25 Repeating Blaster
> 12x Mk. 10 Pulse Lasers
> 6x Missile Launcher
>> (Magazine: 20 missiles)
> 1x Mk. 45 Minesweeper
> 1x Mk. 3 Minelaying Bay
> 1x Mk. 50 Mine Field
> 100x Cargo Units

Comments: Maintaining distant frontiers and far-flung trade routes requires efficient logistics. The ability to resupply forces without established planetary bases is crucial to QVP security. The QVP has long operated various types of deep space supply platforms throughout its history. Known colloquially as the Pitayon Arbayot ("Locust Bait"), the Tachanah is the current solution to the resupply and support of distant outposts.While recognizing the need for resupplying one's own forces, the QVP also recognizes the need to deny those same supplies to other, hostile parties. By equipping the "Locust Bait" supply station with a respectable weapon load able to stand off most of light and medium fighter types employed by pirates, the station also features its own minelaying bay, enabling the station crew to put the station in the center of a Mk. 50 minefield as a last resort.
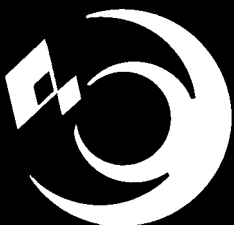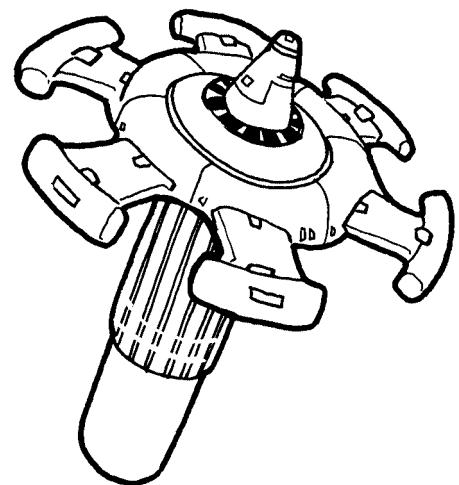
Scenarios

The following scenarios are based on military actions that helped define the current political and military situation in Q'raj space over roughly the last 20 years (Prior to AL 10). These scenarios assume you are using the following optional rules:

• Damage Control

• Decoys

• Easing target speed restrictions

• Point Defense against torpedoes

• Point Defense against missiles

• Sideslips

• Multiple Missile Locks (New)

New optional rule: Multiple Missile locks

Ships with more than one missile launcher available to a pilot or gunner may lock with both launchers on a single warhead launch phase. Missile lock rolls add +2 for each additional launcher.

Those scenarios involving warhound-class ships will use the standard rules found in *Silent Death: Warhounds*. Scenarios using Warhounds assume the following optional rules. See p. 24 of *Warhounds* for more information:

• Point-Defense Battery Rollback

• Point-Defense Battery Screening

Other optional rules necessary to specific scenarios will be noted accordingly. Players may elect to use additional optional rules, if desired. Directions for setting up follow the map format used in *Silent Death: The Next Millennium*, p. 103. Beginning players may wish to begin with the "Pirate Scenarios." The scenarios in that section are more appropriate for beginning players who wish to familiarize themselves with basic rules and a few optional rules.
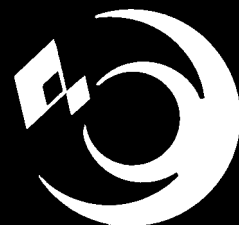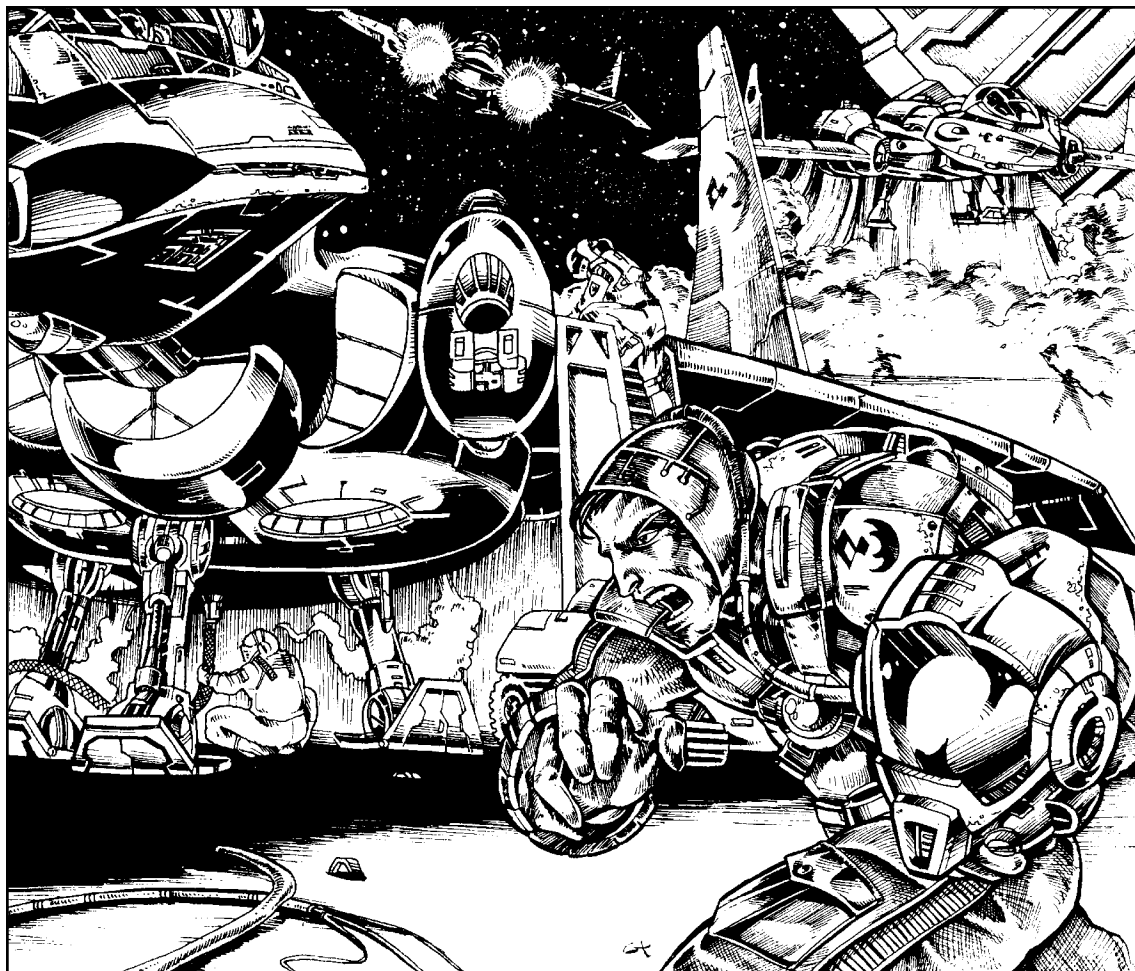
The Terran-Hatchling War (Imp 501)

The Assyrian came down like the wolf on the fold, And his cohorts were gleaming in purple and gold.
    – Byron (1788-1824)

These scenarios are based on some of the most crucial actions and situations of the *Sho'at Ha-'Olamim* ("The Holocaust of Worlds") from Imp 501: 31 to 501: 253.

Scenario 1: Evacuation of Tyre

Play Time: 2.5 hours

Map: Long

Date: Imp 501:42

Location: Outer rim of Tyre solar system

Situation: Q'raj forces found only a dead planet and a Hatchling battle group at Biblos. The Hatchlings tried to tie up the Q'raj with a holding action until a second Grub force could close on Tyre. Shaking free of the holding action, the Q'raj have just arrived in the Tyre system where they have been joined by a few reinforcements. Even after reloading, they clearly do not have enough firepower to resist the Grub onslaught. Their orders are to delay the Hatchlings from reaching Tyre for as long as possible. Meanwhile, Tyrian shuttles, passenger liners, cargo ships, even garbage scows are frantically fleeing with as much of the civilian population as they can carry into space. The Q'raj units must delay the Grubs from exiting edge 3 as long as possible. The Grub force they left at Biblos could enter the system at any moment, making an already desperate situation hopeless.

Special Rules

The Hatchling player is trying to get as many points of ships to exit Edge 3 as quickly as possible. The Q'raj must delay or stop the Hatchlings for as long as possible. Each Hatchling ship will not have a full compliment of jump pods, having used them in actions against the local militia. Before the game, roll 1D4 for each Hatchling ship. The result is the number of jump pods starting with the largest ones usually found on the ship.

After turn 3, roll 1D8 prior to the warhead launch phase. If the result is 1, the Hatchling player can bring reinforcements into play at the beginning of the following turn. These reinforcements consist of 3 Shaggai, 2 Remora, and 2 Squidge and a Tiger Moth. Use a D10 to roll pilot and gunnery skills. These ships will also have reduced jump pod loads. Use 1D4 to determine the number of jump pods available, as before. Any Q'raj craft surviving this scenario will be repaired, reloaded and play on the Q'raj side in the scenario "Stand at Ras Shamra."

Victory Conditions

The Hatchling Player claims victory if 500 points TPV can exit Edge 3 in 5 turns or less. If not, the Q'raj player claims victory. Total the number of Hatchling TPV that has exited edge 3 (if any) at the end of each turn.

Battlefield Report

During this particular action, the Q'raj forces faced the brutal reality that no amount of effort would rescue the entire population of Tyre. There was neither the time, nor the spacelift capacity, nor the defensive resources available to do the job. They could only buy time. Even so, several hundred thousand Tyrians managed to escape, although billions did not. Prior to its destruction by the Grubs, Tyre had been one of the most populous—and beautiful—planets in the QVP.
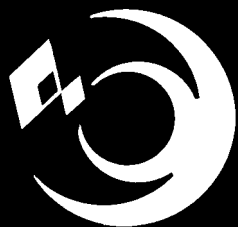
Hatchling Forces

Enter on first turn from Edge 1

Larva 1	Pilot (Plt 9, Gnr 6)
Larva 2	Pilot (Plt 6, Gnr 8)
Larva 3	Pilot (Plt 2, Gnr 6)
Larva 4	Pilot (Plt 2, Gnr 2)
Shaggai 1	Pilot (Plt 7)
	Weapon 1 (Gnr 5)
	Weapon 2 (Gnr 4)
Shaggai 2	Pilot (Plt 4)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 6)
Thistle 1	Pilot (Plt 10)
	Weapon 1 (Gnr 5)
	Weapon 2 (Gnr 3)
Thistle 2	Pilot (Plt 3)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 7)
Manta 1	Pilot (Plt 10)
	Weapon 1 (Gnr 4)
	Weapon 2 (Gnr 4)
	Weapon 3 (Gnr 2)
	Weapon 4 (Gnr 4)
Manta 2	Pilot (Plt 9)
	Weapon 1 (Gnr 8)
	Weapon 2 (Gnr 9)
	Weapon 3 (Gnr 8)
	Weapon 4 (Gnr 7)
Muskellunge 1	Pilot(Plt 3)
	Weapon 1 (Gnr 4)
	Weapon 2 (Gnr 3)
	Weapon 3 (Gnr 8)
	Weapon 4 (Gnr 7)
	Weapon 5 (Gnr 8)

Q'raj Forces

Set up in quadrants C, D, E, or F.

Teal Hawk II 1	Pilot (Plt 9, Gnr 7)
	Gunner (Gnr 6)
Teal Hawk II 2	Pilot (Plt 7, Gnr 9)
	Gunner (Gnr 7)
Teal Hawk II 3	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 5)
Talon QVP 1	Pilot (Plt 9, Gnr 9)
Talon QVP 2	Pilot (Plt 8, Gnr 7)
Talon QVP 3	Pilot (Plt 5, Gnr 7)
Talon QVP 4	Pilot (Plt 5, Gnr 5)
Kosmos 1	Pilot (Plt 10, Gnr 6)
Chupacabra 1	Pilot (Plt 8, Gnr 7)
Chupacabra 2	Pilot (Plt 6, Gnr 7)
Chupacabra 3	Pilot (Plt 5, Gnr 6)
Chupacabra 4	Pilot (Plt 7, Gnr 6)
Chupacabra 5	Pilot (Plt 7, Gnr 6)
Chupacabra 6	Pilot (Plt 5, Gnr 6)
Chupacabra 7	Pilot (Plt 5, Gnr 5)
Epping 1	Pilot (Plt 9, Gnr 7)
	Gunner A (Gnr 10)
	Gunner B (Gnr 9)
	Gunner C (Gnr 7)
Epping 2	Pilot (Plt 8, Gnr 9)
	Gunner A (Gnr 6)
	Gunner B (Gnr 6)
	Gunner C (Gnr 5)
Nemesis QVP 1	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
	Gunner C (Gnr 8)
	Gunner D (Gnr 7)
	Gunner E (Gnr 10)

Prospice tibi—ut Gallia, tu quoque in tres partes dividaris.

Anonymous
Roman Officier

SCENARIO 1: EVACUATION OF TYRE

Hatchling Enter Edge 1

Edge 3

L = Larva   S = Shaggai   M = Manta   Mu = Muskellunge   T = Thistle   = QVP Delpoys Here
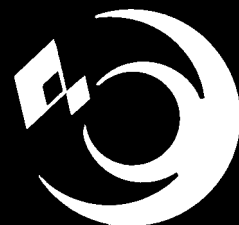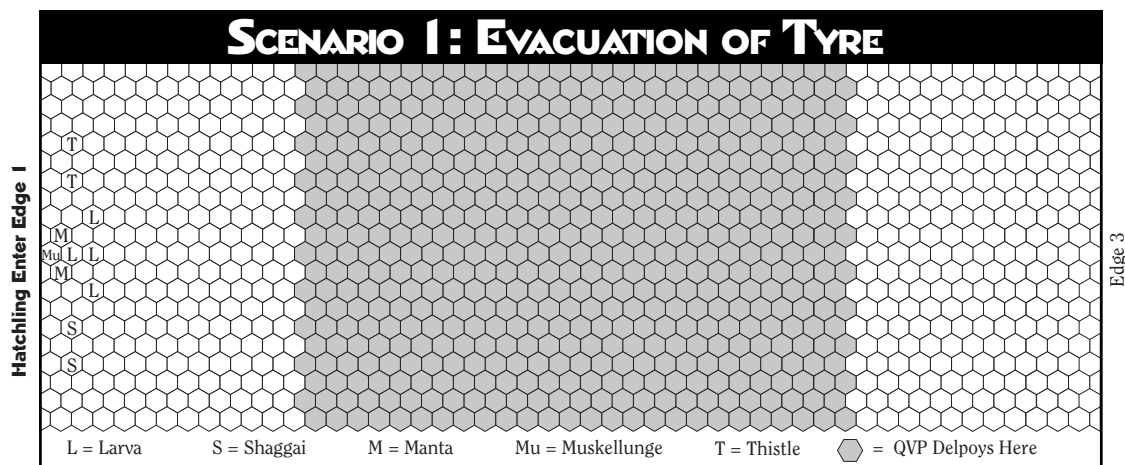
Scenario 2: Disrupting the Line

Play Time: 1.5-4 hours

Map: Standard

Date: Imp 501:179Location: Near the Kurnugia black hole, 3 light years from Ras Shamra.

Situation: Following the Hatchling's failure to take Sidon, they began looking toward the periphery of Q'raj space for an easier target. The Ras Shamra system was a good choice; it was relatively distant from Q'raj worlds that had already been attacked, and was ideally situated to provide a good staging ground from which to attack several other Q'raj systems. Prior to the pivotal battle near Ras Shamra, both sides massed their forces, knowing this fight was likely to settle the issue of the Hatchling presence in Q'raj space. Some important players in this prelude to the showdown were the 42nd Gunboat Company, who disrupted and interdicted the movement of larger vessels attempting to rendezvous with the Grub fleet. Since the 42nd consisted of ships that are typically very vulnerable to smaller Grub fighters, they had better luck concentrating on larger ships.

Setup

Place a counter representing the Kurnugia Black Hole somewhere in quadrant E, at least 7 hexes from any edge.

Special Rules

Use optional rules for slingshotting around black holes (pp. 70-71 in SD:TNM), and black holes (p. 80 in SD:TNM). The radius of the Kurnugia Black Hole is 8 hexes. Surviving ships of both sides are to be repaired, rearmed, and fight on their respective sides in the next scenario "Stand at Ras Shamra."

The Kurnugia black hole exerts a powerful gravimetric distortion field on the local tract of hyperspace space that is very disruptive to Hatchling jump pod performance.

To resolve a jump pod:

- **Determine Facing.** To determine what direction the ship will jump, roll 1D6. The front hex face of the jumping ship is number 1, and the other hexfaces are sequentially numbered going clockwise around the hex. Turn the ship to face the number indicated by the die roll.

- **Determine Distance.** Next, roll for the distance of the jump. Roll 1D4 or 1D6 or 1D8 for level 2, 3, and 4 jump pods respectively. The result is the distance of the jump.

Example: *Steve, the Hatchling player wants to activate a number 2 jump pod. He rolls a 3 on 1D6, then a 4 on a 1D4. The Hatchling ship turns to face the RQR hex facing, then moves 4 hexes in that direction.*

SCENARIO 2: DISRUPTING THE LINE

Edge 1

Edge 3

T = Tigermoth   D = Dragonfly   M = Manta   Mu = Muskellunge   N = Nemsis   B = Blackwidow

◯ = Standard Map   ⬢ = Black Hole   ⬡ = Geohex Cloth Starmap

52
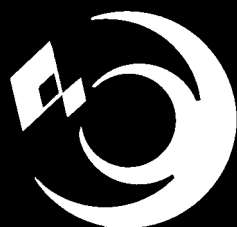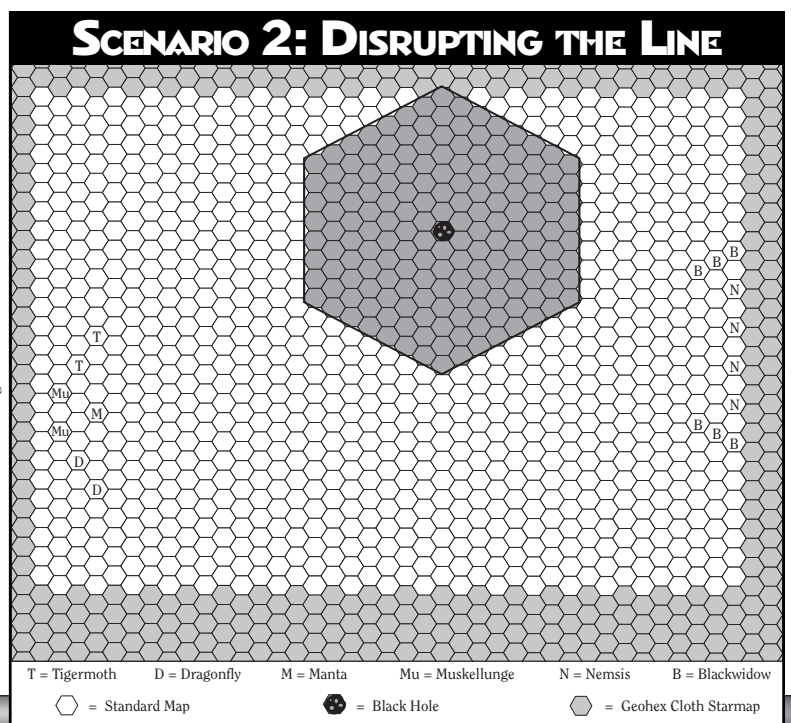
Victory Conditions

The Hatchling Player must get at least half the fleet's TPV off the board at Edge 3, or must destroy 75% of the Q'raj force's TPV. Any other result is a Q'raj victory. Both sides must check their remaining point values at the end of each turn.

Q'raj Forces

42nd Gunboat Company "Ba'al's Hammer"

Set up along Edge 3.

Axehead Squadron

Nemesis QVP 1	Pilot (Plt 10, Gnr 6)
	Gunner A (Gnr 10)
	Gunner B (Gnr 8)
	Gunner C (Gnr 5)
	Gunner D (Gnr 8)
	Gunner E (Gnr 6)
Nemesis QVP 2	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
	Gunner C (Gnr 8)
	Gunner D (Gnr 9)
	Gunner E (Gnr 8)
Nemesis QVP 3	Pilot (Plt 7, Gnr 5)
	Gunner A (Gnr 9)
	Gunner B (Gnr 8)
	Gunner C (Gnr 6)
	Gunner D (Gnr 9)
	Gunner E (Gnr 7)
Nemesis QVP 4	Pilot (Plt 9, Gnr 5)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
	Gunner C (Gnr 5)
	Gunner D (Gnr 9)
	Gunner E (Gnr 9)

Thunderbolt Squadron

Black Widow 1	Pilot (Plt 10, Gnr 9)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
Black Widow 2	Pilot (Plt 8, Gnr 10)
	Gunner A (Gnr 9)
	Gunner B (Gnr 10)
Black Widow 3	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
Black Widow 4	Pilot (Plt 7, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 7)
Black Widow 5	Pilot (Plt 7, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
Black Widow 6	Pilot (Plt 6, Gnr 8)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)

Hatchling Forces

Set up along Edge 1.

Kurnugia Convoy 47:

Tiger Moth 1	Pilot (Plt 9)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 2)
	Weapon 3 (Gnr 1)
	Weapon 4 (Gnr 6)
	Weapon 5 (Gnr 5)
Tiger Moth 1	Pilot (Plt 5)
	Weapon 1 (Gnr 8)
	Weapon 2 (Gnr 2)
	Weapon 3 (Gnr 6)
	Weapon 4 (Gnr 4)
	Weapon 5 (Gnr 6)
Dragonfly 1	Pilot (Plt 4)
	Weapon 1 (Gnr 4)
	Weapon 2 (Gnr 7)
	Weapon 3 (Gnr 7)
	Weapon 4 (Gnr 4)
	Weapon 5 (Gnr 9)
Dragonfly 1	Pilot (Plt 4)
	Weapon 1 (Gnr 2)
	Weapon 2 (Gnr 3)
	Weapon 3 (Gnr 4)
	Weapon 4 (Gnr 7)
	Weapon 5 (Gnr 5)
Manta 1	Pilot (Plt 10)
	Weapon 1 (Gnr 6)
	Weapon 2 (Gnr 4)
	Weapon 3 (Gnr 3)
	Weapon 4 (Gnr 4)
Muskellunge 1	Pilot (Plt 10)
	Weapon 1 (Gnr 8)
	Weapon 2 (Gnr 3)
	Weapon 3 (Gnr 8)
	Weapon 4 (Gnr 7)
	Weapon 5 (Gnr 10)
Muskellunge 1	Pilot (Plt 9)
	Weapon 1 (Gnr 9)
	Weapon 2 (Gnr 8)
	Weapon 3 (Gnr 7)
	Weapon 4 (Gnr 1)
	Weapon 5 (Gnr 10)

Battlefield Report

"Ba'al's Hammer" proved their worth during their interdiction raids prior to Ras Shamra. On this particular occasion, they managed to destroy or cripple 65% of the Hatchling convoy, although they suffered significant casualties themselves. The relative ineffectiveness of the Hatchlings jump pods caused at least one Hatchling ship to run afoul of the black hole's gravity well, never to return.
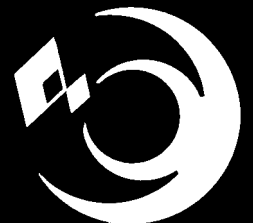
Scenario 3: Stand at Ras Shamra

Play Time: 3-6 hours

Map: Long

Date: Imp 501: 252

Location: 2.2 AU (Astronomical Units) from Ras Shamra.

Situation: The Hatchlings have been assembling a fleet for what they hope will be a decisive strike on a crucial Q'raj world. Q'raj forces have been working to slow the accumulation of Grub ships which has been moving slowly, inexorably, toward the inner group of planets where the Q'raj fleet waits.

Special Rules

Before each warhead launch phase, roll 1D8. If the result is 1, the Q'raj player gets reinforcements in the form of 6 Jambiya and 5 Kosmos II. The ships will enter along edge 4. Roll the pilot and gunnery skills when the ship enter the game on the following turn. When reinforcements have been granted once, that's all. Do not roll for additional reinforcements.

Victory Conditions

For the Q'raj there is no surrender, no retreat. It is a fight to the death. Central Command has declared that the line has been drawn. Besides, if the Q'raj are defeated decisively here, there won't be anything left to stop the Grubs with anyway. The Hatchling player must retreat if 60% or more of the Grub's TPV is lost. The retreat is either back across Edge 2 or across Edge 1

Battlefield Report

Despite terrible losses, the Hatchlings were dealt a devastating defeat. The remaining ships retreated beyond the confines of the new Canaan Enclave and out of Q'raj space proper. Except for a half-hearted raid carried out near the Hijazi Caliphates, this battle effectively ended the Hatchling War for the Q'raj Void Protectorate.

SCENARIO 3: STAND AT RAS SHAMRA

↙Hatchlings Deploy Here ↘   Edge 2   ↙Hatchlings Deploy Here ↘

↖QVP Deploys Here ↗   Edge 4   ↖QVP Deploys Here ↗
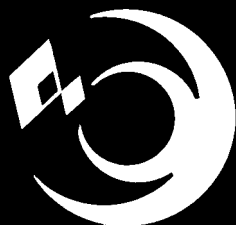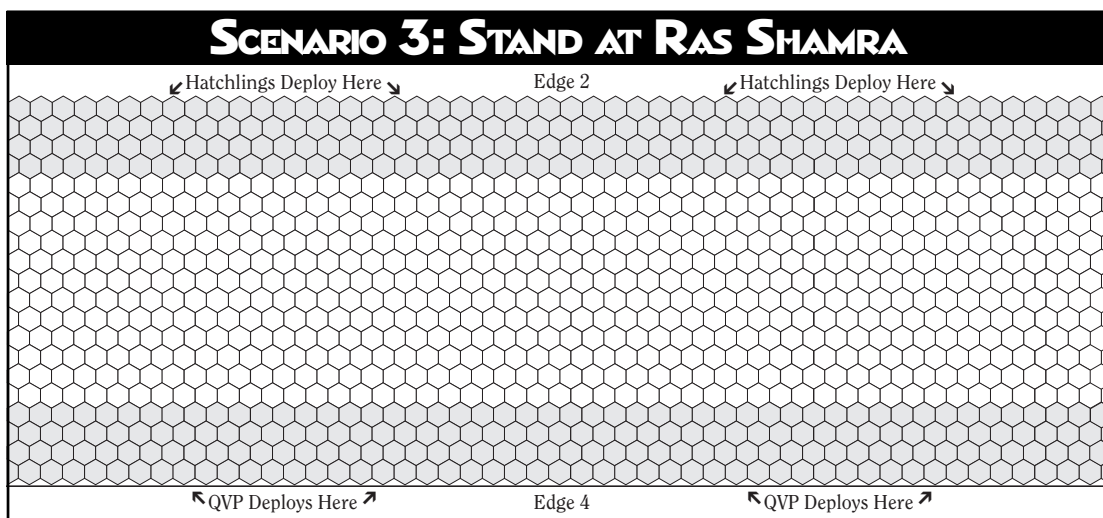
Q'raj Forces

Deploy along Edge 4.

Surviving members (if any) of 42nd Gunboat Company "Ba'al's Hammer" (See previous scenario), repaired and rearmed. Surviving Q'raj ships (if any) from the scenario "Evacuation of Tyre," repaired and rearmed.

Defense Militia

Thunderbird 1	Pilot (Plt 9, Gnr 7)
Thunderbird 2	Pilot (Plt 6, Gnr 8)
Thunderbird 3	Pilot (Plt 5, Gnr 6)
Thunderbird 4	Pilot (Plt 5, Gnr 5)
Chupacabra 1	Pilot (Plt 10, Gnr 7)
Chupacabra 2	Pilot (Plt 9, Gnr 7)
Chupacabra 3	Pilot (Plt 7, Gnr 6)
Chupacabra 4	Pilot (Plt 7, Gnr 6)
Chupacabra 5	Pilot (Plt 5, Gnr 6)
Chupacabra 6	Pilot (Plt 5, Gnr 5)

4901st Border Patrol
"Gatekeepers"

Epping QVP Minelayer 1	
	Pilot (Plt 5, Gnr 9)
	Gunner (Gnr 9)

82nd Home Guard Regiment

Shedu 1	Pilot (Plt 10, Gnr 9)
Shedu 2	Pilot (Plt 10, Gnr 5)
Shedu 3	Pilot (Plt 7, Gnr 6)
Shedu 4	Pilot (Plt 5, Gnr 9)

Royal Janissaries
"Banner of Faith"

Djinn 1	Pilot (Plt 10, Gnr 9)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
Djinn 2	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
Djinn 3	Pilot (Plt 9, Gnr 5)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
Djinn 4	Pilot (Plt 8, Gnr 10)
	Gunner A (Gnr 9)
	Gunner B (Gnr 10)
Djinn 5	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
Djinn 6	Pilot (Plt 7, Gnr 5)
	Gunner A (Gnr 9)
	Gunner B (Gnr 8)

75th Light Fighter Regiment
"Larabi's Locusts"

Jambiya 1	Pilot (Plt 9, Gnr 9)
Jambiya 2	Pilot (Plt 6, Gnr 8)

461st Superiority Wing

Mujahadeen 1	Pilot (Plt 10, 10)
	Gunner (Gnr 10)
Mujahadeen 2	Pilot (Plt 10, 9)
	Gunner (Gnr 9)
Mujahadeen 3	Pilot (Plt 10, 9)
	Gunner (Gnr 8)
Mujahadeen 4	Pilot (Plt 9, 10)
	Gunner (Gnr 8)

Hatchling Forces

Deploy along Edge 2.

Surviving Kurnugia Convoy 47
(See previous scenario).

Swarm 1420a

Larva 1	Pilot (Plt 6, Gnr 6)
Larva 2	Pilot (Plt 6, Gnr 2)
Larva 3	Pilot (Plt 5, Gnr 5)
Larva 4	Pilot (Plt 2, Gnr 3)
Thistle 1	Pilot (Plt 8)
	Weapon 1 (Gnr 5)
	Weapon 2 (Gnr 4)
Thistle 2	Pilot (Plt 4)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 7)
Shaggai 1	Pilot (Plt 9)
	Weapon 1 (Gnr 2)
	Weapon 2 (Gnr 4)
Shaggai 2	Pilot (Plt 7)
	Weapon 1 (Gnr 10)
	Weapon 2 (Gnr 4)
Squidge 1	Pilot (Plt 6)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 9)
Vartak 1	Pilot (Plt 7)
	Weapon 1 (Gnr 6)
	Weapon 2 (Gnr 4)
Vartak 2	Pilot (Plt 6)
	Weapon 1 (Gnr 3)
	Weapon 2 (Gnr 5)
Muckworm 1	Pilot (Plt 8)
	Weapon 1 (Gnr 2)
	Weapon 2 (Gnr 6)
	Weapon 3 (Gnr 4)
Muckworm 2	Pilot (Plt 5)
	Weapon 1 (Gnr 2)
	Weapon 2 (Gnr 8)
	Weapon 3 (Gnr 2)
Lamprey 1	Pilot (Plt 8)
	Weapon 1 (Gnr 2)
	Weapon 2 (Gnr 6)
	Weapon 3 (Gnr 4)
Lamprey 2	Pilot (Plt 6)
	Weapon 1 (Gnr 5)
	Weapon 2 (Gnr 3)
	Weapon 3 (Gnr 7)
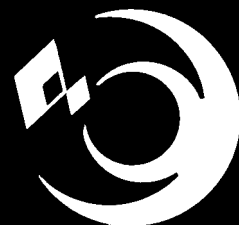
Pirate Scenarios

A great war leaves the country with three armies-an army of cripples, an army of mourners, and an army of thieves.

– German Proverb

In the aftermath of the Grub War, humanity struggled to count the survivors, regroup, and begin the long task of rebuilding. Some of the less scrupulous governments and individuals took advantage of the lack of social order to prey on the weak and unprotected. The Grub War may have been over, but the fighting was far from finished.

Scenario 4: Petrov's Gamble

Play Time: 2-3 hours

Map: Standard

Date: AL 4:49

Location: Somewhere near the Ibn Batuta cluster in the Osmanli Republic.

Situation: For the last four years, Sherker Petrov has been the Q'raj intelligence community's most successful deep cover agent. Not only has he managed to infiltrate the dangerous Libratcheck pirate clan, he worked his way up to the highest levels of the organization. He also has access to some of the clan's deepest secrets, and has actually participated in long-term strategic planning and deployment. After planning and executing several successful missions against Kashmere, Red Star, and Hibernian cargo ships navigating on the edge of Q'raj space, he has received new orders from the clan leaders. They wish to take advantage of the price fluctuations on the slave market caused by the death of another major pirate leader who specialized in that shameful commodity. The easiest targets were Q'raj passenger vessels bound for vacation spots, and Libratcheck Sr. wanted his rising young star Petrov to deliver the goods. Petrov was now faced with a terrible dilemma. Although the Q'raj Office of Special Projects Initiative has given him explicit permission to attack and kill fellow Q'raj in order to maintain his cover, Petrov could not bring himself to do so. He made a fateful decision: he would eliminate the need for a deep cover agent by eliminating the Libratchecks. The OSPI listening posts received a coded message that Petrov was coming in from the cold.

SCENARIO 4: PETROV'S GAMBLE

Edge 2

Edge 1

Edge 3

T = Tealhawk	M = Mujahadem	T = Thunderbird	S = Seraph	Pv = Pit Viper
J = Jambiya	N = Nighthawk	P = Pharsi II	Sr = Spirit Rider	
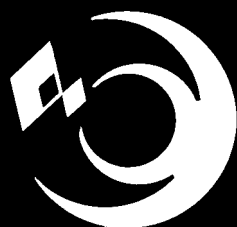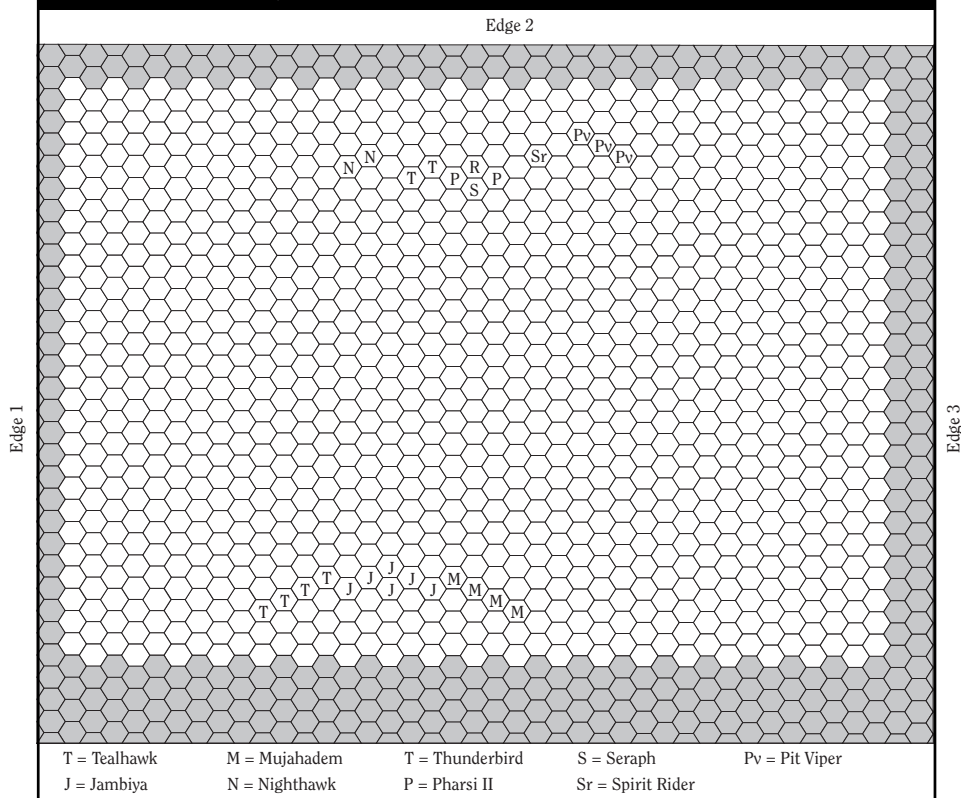
The details of his attack were provided, with instructions that he would try to get as many of the Libratcheck ships as possible into the area. The Q'raj prepared to spring their trap by intercepting Petrov before he actually reached the shipping lanes.

Special Rules

One of the eight single-seat fighters in the Pirate task force is piloted by Sherker Petrov. Number these fighters from 1 to 8 on their respective stat sheet. At some point during the game, the Q'raj player must declare that Petrov is making a break for it. The Q'raj player rolls 1D8 before the movement phase. The result will be the number of the fighter that Petrov is flying. From that point on, that fighter is under the control of the Q'raj player. If the Q'raj player rolls and the ship indicated has already been destroyed, roll 1D4. Petrov ejects from his ship successfully on a 1 or 2.

In the two turns following Petrov's dash, the Q'raj player rolls initiative at +2 to simulate the confusion on the Pirate side due to the loss of their commander.

Victory Conditions

If Petrov's fighter escapes off Edge 4, the Q'raj player wins. If Petrov is killed, the pirate player wins. If he ejects safely or is immobilized, the player who controls the board at the end of the battle wins.

Battlefield Report

Luckily for Petrov, the Q'raj force included members of the 775th Recon ("Assassins") who knew of his intent to escape. It was a close call, since none of the Q'raj units knew which ship was Petrov's until he made his break. The Libratcheck force was caught for a brief moment without a battle leader, and this was exploited to the fullest by the Q'raj. Very few of the Libratcheck clan escaped, effectively ending their relevance to local shipping concerns. Petrov later accepted a promotion and his own command, the 352nd Superiority Squadron, stationed aboard the escort carrier Saladin as part of the 2nd Carrier Group. Today, Petrov is a popular and well-respected squadron commander. The 352nd is now known as "Petrov's Pirates."

Q'raj Forces

775th Reconnaissance Squadron "The Assassins"

Set up along Edge 4.

Teal Hawk II 1	Pilot (Plt 10, Gnr 8)
	Gunner (Gnr 10)
Teal Hawk II 2	Pilot (Plt 9, Gnr 8)
	Gunner (Gnr 9)
Teal Hawk II 3	Pilot (Plt 9, Gnr 7)
	Gunner (Gnr 9)
Teal Hawk II 4	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 10)
Jambiya 1	Pilot (Plt 9, Gnr 7)
Jambiya 2	Pilot (Plt 8, Gnr 6)
Jambiya 3	Pilot (Plt 7, Gnr 8)
Jambiya 4	Pilot (Plt 7, Gnr 7)
Jambiya 5	Pilot (Plt 6, Gnr 6)
Jambiya 6	Pilot (Plt 5, Gnr 6)
Mujahadeen 1	Pilot (Plt 9, Gnr 8)
	Gunner (Gnr 10)
Mujahadeen 2	Pilot (Plt 9, Gnr 8)
	Gunner (Gnr 8)
Mujahadeen 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 9)
Mujahadeen 4	Pilot (Plt 7, Gnr 8)
	Gunner (Gnr 8)

Pirate Forces

Libratcheck Clan

Set up along Edge 2.

Pit Viper 1	Pilot (Plt 9, Gnr 8)
Pit Viper 2	Pilot (Plt 7, Gnr 6)
Pit Viper 3	Pilot (Plt 5, Gnr 4)
Spirit Rider 1	Pilot (Plt 7, Gnr 8)
Thunderbird 1	Pilot (Plt 8, Gnr 9)
Thunderbird 2	Pilot (Plt 7, Gnr 7)
Night Hawk 1	Pilot (Plt 8, Gnr 7)
Night Hawk 2	Pilot (Plt 8, Gnr 6)
Revenge 1	Pilot (Plt. 3, Gnr 5)
	Gunner (Gnr 7)
Pharsii II 1	Pilot (Plt 8, Gnr 7)
	Gunner 1 (Gnr 7)
	Gunner 2 (Gnr 3)
Pharsii II 2	Pilot (Plt 5, Gnr 6)
	Gunner 1 (Gnr 9)
	Gunner 2 (Gnr 7)
Seraph 1	Pilot (Plt. 7, Gnr 5)
	Gunner (Gnr 7)

Visne aliquid de illo facere?

Anonymous
Roman Soldier
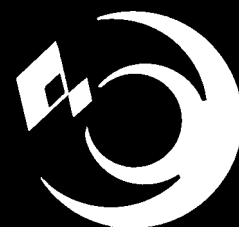
Scenario 5: Pirate's Grief

Play Time: 2-3 hours

Map: Standard

Date: AL 5: 270

Location: Approximately 4 light years from the Gaza system, New Palestine Free Triad.

Situation: Prior to their posting to the escort carrier *Suleyman*, the members of the 1015th Strike Wing "Red Seraphim" fought to keep pirate and mercenary forces from preying on shipping coming in and out of the Osmanli Republic shipping lanes. On one occasion the 1015th suffered heavily at the hands of the Ding-Kolasev pirate clan. The unit took a vow to eliminate the clan if possible. Q'raj intelligence helped the 1015th narrow its search, and finally it pinpointed its prey near the Gaza system. Q'raj Central granted permission for the Red Seraphim to leave their normal jurisdiction to pursue the raiders. Near a small asteroid belt away from any shipping lanes, the Red Seraphim sought to settle their score.

Setup

Standard Map Setup. Place a field of 15 asteroids in a rough band through quadrant D.

Special Rules

Use the optional rules for asteroid fields and asteriod drift on p. 79 of *Silent Death: The Next Millenium*. In addition, use the optional rule for dodging asteroids found on p. 13 of *Silent Death: Space Junk*.

The 1015th is one of the only official Q'raj fighter units whose members have special ability-enhancing cybernetic implants obtained from the ASP Technocracy. To simulate the 1015th improved cohesion and reaction times, the Q'raj player will roll all initiative rolls at +2.

SCENARIO 5: PIRATE'S GRIEF
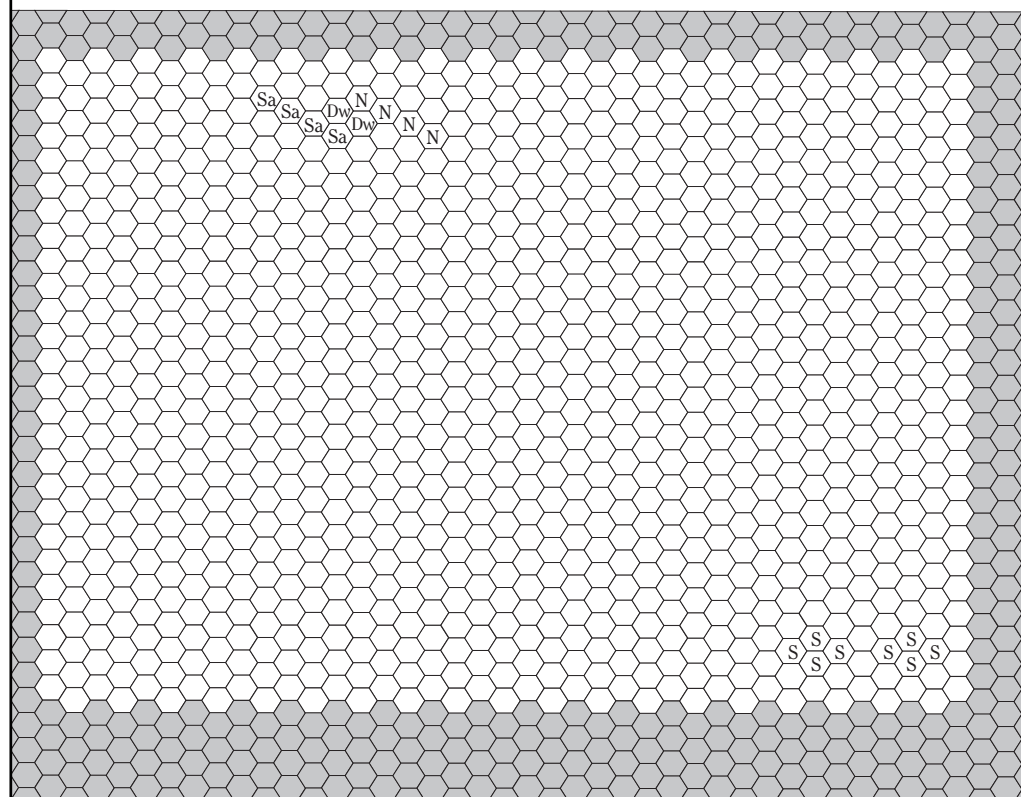
N = Nighthawk   Sa = Salamander   Dw = Deathwind   S = Shedu
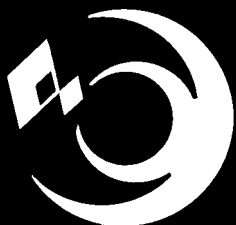
Victory Conditions

The Q'raj player must destroy or immobilize all of the Ding-Kolasev ships to win. The Q'raj will take no prisoners on this mission.

Battlefield Report

There were no survivors of the Ding-Kolasev fleet.

Q'raj Forces

1015th Strike Wing
"Red Seraphim"

Set up along Edge 4, quadrant F or H.

Shedu 1	Pilot (Plt 10, Gnr 10)
Shedu 2	Pilot (Plt 10, Gnr 9)
Shedu 3	Pilot (Plt 10, Gnr 9)
Shedu 4	Pilot (Plt 10, Gnr 9)
Shedu 5	Pilot (Plt 9, Gnr 9)
Shedu 6	Pilot (Plt 9, Gnr 8)
Shedu 7	Pilot (Plt 9, Gnr 8)
Shedu 8	Pilot (Plt 8, Gnr 8)

Pirate Forces

Ding-Kolasev
"Angel Slayers"

Deploy anywhere in quadrant C

Night Hawk 1	Pilot (Plt 10, Gnr 8)
Night Hawk 2	Pilot (Plt 8, Gnr 8)
Night Hawk 3	Pilot (Plt 7, Gnr 6)
Night Hawk 4	Pilot (Plt 5, Gnr 7)
Salamander 1	Pilot (Plt 8, Gnr 6) Gunner (Gnr 7)
Salamander 2	Pilot (Plt 6, Gnr 7) Gunner (Gnr 6)
Salamander 3	Pilot (Plt 4, Gnr 5) Gunner (Gnr 8)
Salamander 4	Pilot (Plt 4, Gnr 4) Gunner (Gnr 7)
Death Wind 1	Pilot (Plt 4, Gnr 5) Gunner (Gnr 8)
Death Wind 2	Pilot (Plt 4, Gnr 5) Gunner (Gnr 8)

The Dinar War

At the outset, a righteous cause, as well as a proper method for conducting the war, is essential for military success.
 – The I Ching (c. 1150 B.C.)

The arms are fair, when the intent of bearing them is just.
 – Shakespeare (1564-1616)

The massacre of a pilgrim convoy by Draconians posing as pirates prompted one of the most unusual military actions ever fought in Terran space. The Q'raj had wisely built up extensive profiles of the Draconian species, culture, and society even before they actually arrived. As a result they were able to develop warfighting doctrines that played on Draconian weaknesses which would have taken years to discover without the Primates' help.

The Dinar War, as the Q'raj retaliation for the massacre came to be called, was a combination of "traditional" military action played out against a background of intrigue, propaganda, and so-called "non-lethal warfare" or "info-structure war." Some of the most important victories came not in the cold depths of space, but on the galactic trading floors and analyst's cubicles at Q'raj intelligence agencies. These scenarios detail some of the more traditional actions, including some that made the indirect victories possible.

Scenario 6: Pursuit of Vengeance

Play Time: 2-3 hours

Map: Long

Date: AL 6: 14

Location: 1.3 parsecs from Mo'ed Shalom, Kochavi Yisrael.

Situation: A pilgrim convoy had been ambushed, its token escort swept away and the slow, vulnerable passenger ships blasted into swirling debris. The twisted slag was still glowing when the distress calls reached nearby military outposts. Just before their signal ended, the convoy described a force of unprecedented size and coordination bearing the liveries of nearly a dozen different pirate clans and mercenary units. Following the attack, deep scanning probes showed the attackers breaking up into several groups. Whether they intended further attacks or wanted to make pursuit more difficult was unclear.

One Q'raj force comprising elements of auxiliary units from nearby systems, found and tracked a sizable group of raiders. They got close enough to engage just as the mysterious raiders were making a dash for the Q'raj frontier.

Special Rules

Because they have not had a chance to rearm, the Draconian ships do not have any torpedoes left. Mark off the torpedoes on the Draconian stat sheets. Draconian ships carrying missiles still have a full load. Because of the size of this scenario, using more than two players is recommended.

Victory Conditions

Draconian player must exit the board across Edge 3 with at least 60% of the fleet's TPV. Q'raj player must be able to immobilize at least four ships with crew members still alive, in order to ascertain the identity of the raiders. Any ship with a drive of less than 3 and more than 10 hexes from Edge 3 is considered immobile for the purposes of this game. An immobilized ship is captured if a Q'raj ship moves to an adjacent hex for the duration of one turn. Note: It is possible for both sides to claim victory in this scenario.

Battlefield Report

A sizable number of Draconian ships managed to get clear of the fight before it was over. No doubt more would have been destroyed if the Q'raj had been able to get their heavy fighters and gunboats to the battle in time. Nevertheless, several ships were captured and found to contain Draconian crews, including some ships with the livery of some strongly anti-Promethean mercenary units. Q'raj demands for vengeance now had a clear target.

Scenario 6: Pursuit of Vengeance

C = Chupacabra   S = Shedu   J = Jambiya   Sa = Salamander   R = Revenge   Sr = Seraph   Dw = Deathwind
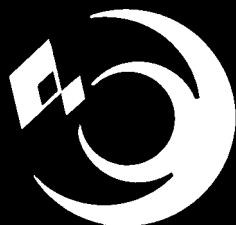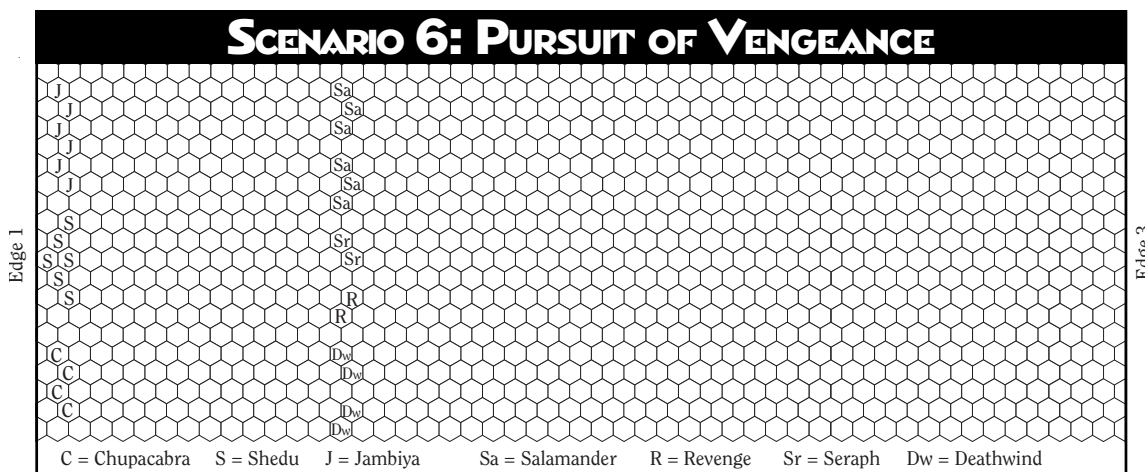
Q'raj Forces

Set up along Edge 1.

75th Light Fighter Regiment
"Larabi's Locusts"

Jambiya 1	Pilot (Plt 9, Gnr 9)
Jambiya 2	Pilot (Plt 9, Gnr 8)
Jambiya 3	Pilot (Plt 8, Gnr 7)
Jambiya 4	Pilot (Plt 8, Gnr 7)
Jambiya 5	Pilot (Plt 8, Gnr 7)
Jambiya 6	Pilot (Plt 7, Gnr 9)

461st Superiority Wing
Chukah Squadron

Shedu 1	Pilot (Plt 9, Gnr 9)
Shedu 2	Pilot (Plt 9, Gnr 9)
Shedu 3	Pilot (Plt 8, Gnr 8)
Shedu 4	Pilot (Plt 8, Gnr 8)
Shedu 5	Pilot (Plt 8, Gnr 7)
Shedu 6	Pilot (Plt 7, Gnr 9)

1620th Anti-Shipping Task Force
Delta Squadron
"Red Corsairs"

Chupacabra 1	Pilot (Plt 8, Gnr 9)
Chupacabra 2	Pilot (Plt 8, Gnr 8)
Chupacabra 3	Pilot (Plt 8, Gnr 7)
Chupacabra 4	Pilot (Plt 7, Gnr 7)

"Pirate" Forces

Draconian "Pirate" Raiders

Set up in quadrants C and/or D within 2 hexes of quadrants A and/or B.

Salamander 1	Pilot (Plt 9, Gnr 9)
	Gunner (Gnr 8)
Salamander 2	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 7)
Salamander 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Salamander 4	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 6)
Salamander 5	Pilot (Plt 7, Gnr 6)
	Gunner (Gnr 7)
Salamander 6	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 7)
Death Wind 1	Pilot (Plt 10, Gnr 8)
	Gunner (Gnr 8)
Death Wind 2	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 7)
Death Wind 3	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 7)
Death Wind 4	Pilot (Plt 7, Gnr 7)
	Gunner (Gnr 6)
Revenge 1	Pilot (Plt 10, Gnr 7)
	Gunner (Gnr 8)
Revenge 2	Pilot (Plt 7, Gnr 8)
	Gunner (Gnr 7)
Seraph 1	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 7)
Seraph 2	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)

SCENARIO 7: RECONNOITERING THE CORE

Edge 2

Edge 1

Edge 3

M = Megafortress   J = Jambiya   S = Stinger   C = Chupacabra   P = Pharsii II   G = Glaive
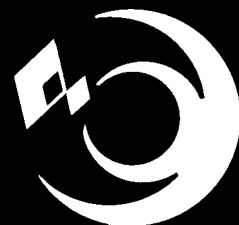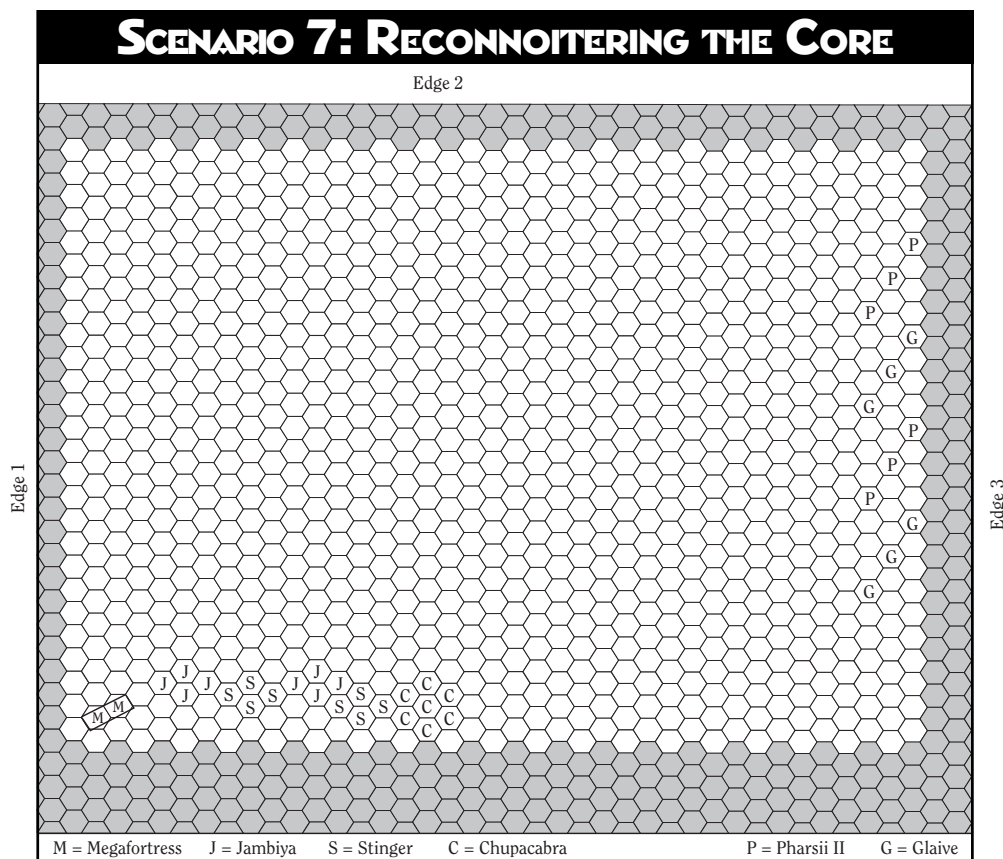
Scenario 7: Reconnoitering the Core

Play Time: 2.5 hours

Map: Standard

Date: AL 6: 32

Location: Near Tzaphon system, approximately 4 light years from the Central Core.

Situation: Midway through the Dinar War, the Draconians managed to slip a sizable force past the outer sentries. Their mission was to strike at one of the worlds that made up the Core system of the Q'raj Void Protectorate in an attempt to dispel the myth of Q'raj military competence. Before reaching the Core, the Draconians encountered one of the Home Guard auxiliary units, the 998th Attrition Regiment and the Megafort QVP *al-Safah*. The ensuing fight was an interesting study of heavy ships versus attrition units.

Special Rules

None

Victory Conditions

Draconian forces must drive the length of the board and exit across Edge 1 with at least 60% of their TPV to claim a victory. If 60% or more is lost, the Draconians must break off and retreat back across Edge 3. The Q'raj may claim victory if they force the Draconians to retreat or destroy all the Draconian vessels.

Battlefield Report

After suffering about 50% casualties, the Draconians turned and fled the field. The Q'raj forces had scarcely done any better, but word that several Q'raj Home Guard units were close at hand decided the issue. Those Draconian ships that escaped this action eventually fell before the guns of the 91st Home Guard Regiment. News of the incursion prompted renewed condemnation of this Draconian provocation coming some two weeks after the Mo'ed Shalom massacre. The Draconian government said it was all "a regrettable mistake." An unidentified Q'raj military spokesperson voiced agreement, albeit with a slightly different emphasis.

Draconian Forces

Beta Squadron, 7001st TPAC Regiment

Set up along Edge 3

Pharsii II 1	Pilot (Plt 9, Gnr 7)
	Gunner A (Gnr 9)
	Gunner B (Gnr 10)
	Gunner C (Gnr 7)
Pharsii II 2	Pilot (Plt 8, Gnr 9)
	Gunner A (Gnr 6)
	Gunner B (Gnr 6)
	Gunner C (Gnr 5)
Pharsii II 3	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 10)
	Gunner B (Gnr 9)
	Gunner C (Gnr 6)
Pharsii II 4	Pilot (Plt 7, Gnr 9)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
	Gunner C (Gnr 5)
Pharsii II 5	Pilot (Plt 6, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 9)
	Gunner C (Gnr 7)
Pharsii II 6	Pilot (Plt 6, Gnr 5)
	Gunner A (Gnr 6)
	Gunner B (Gnr 8)
	Gunner C (Gnr 5)
Glaive 1	Pilot (Plt 10, Gnr 7)
	Gunner (Gnr 7)
Glaive 2	Pilot (Plt 9, Gnr 8)
	Gunner (Gnr 6)
Glaive 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Glaive 4	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 7)
Glaive 5	Pilot (Plt 5, Gnr 6)
	Gunner (Gnr 6)
Glaive 6	Pilot (Plt 5, Gnr 4)
	Gunner (Gnr 6)

Q'raj Forces

998th Attrition Regiment "Walenda's Wastrels"

Set up along Edge 4, quadrant D.

Chupacabra 1	Pilot (Plt 8, Gnr 9)
Chupacabra 2	Pilot (Plt 8, Gnr 8)
Chupacabra 3	Pilot (Plt 8, Gnr 7)
Chupacabra 4	Pilot (Plt 7, Gnr 7)
Chupacabra 5	Pilot (Plt 6, Gnr 6)
Chupacabra 6	Pilot (Plt 5, Gnr 6)
Chupacabra 7	Pilot (Plt 5, Gnr 4)
Jambiya 1	Pilot (Plt 10, Gnr 9)
Jambiya 2	Pilot (Plt 10, Gnr 9)
Jambiya 3	Pilot (Plt 9, Gnr 9)

Jambiya 4	Pilot (Plt 9, Gnr 8)
Jambiya 5	Pilot (Plt 9, Gnr 8)
Jambiya 6	Pilot (Plt 8, Gnr 8)
Jambiya 7	Pilot (Plt 8, Gnr 7)
Jambiya 8	Pilot (Plt 7, Gnr 7)
Stinger 1	Pilot (Plt 8, Gnr 6)
Stinger 2	Pilot (Plt 7, Gnr 6)
Stinger 3	Pilot (Plt 7, Gnr 5)
Stinger 4	Pilot (Plt 6, Gnr 7)
Stinger 5	Pilot (Plt 6, Gnr 6)
Stinger 6	Pilot (Plt 5, Gnr 6)
Stinger 7	Pilot (Plt 5, Gnr 4)
Stinger 8	Pilot (Plt 4, Gnr 3)
Megafortress QVP	Captain(Cpt D10)
al-Safah	Pilot(Plt 10)
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
	Gunner C (Gnr 7)
	Gunner D (Gnr 9)
	Gun Crew E (Gnr 10)
	Gun Crew F (Gnr 9)

Scenario 8:
A Stone in Your Mouth

Play Time: 2-3 hours

Date: AL 6: 57

Map: Long

Location: 17 light years outside of Q'raj space, about 8 light years from the Kashmeri frontier.

Situation: Prior to launching their unique offensive, the Q'raj realized that the effectiveness of their ploy would depend to some degree on the ability of the Draconians to reassure financial markets and other interested parties. In his planning brief, QVP General Stoyan Ibn Boyaravitch compared this operation to the ancient superstition that the speaking of a curse or unlucky words could be forestalled by saying "A stone in your mouth!" It was important that, for a while at least, the Draconians should have no voice.

To this end, a team of ships was sent to destroy a string of Draconian communication satellites that carried primarily commercial civilian traffic. The Draconians detected the task force en route, and while they did not yet understand why the Q'raj would attack a "nonmilitary" target, they had no intention of seeing their commsats destroyed.

Special Rules

The commsats are stationary and unarmed, but like armed satellites they can jam up to 10 torpedoes per turn. A torpedo is successfully jammed by rolling a 1-2 on 1D4. Their DV is 9, and they are destroyed after taking 30 points of damage.

Because Q'raj forces are operating at extreme range, they can only stay on the board for 7 turns. If they do not exit the board (any edge) by turn 7, those ships that remain on the board are considered lost and captured by the Draconians.

Victory Conditions

If all three satellites are destroyed, it is a complete Q'raj victory. Two destroyed is a partial victory. If two or more satellites remain, it is a Draconian victory.

Battlefield Report

Two satellites were completely destroyed, and one so heavily damaged it failed shortly after the battle. With the Draconian media and communication lines disrupted, the Q'raj were free to fire the opening salvos in their info-war.

Q'raj Forces

Enter from any one edge after the Draconian player has set up.

Jambiya 1	Pilot (Plt 9, Gnr 9)
Jambiya 2	Pilot (Plt 8, Gnr 8)
Jambiya 3	Pilot (Plt 8, Gnr 8)
Jambiya 4	Pilot (Plt 8, Gnr 7)
Jambiya 5	Pilot (Plt 7, Gnr 9)
Jambiya 6	Pilot (Plt 7, Gnr 8)
Talon QVP 1	Pilot (Plt 8, Gnr 7)
Talon QVP 2	Pilot (Plt 7, Gnr 8)
Talon QVP 3	Pilot (Plt 7, Gnr 7)
Talon QVP 4	Pilot (Plt 6, Gnr 7)
Mujahadeen 1	Pilot (Plt 9, Gnr 9)
	Gunner (Gnr 8)
Mujahadeen 2	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 7)
Mujahadeen 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Mujahadeen 4	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 6)

Quid me appellavisti? … Itane? Tua mater!

Anonymous
Roman General
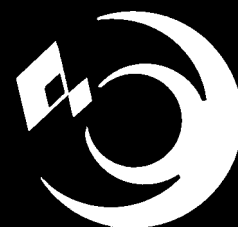
Draconian Forces

Setup one commsat each in quadrants A, D, and G (Use counters to represent the commsats). Other Draconian forces may be deployed anywhere on the board.

Death Wind 1	Pilot (Plt 8, Gnr 7) Gunner (Gnr 7)
Death Wind 2	Pilot (Plt 7, Gnr 7) Gunner (Gnr 6)
Death Wind 3	Pilot (Plt 6, Gnr 5) Gunner (Gnr 6)
Death Wind 4	Pilot (Plt 5, Gnr 5) Gunner (Gnr 6)
Seraph 1	Pilot (Plt 9, Gnr 7) Gunner (Gnr 8)
Seraph 2	Pilot (Plt 8, Gnr 6) Gunner (Gnr 7)
Glaive 1	Pilot (Plt 8, Gnr 7) Gunner (Gnr 7)
Glaive 2	Pilot (Plt 7, Gnr 6) Gunner (Gnr 6)

147 Communications and Relay GAB Satellites

Communications Satellite 1
Communications Satellite 2
Communications Satellite 3

Taurus armed satellites

Armed Satellite 1
Armed Satellite 2
Armed Satellite 3

SCENARIO 8: A STONE IN YOUR MOUTH

Edge 1 / Edge 3

J = Jambiya M = Mujahadeen Ta = Talon C = Chupacabra   S = Seraph G = Glaive Dw = Deathwind

Cs = Com Sat   T = Tarus

SCENARIO 9: CLASH OF THE IRON MELONS!

Edge 1 / Edge 3

S2 = Sentry 2   S = Seraph   Sq = Sentry QVP   L = Lilith
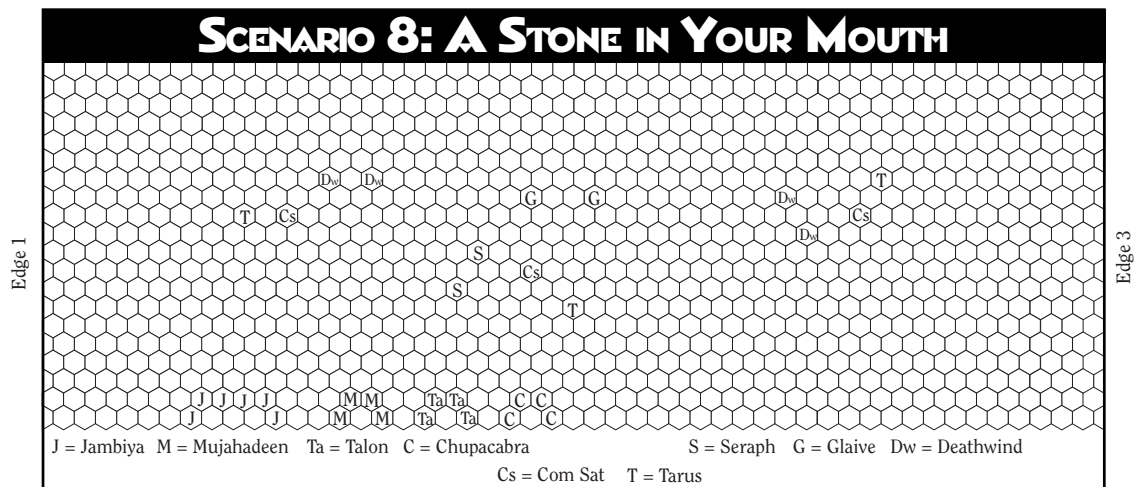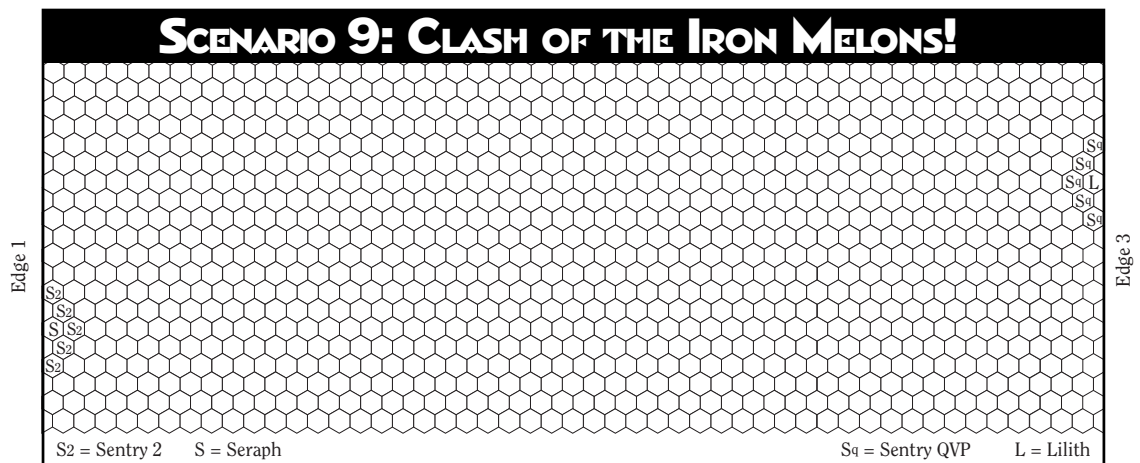
Scenario 9:
Clash of the Iron Melons!

Play Time: 1 hour and 30 minutes

Map: Long

Date: AL 6: 93

Location: Neutral space, 59 light years from the Colosian frontier.

Situation: The propaganda and fiscal war on the Draconian economy has begun. Rumors carefully planted and nurtured over the past several weeks have been exploited by the Q'raj. With the destruction of their main communication satellite links to the rest of Terran space, the Draconians are anxious to send new currency authentication codes to the Galactic Exchange as a gesture of good faith and to stop the plunge of the Gragh. Since tachyon transmissions are now considered either infeasible or unreliable, the Draconians must resort to couriers. On AL 6: 63 a Draconian Seraph carrying a courier with new authentication codes made its way under heavy escort for the Colosian office of the Galactic Exchange where the Draconians conducted business related to intergalactic currency matters.

Q'raj Central has instructed one of their deep patrol units, the 101st, to intercept and destroy the Seraph before it reaches Colosian space.

Special Rules

Because they are operating so far from Q'raj space, the Q'raj player must complete the mission objective in 7 turns or less. If any Q'raj ships have not left the board by the end of turn 7, they are considered lost.

Victory Conditions

The bone of contention is the Seraph carrying the courier and authentication codes. If it is destroyed before escaping across Edge 3, the Q'raj side wins. If not, the Draconian side wins.

Battlefield Report

Despite repeated reassurances by the Draconian government that it was working to restore confidence in the integrity of the Gragh currency, new currency codes were "unexpectedly delayed." This announcement led to another battering for the Gragh on Galactic markets. Key Q'raj traders and allied off-world financial allies were secretly informed of the destruction of the authentication codes before the market opened. They used this intelligence to further increase their profits from the Gragh's decline.

Historical Note

This action was the first combat test of the Sentry QVP, the new Q'raj refit of the Sentry II. Large numbers of this fighter were seized from the cargo holds and warehouses of foreclosed Draconian shipping companies. The refit proved to be a substantial improvement over its predecessor.

Q'raj Forces

Elements of the 101st Deep Patrol Regiment "Melons From Hell"

Sets up along edge 3.

Alpha Squadron

Lilith 1	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 9)
	Gunner B (Gnr 7)
	Gunner C (Gnr 7)
	Gunner D (Gnr 5)
	Gunner E (Gnr 6)
	Gunner F (Gnr 8)
	Gunner G (Gnr 6)

Honeydew Squadron:

Sentry QVP 1	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 8)
	Gunner B (Gnr 7)
Sentry QVP 2	Pilot (Plt 8, Gnr 8)
	Gunner A (Gnr 7)
	Gunner B (Gnr 7)
Sentry QVP 3	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 7)
	Gunner B (Gnr 8)
Sentry QVP 4	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 7)
Sentry QVP 5	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 8)

Draconian Forces

Sets up along Edge 1.

Sentry II 1	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
Sentry II 2	Pilot (Plt 8, Gnr 8)
	Gunner A (Gnr 7)
	Gunner B (Gnr 7)
Sentry II 3	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
Sentry II 4	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 8)
Sentry II 5	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 7)
Seraph 1	Pilot (Plt 10, Gnr 9)
	Gunner (Gnr 10)

Scenario 10: No Pay, No Play

Play Time: 3-6 hours

Map: Standard

Date: AL 6: 105

Location: 2.1 parsecs from the Ibn Batuta Cluster, somewhere near the Q'raj frontier.

Situation: With the loss of confidence in the Gragh, many mercenary units employed by the Draconians demanded new contracts, paying special attention to the terms of payment. Some outfits, such as Warshavsky's Wrecking Crew, declared their current contract in abeyance. They demanded new—and costlier—terms payable only in Q'raj Protectorate Dinars, in cash, from whomever wished to hire them. Both sides rushed units with the amount demanded by "Colonel" Warshavsky. Whoever got there first would obtain the services of a competent, if unscrupulous, unit of fighters.

Special Rules

Warshavsky is aboard Epping 1, waiting to see which side can get the money to him

SCENARIO 10: NO PAY, NO PLAY

Edge 2

Edge 1

Edge 3

S3 = Sorenson 3   J = Jambiya   S = Shedu   E = Epping   Dw = Deathwind   Sr = Seraph   Sa = Salamander
D = Djinn   R = Revenge
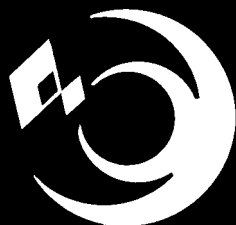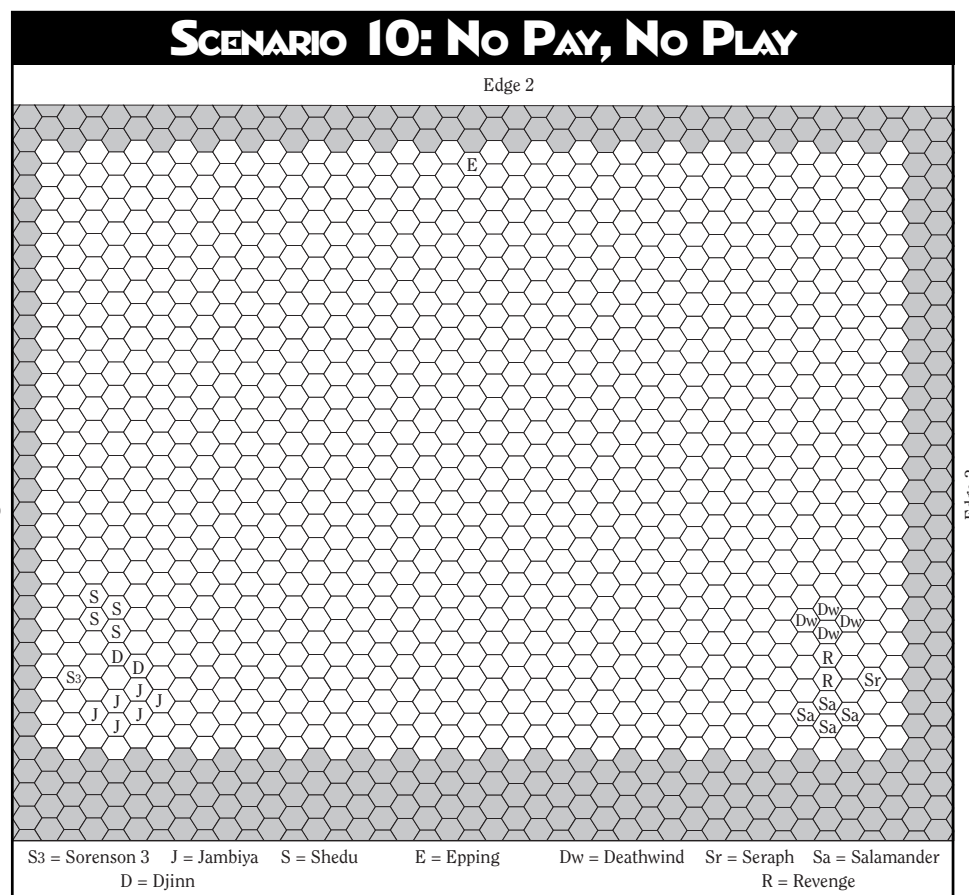
first. The Q'raj side is sending its payment in Q'raj Sorenson III 1. The Draconian Player is using Draconian Seraph 1. The first player to move to a hex adjacent to Epping 1 will complete the payoff the following turn. The mercenary forces will then enter from Edge 1 on the side of the Player who made the payoff. If both sides reach the Epping on the same turn, the side that has lost the largest percentage of its TPV loses its bid to hire the Wrecking Crew. If either side fires on the mercenary Epping, the mercenaries will automatically enter the game against that side.

Victory Conditions

Whichever side secures the services of Warshavsky's Wrecking Crew wins. The loser would do well to get as many ships off the table as possible. Surviving ships on all sides will participate in the next scenario, "Payback at Ibn-Ezra."

Battlefield Report

In a scene repeated with some frequency, if not so much action, mercenary and pirate units seeking to better their cash flow left the employ of the Draconians or renegotiated their contracts through their agents. The result was a serious weakening of Draconian assets that would normally be used to cover Draconian involvement in smaller crises throughout the sector. In this particular instance, the Wrecking Crew found itself with new employers.

Q'raj Forces:

Set up along Edge 1, quadrant B.

Jambiya 1	Pilot (Plt 9, Gnr 9)
Jambiya 2	Pilot (Plt 8, Gnr 8)
Jambiya 3	Pilot (Plt 8, Gnr 7)
Jambiya 4	Pilot (Plt 7, Gnr 7)
Jambiya 5	Pilot (Plt 6, Gnr 7)
Jambiya 6	Pilot (Plt 6, Gnr 6)
Shedu 1	Pilot (Plt 10, Gnr 8)
Shedu 2	Pilot (Plt 8, Gnr 7)
Shedu 3	Pilot (Plt 7, Gnr 9)
Shedu 4	Pilot (Plt 7, Gnr 8)
Djinn 1	Pilot (Plt 9, Gnr 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 5)
Djinn 2	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 5)
	Gunner B (Gnr 5)
Sorenson III	Pilot (Plt 7, Gnr 5)
(Courier Ship)	Gunner (Gnr 6)

Draconian Forces:

Set up along Edge 3, quadrant H

Salamander 1	Pilot (Plt 10, Gnr 8)
	Gunner (Gnr 8)
Salamander 2	Pilot (Plt 9, Gnr 7)
	Gunner (Gnr 8)
Salamander 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Salamander 4	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 7)
Death Wind 1	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 7)
Death Wind 2	Pilot (Plt 7, Gnr 7)
	Gunner (Gnr 6)
Death Wind 3	Pilot (Plt 6, Gnr 5)
	Gunner (Gnr 6)
Death Wind 4	Pilot (Plt 5, Gnr 5)
	Gunner (Gnr 6)
Revenge 1	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Revenge 2	Pilot (Plt 7, Gnr 6)
	Gunner (Gnr 6)
Seraph	Pilot (Plt 8, Gnr 4)
(Courier Ship)	Gunner (Gnr 7)

Mercenary Forces

Warshavsky's Wrecking Crew:

Epping 1 sets up at the beginning of the game two hexes in from Edge 2, on the border between quadrants C and E.

Epping 1	Pilot (Plt 8, Gnr 8)
	Gunner A (Gnr 9)
	Gunner B (Gnr 9)
	Gunner C (Gnr 7)
Epping 2	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
	Gunner C (Gnr 5)
Thunderbird 1	Pilot (Plt 8, Gnr 7)
Thunderbird 2	Pilot (Plt 7, Gnr 7)
Thunderbird 3	Pilot (Plt 7, Gnr 7)
Thunderbird 4	Pilot (Plt 7, Gnr 5)
Thunderbird 5	Pilot (Plt 6, Gnr 7)
Night Hawk 1	Pilot (Plt 8, Gnr 7)
Night Hawk 2	Pilot (Plt 7, Gnr 8)
Teal Hawk 1	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 9)
Teal Hawk 2	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 8)
Teal Hawk 3	Pilot (Plt 7, Gnr 7)
	Gunner (Gnr 9)
Teal Hawk 4	Pilot (Plt 7, Gnr 5)
	Gunner (Gnr 8)
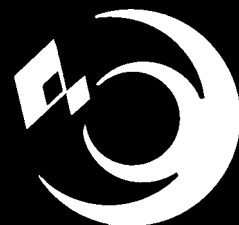
Scenario 11:
Payback at Ibn-Ezra

Play Time: 3-5 hours

Map: Long

Date: AL 6: 196

Location: 2 light years from the Ibn-Ezra system, outside of QVP space proper.

Situation: Deep scans and intelligence reports indicate that the Draconians are trying to accomplish with force what they could not do with information and propaganda. Deep scans have located a large Draconian force moving toward the frontier, on a heading for the Ibn-Ezra System. If that system were to fall, it would put a powerful Draconian military force less than a day's hyperspace travel from the Core. The newly completed carriers *Suleyman*, *Maccabeus*, and other members of the 3rd Carrier Group have been vectored to the area, but the first unit to close with the Draconian invaders is the 3rd Carrier Group's reserve unit, 461st.

Special Rules

Q'raj forces (and hired mercenaries, if any) from the "No Pay, No Play" scenario enter the board at the beginning of turn 5.

Victory Conditions

Draconians must break through and cross Edge 4 with at least 60% of their ships. If they lose more than 40% of their ships, they must retreat back across Edge 2, and Q'raj wins.

Battlefield Report

Q'raj forces surprised and overwhelmed the Draconian forces. No Draconian ships escaped. Losses on the Q'raj side were comparatively light. Shortly after the Battle of Ibn-Ezra, the QVP unilaterally declared an end to hostilities. Draconian forces were in no condition to contest that declaration.

Q'raj Forces

Set up along Edge 4

Surviving Q'raj forces from scenario "No Pay, No Play"

Surviving members of **Warshavsky's Wrecking** Crew, if this unit was successfully hired by the Q'raj (See scenario "No Pay, No Play")

461st Superiority Squadron "Yawm al-Din"

Din Squadron

Mujahadeen 1	Pilot (Plt 10, 10)
	Gunner (Gnr 10)
Mujahadeen 2	Pilot (Plt 10, 10)
	Gunner (Gnr 10)
Mujahadeen 3	Pilot (Plt 9, 10)
	Gunner (Gnr 10)
Mujahadeen 4	Pilot (Plt 9, 9)
	Gunner (Gnr 9)
Mujahadeen 5	Pilot (Plt 9, 9)
	Gunner (Gnr 8)
Mujahadeen 6	Pilot (Plt 8, 9)
	Gunner (Gnr 8)
Mujahadeen 7	Pilot (Plt 8, 9)
	Gunner (Gnr 9)
Mujahadeen 8	Pilot (Plt 8, 8)
	Gunner (Gnr 9)
Mujahadeen 9	Pilot (Plt 8, 8)
	Gunner (Gnr 8)

Mishpat Squadron

Djinn 1	Pilot (Plt 10, Gnr 8)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
Djinn 2	Pilot (Plt 9, Gnr 10)
	Gunner A (Gnr 9)
	Gunner B (Gnr 8)
Djinn 3	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
Djinn 4	Pilot (Plt 8, Gnr 8)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
Djinn 5	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 9)
	Gunner B (Gnr 8)
Djinn 6	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 8)
	Gunner B (Gnr 7)
Djinn 7	Pilot (Plt 6, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 7)
Djinn 8	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)
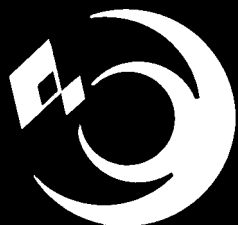
Chukah Squadron

Teal Hawk II 1	Pilot (Plt 9, 9)
	Gunner (Gnr 9)
Teal Hawk II 2	Pilot (Plt 9, 8)
	Gunner (Gnr 9)
Teal Hawk II 3	Pilot (Plt 8, 6)
	Gunner (Gnr 8)
Teal Hawk II 4	Pilot (Plt 8, 6)
	Gunner (Gnr 9)
Fletcher QVP	Captain (Cpt D8)
Ya'el	Pilot (Plt 7)
	Gunner A (Gnr 7)
	Gunner B (Gnr 8)
	Gunner C (Gnr 8)
	Gunner D (Gnr 6)
	Gun Crew E (Gnr 6)
	Gun Crew F (Gnr 9)
	Gun Crew G (Gnr 9)
Stingray QVP	Captain (Cpt D10)
Ben Gurion	Pilot (Plt 8)
	Gunner A (Gnr 8)
	Gunner B (Gnr 9)
	Gunner C (Gnr 7)
	Gunner D (Gnr 5)
	Gunner E (Gnr 6)
	Gunner F (Gnr 7)
	Gunner G (Gnr 7)
	Gunner H (Gnr 9)
	Gun Crew I (Gnr 8)
	Gun Crew J (Gnr 7)

Draconian Forces

Sets up along Edge 2.

Surviving Draconian forces from scenario "No Pay, No Play"

Surviving members of **Warshavsky's Wrecking Crew**, if this unit was successfully hired by the Draconians (See scenario "No Pay, No Play")

Pharsii II 1	Pilot (Plt 10, Gnr 7)
	Gunner A (Gnr 9)
	Gunner B (Gnr 10)
	Gunner C (Gnr 7)
Pharsii II 2	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 9)
	Gunner B (Gnr 6)
	Gunner C (Gnr 7)
Pharsii II 3	Pilot (Plt 9, Gnr 7)
	Gunner A (Gnr 10)
	Gunner B (Gnr 9)
	Gunner C (Gnr 8)
Pharsii II 4	Pilot (Plt 8, Gnr 9)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
	Gunner C (Gnr 7)
Pharsii II 5	Pilot (Plt 7, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 9)
	Gunner C (Gnr 7)
Pharsii II 6	Pilot (Plt 7, Gnr 6)
	Gunner A (Gnr 7)
	Gunner B (Gnr 8)
	Gunner C (Gnr 5)
Seraph 1	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 8)
Seraph 2	Pilot (Plt 8, Gnr 8)
	Gunner A (Gnr 7)
Seraph 3	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 7)
Seraph 4	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
Seraph 5	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 6)
Glaive 1	Pilot (Plt 10, Gnr 7)
	Gunner (Gnr 7)
Glaive 2	Pilot (Plt 9, Gnr 8)
	Gunner (Gnr 6)
Glaive 3	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 7)
Glaive 4	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 7)
Glaive 5	Pilot (Plt 5, Gnr 6)
	Gunner (Gnr 6)
Glaive 6	Pilot (Plt 5, Gnr 4)
	Gunner (Gnr 6)
Revenge II 1	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 8)
	Gunner B (Gnr 10)
Revenge II 2	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
Drakar 1	Pilot (Plt 9, Gnr 9)
	Gunner A (Gnr 9)
	Gunner B (Gnr 6)
	Gunner C (Gnr 7)
	Gunner D (Gnr 9)
Drakar 2	Pilot (Plt 9, Gnr 7)
	Gunner A (Gnr 10)
	Gunner B (Gnr 9)
	Gunner C (Gnr 8)
	Gunner D (Gnr 7)
Death Wind 1	Pilot (Plt 10, Gnr 9)
	Gunner (Gnr 8)
Death Wind 2	Pilot (Plt 9, Gnr 9)
	Gunner (Gnr 7)
Death Wind 3	Pilot (Plt 8, Gnr 8)
	Gunner (Gnr 7)
Death Wind 4	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 6)
Death Wind 5	Pilot (Plt 7, Gnr 8)
	Gunner (Gnr 8)
Death Wind 6	Pilot (Plt 7, Gnr 7)
	Gunner (Gnr 8)

↙Draconians Deploy Here↘   Edge 2   ↙Draconians Deploy Here↘

↖QVP Deploys Here↗   Edge 4   ↖QVP Deploys Here↗
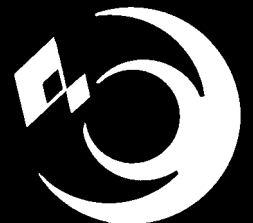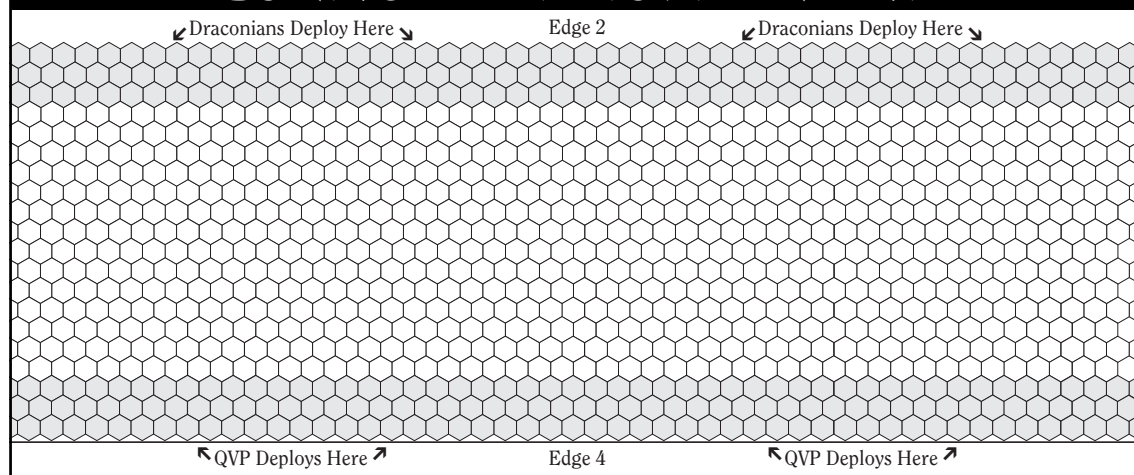
Prelude to Crisis

After a long period of relative quiet, the QVP frontier closest to Colosian space has seen a gradual increase in activity, but with what goal in mind is not clear. Early in 12 AL members of the 982nd Convoy Escort Squadron were attacked by a Colosian probing force. The 982nd had just received several new static platforms and satellites to aid them in their usual convoy escort duties along the established shipping routes. At the time, the QVP Joint Chiefs believed that the attack was intended to test the defenses of the new station designs. Only in retrospect would it become clear that this attack was also a prelude to a large scale campaign that became known as the Coridian Crisis.

Scenario 12: Testing the Fence

Play Time: 2-3 hours

MAP: Standard

Date: AL 12: 22

Location: Approximately 6 light years from Medina Secundus.

Situation: Deep scans indicate the approach of a force of unknown composition and intent. The QVP officer in charge of the sector (the captain of Masada 1) puts all fighters on standby, ready to launch. Remote control of the mine-layers aboard the two Shomer Sha'ar satellites is activated and placed under the captain's control.

Special Rules

Captain of the Masada Platform may elect to deploy either or both minefields in the Shomer Sha'ar satellites by remote control at any point in the game. If the Masada is destroyed, or loses its TOC or captain, the mine fields cannot be activated. Other weapons aboard the satellites will function automatically, as usual.

Victory Conditions

In order to claim a partial victory, the Colosians must destroy either the Masada or the Takanah platforms. Destruction of both represents a decisive victory for House Colos. Denial of these objectives by QVP forces represents a victory for the QVP.

Battlefield Report

After a hard fight, the Colosian attack group left the field to a battered, but triumphant array of QVP platforms.

Q'raj Forces

Set up first anywhere in quadrants B, D, F, or H.

Masada (Type 1) 1
Takanah 1
Golan 1
Golan 2
Wasp's Nest (Type 2) 1 — 4 Docked Ships:

Shedu 1	Pilot (Plt 10, Gnr 8)
Shedu 2	Pilot (Plt 8, Gnr 7)
Teal Hawk II 1	Pilot (Plt 8, 8)
	Gunner (Gnr 8)
Teal Hawk II 2	Pilot (Plt 9, 7)
	Gunner (Gnr 9)
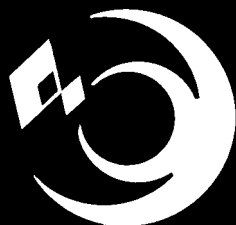
Wasp's Nest (Type 2) 2 — 4 Docked Ships:
    Shedu 3   Pilot (Plt 10, Gnr 9)
    Shedu 4   Pilot (Plt 7, Gnr 8)
    Teal Hawk II 3   Pilot (Plt 8, 6)
                        Gunner (Gnr 8)
    Teal Hawk II 4   Pilot (Plt 8, 6)
                        Gunner (Gnr 9)

Shomer Sha'ar 1
Shomer Sha'ar 2
Ba'al Mapteach 1

House Colos Forces

Enter along any outer edge bordering quadrants A, C, E, or G.

Ship	Crew
Death Wind II 1	Pilot (Plt 10, Gnr 9) Gunner (Gnr 8)
Death Wind II 2	Pilot (Plt 9, Gnr 9) Gunner (Gnr 7)
Death Wind II 3	Pilot (Plt 8, Gnr 8) Gunner (Gnr 7)
Death Wind II 4	Pilot (Plt 8, Gnr 6) Gunner (Gnr 6)
Death Wind II 5	Pilot (Plt 7, Gnr 8) Gunner (Gnr 8)
Death Wind II 6	Pilot (Plt 7, Gnr 6) Gunner (Gnr 7)
Death Wind II 7	Pilot (Plt 6, Gnr 6) Gunner (Gnr 6)
Death Wind II 8	Pilot (Plt 6, Gnr 5) Gunner (Gnr 6)
Revenge 1	Pilot (Plt 9, Gnr 8) Gunner A (Gnr 10) Gunner B (Gnr 7)
Revenge 2	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 6)
Drakar 1	Pilot (Plt 7, Gnr 8) Gunner A (Gnr 9) Gunner B (Gnr 6) Gunner C (Gnr 5) Gunner D (Gnr 9)
Drakar 2	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 7) Gunner D (Gnr 5)

SCENARIO 12: TESTING THE FENCE

Edge 1

Edge 3

R = Revenge   D = Drakar   M = Masada   T = Takana   G = Golan
Dw = Deathwind II   B = Ba'al Mapteach   W₂ = Wasp Nest (Type 2)   Ss = Shomer Sha'ar

Q'RAJ FLEET COMPOSITION

Starcraft	Basic Point Value	Crew	VSPV	SMPV	VSSMPV
Bat	42	2	50	49	62
Black Widow	157	3	177	175	207
Black Widow QVP	157	3	157	157	157
Blizzard	19	1	27	26	39
Chupacabra	18	1	18	18	18
Djinn	188	3	206	215	243
Epping	119	4	125	141	151
Epping QVP	217	2	217	217	217
Jambiya	16	1	16	16	16
Kosmos	27	1	27	27	27
Kosmos II	29	1	29	29	29
Lilith	412	7	352	672	562
Mujahadeen	106	2	130	142	180
Nemesis QVP	298	6	318	424	448
Sentry	80	3	80	80	80
Sentry II	80	3	80	80	80
Sentry QVP	80	3	80	80	80
Shedu	87	1	87	87	87
Shryak Shuttle	34	2	34	34	34
Sorenson III	68	2	84	95	115
Stinger	18	1	18	32	32
Talon	33	1	35	35	38
Talon II	38	1	46	45	58
Talon QVP	44	1	52	51	64
Teal Hawk	43	2	45	45	48
Teal Hawk II	47	2	55	54	75
Thunder Bird	25	1	35	36	52
Warhounds					
Aosho	764	42	762	1034	962
Constellation	806	35	768	1040	930
Fletcher	894	37	918	1038	1018
Fletcher QVP	917	26	917	917	917
Megafortress QVP	531	18	531	531	531
Saladin	960	36	960	960	960
Stingray	551	25	599	623	699
Stingray QVP	636	19	636	636	636
Stingray QVP Minelayer	914	17	914	914	914
Platforms					
Ba'al Mapteach 1	26	0	26	26	26
Ba'al Mapteach 2	34	0	34	34	34
Golan	230	11	230	230	230
Masada Type 1	529	28	789	765	1129
Masada Type 2	391	21	391	391	391
Shomer Sha'ar	26	0	46	44	76
Tachanah	391	6	391	391	391
Wasp's Nest 1	348	6	348	348	348
Wasp's Nest 2	284	6	284	284	284
Wasp's Nest 3	152	11	152	152	152

VSPV =
Variable Speed
Point Value

SMPV =
Super Maneuverable
Point Value

VSSMPV =
Variable Speed
Super Maneuverable
Point Value

Note: The Q'raj does not have access to the standard Nemesis or any craft fitted with Ion Rams
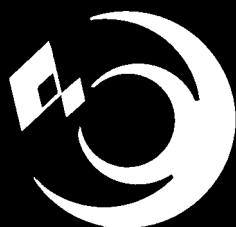
CONSOLIDATED MASTER CANNON TABLE

Weapon Type	Base Attack Dice	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 ¥
Plasma Shell Cannons						
Plaz Shell Cannon	2D6+ADB	1-2	3-4	5-10	None	All ¥
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¤
Tachyon Conveyers						
Tachyon Cannon	2D10+ADB	1-5	6-15	16-19	Drive≤14	High
Tachyon Ram	2D10+ADB	1-3	4-11	12-17	Drive≤15	All
Gauss Field Generators						
Mjölnir	2D8+6+ADB	1-3	4-7	8-10		Low+3 ∂
Gungnir	2D8+6+ADB	1-5	6-10	11-16	Drive≤13	Med+2 ∂
Plexar Cannons						
Plexar Gun	2D10+ADB	1-4	5-10	11-12	Drive ≤14	High ∞
Entropy Cannons						
Entropic Accelerator	2D8+ADB	1-4	5-7	8-12	Drive ≤12	High Ω
Proton Arc Cannons						
Khanjar	2D8+ADB	1-3	4-8	9-10	None	Low x 1D4◗
Sayf ad-Din	2D8+ADB	1-6	7-14	15-18	Drive≤14	Medium x 1D4◗
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 ‡

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. 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.

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

∂—May hit all torps in one hex targeting one ship, if at short range.

∞—If the To Hit roll for the Plexar Gun is triples, the firing ship's Defensive Value is reduced by 2.

Ω—Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.

Ψ—If the Attack Dice roll triples, weapon may not fire next turn.

◗—The 1D4 multiplier is not included on triples, or doubles that affect damage.

INTEGRATED ESCORT WEAPON TABLE

Weapon Type	Base Attack Dice	To Hit Modifiers			Target Speed Restrictions	Damage
		Short (+1)	Mid (0)	Long (-1)		
Ion Weapons						
Ion Cannon	2D8	1-8	9-16	17-30	Drive ≤ 7	All x 2
Twin Ion Cannon	2D8+1				Drive ≤ 6	(All+2) x 2
Triple Ion Cannon	2D8+3				Drive ≤ 5	(All+4) x 2
Quad Ion Cannon	2D8+5				Drive ≤ 4	(All+6) x 2
Impulse Cannon	2D8	1-3	4-5	6-11	Drive ≤ 9	High x 2
Twin Impulse Cannon	2D8+1				Drive ≤ 8	(High+2) x 2
Triple Impulse Cannon	2D8+3				Drive ≤ 7	(High+4) x 2
Quad Impulse Cannon	2D8+5				Drive ≤ 6	(High+6) x 2
Blast Weapons						
Blast Cannon	2D6	1-8	9-20	21-25	Drive ≤ 9	Medium x 2
Twin Blast Cannon	2D6+1				Drive ≤ 8	(Medium+2)x2
Triple Blast Cannon	2D6+2				Drive ≤ 7	(Medium+4)x 2
Quad Blast Cannon	2D6+3				Drive ≤ 6	(Medium+6)x 2
Repeating Blaster	2D6	1-3	4-8	9-15	None	High x 2
Twin Repeating Blaster	2D6+1					(High+2) x 2
Triple Repeating Blaster	2D6+2					(High+4) x 2
Quad Repeating Blaster	2D6+3					(High+6) x 2
Laser Weapons						
Laztube	2D10	1-10	11-20	21-40	Drive ≤ 8	High x 2
Twin Laztube	2D10+2				Drive ≤ 7	(High+1) x 2
Triple Laztube	2D10+4				Drive ≤ 6	(High+2) x 2
Quad Laztube	2D10+6				Drive ≤ 5	(High+3) x 2
Mass Drivers						
Gatling Cannon	2D6	1-4	5-8	9-16	Drive ≤15	Low x 2
Twin Gatling Cannon	2D6+1				Drive ≤15	(Low+1) x 2
Triple Gatling Cannon	2D6+3				Drive ≤15	(Low+2) x 2
Quad Gatling Cannon	2D6+5				Drive ≤15	(Low+3) x 2
Hyper Cannon	2D6	1-8	9-15	16-30	Drive ≤11	High x 2
Twin Hyper Cannon	2D6+1				Drive ≤10	(High+1) x 2
Triple Hyper Cannon	2D6+3				Drive ≤9	(High+2) x 2
Quad Hyper Cannon	2D6+5				Drive ≤8	(High+3) x 2
Graviton Weapon						
Graviton Cannon	2D8+2	6-22	23-34	35-40	Drive ≤13 *	All x 2
**Plazprojectors ** **						
Corvette	XD8		1-5		None	All
Frigate	XD10		1-5		None	All
Destroyer	XD12		1-5		None	All
Keel Weapons						
Mass Driver						
Keel Cannon	2D8	1-10	11-15	16-20	None	All x 3
Gauss Field Generator						
Bifrost Cannon	2D10	1-10	11-20	21-30	None	All x 2
Proton Arc (3K ARC)						
Evil Eye	2D10	1-8	9-17	17-25	None	All x 1D4

* May never fire at targets moving faster than 13.

** X = Number of remaining movement points. At least 2 unused movment points are required to fire.
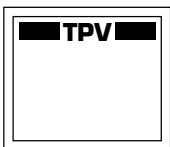
TPV

Gunner A
6 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner A

Gunner A
Missile Launcher
(BFQL) (F) (BFQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gun Crew F
1 "Evil Eye"
(3KF)
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gun Crew G
1 "Evil Eye"
(3KF)
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gunner B
6 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner C
6 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
CREW F
Gnr: _____
CREW G
Gnr: _____

◆ **P-DB:** 1-5
FRONT LEFT QUARTER
DAMAGE TRACK

◆ **P-DB:** 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB:** 1-5
FRONT RIGHT QUARTER
DAMAGE TRACK

◆ **P-DB:** 1-5
REAR RIGHT QUARTER
DAMAGE TRACK

(F)

(BFQL) (BFQR)

Defensive Value
13

5 5

(BRQL) (BRQR)

(SFQL) (SFQR)

3 3

(SRQL) (SRQR)

Drive: 10

(R)
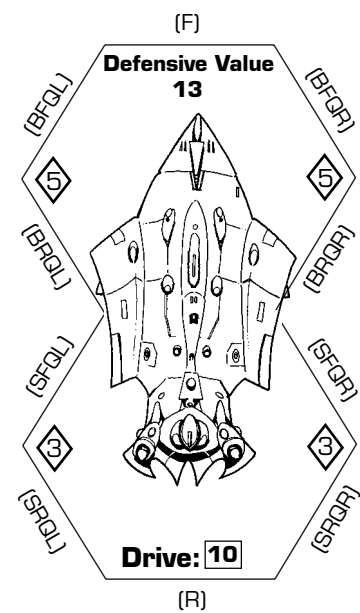
Turn Cost: 4

Gunner D
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner E
Missile Launcher
(SRQL) (R) (SRQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner E
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner E

Q'raj Void Protectorate

MEGAFORTRESS QVP

Tons: 4100

FRONT LEFT CRITICAL HITS

2 — **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.

3 — **Evil Eye Crew F killed.** Lose 1D4 crew.

4 — **Missile Launcher A loses power.** Cannot launch missiles until after next turn.

5 — **Splattergun A loses power.** Weapon may not fire until after next turn.

6 — **Missile Launcher A hit.** Lose 1D10 Remaining missiles.

7 — **Splattergun A damaged.** Weapon suffers -2 penalty To Hit.

8 — **Explosive Decompression** Lose 1D4, crew starting with Extra Crew.

9 — **Evil Eye F targeting system damaged.** Weapon suffers -2 penalty To Hit.

10 — **Evil Eye F hit.** Reduce damage to High x 1D4.

11 — **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

12 — **Evil Eye Crew F killed.** Lose 1D4 crew.

FRONT RIGHT CRITICAL HITS

2 — **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.

3 — **Evil Eye Crew G killed.** Lose 1D4 crew.

4 — **Splattergun B loses power.** Weapon may not fire until after next turn.

5 — **Splattergun C loses power.** Weapon may not fire until after next turn.

6 — **Splattergun B damaged.** Weapon suffers -2 penalty To Hit.

7 — **Splattergun C damaged.** Weapon suffers -2 penalty To Hit.

8 — **Explosive Decompression** Lose 1D4, crew starting with Extra Crew.

9 — **Evil Eye G targeting system damaged.** Weapon suffers -2 penalty To Hit.

10 — **Evil Eye G hit.** Reduce damage to High x 1D4.

11 — **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

12 — **Evil Eye Crew G killed.** Lose 1D4 crew.

Extra Crew

Electronics
Jam: 1-2 on 1D4
ECM: none

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control 1-6

REAR LEFT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Drives sputter.** Reduce Drive by 2 and take 5 more hits to this track.

5 — **Pulse Laser D damaged.** Weapon suffers -2 penalty to hit.

6 — **Shields damaged.** Reduce Drive by 2 until after next turn.

7 — **Missile Launcher E hit.** Lose 1D10 missiles.

8 — **Drives sputter.** Reduce Drive by 2 until after next turn.

9 — **Gunner D killed.** This gunner's weapons may not be fired.

10 — **Engineering hit!** Damage Control not available. Lose 2 engineers.

11 — **Engineering hit!** Damage control is not available until after next turn.

12 — **Reactor hit.** Megafortress becomes a rapidly expanding debris field.

REAR RIGHT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Drives sputter.** Reduce Drive by 2 and take 5 more hits to this track.

5 — **Pulse Laser E damaged.** Weapon suffers -2 penalty to hit.

6 — **Shields damaged.** Reduce Drive by 2 until after next turn.

7 — **Missile Launcher E hit.** Lose 1D10 missiles.

8 — **Drives sputter.** Reduce Drive by 2 until after next turn.

9 — **Gunner E killed.** This gunner's weapons may not be fired.

10 — **Engineering hit!** Damage Control not available. Lose 2 engineers.

11 — **Engineering hit!** Damage control is not available until after next turn.

12 — **Reactor hit.** Megafortress becomes a rapidly expanding debris field.

BPV: 917

□ TPV □
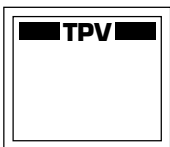
Gunner A
6 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner A
☻

Gunner A
Missile Launcher
(BRQL) (BFQL) (F)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gun Crew F
"Evil Eye" (3KF)
☻ ☻ ☻ ☻
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gun Crew G
"Evil Eye" (3KF)
☻ ☻ ☻ ☻
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gunner B
Missile Launcher
(F) (BFQR) (BRQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B
6 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
☻

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
CREW E
Gnr: _____
CREW F
Gnr: _____
CREW G
Gnr: _____

Gun Crew E
4 Repeating Blasters ☻ ☻
(BRQL) (BFQL) (F)
[BFQR] [BRQR]
To Hit: 2D6+ADB+3
Damage: (High+6) x 2
Range: 3/8/15

◆ **P-DB:** 1-7
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-6
REAR LEFT QUARTER DAMAGE TRACK

(F)

Defensive Value
12

(BFQL) (BFQR)
③ ③
(BRQL) (BRQR)
(SFQL) (SFQR)
② ②
(SRQL) (SRQR)

Drive: 10

(R)

Turn Cost: 4
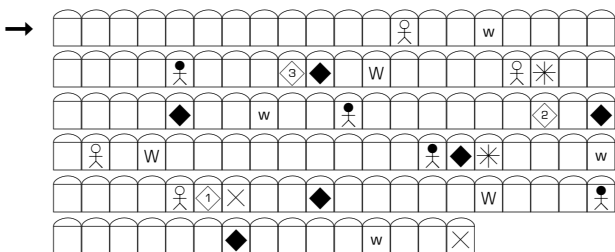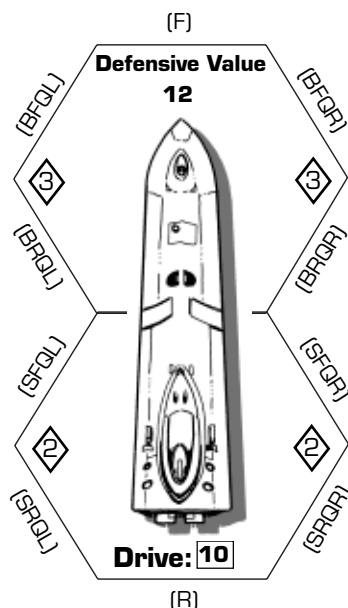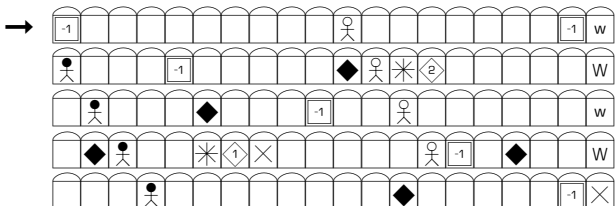
◆ **P-DB:** 1-7
FRONT RIGHT QUARTER DAMAGE TRACK
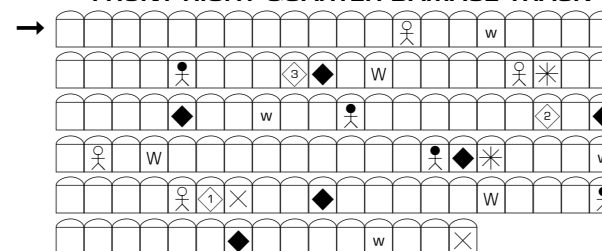
◆ **P-DB:** 1-6
REAR RIGHT QUARTER DAMAGE TRACK
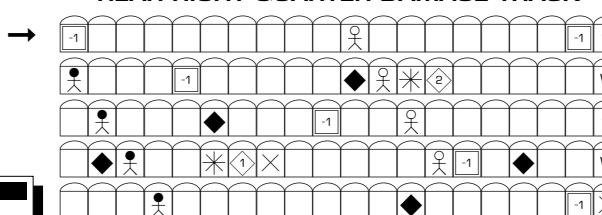
Gunner C
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner C
☻

Gunner C
Missile Launcher
(SFQL) (SRQL) (R)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D
Missile Launcher
(R) (SRQR) (SFQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner D
☻

FLETCHER QVP

Tons: 10200

FRONT LEFT CRITICAL HITS

2 — **ECM destroyed.** Fletcher may no longer perform screening.

3 — **Crew killed.** Lose 1D4 crew.

4 — **Missile Launcher A loses power.** Cannot launch missiles until after next turn.

5 — **Repeating Blasters hit.** Modify all To Hit attempts by -3. Change damage to High+6.

6 — **Missile Launcher A hit.** Lose 1D10 Remaining missiles.

7 — **Splattergun A hit.** Weapon suffers -2 penalty To Hit.

8 — **Engineering hit.** Damage Control is not available until after next turn. Lose 1D4 engineers.

9 — **Evil Eye F targeting system damaged.** Weapon suffers -2 penalty To Hit.

10 — **Evil Eye F hit.** Reduce damage to All.

11 — **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.

12 — **Gun Crew F killed.** 1D4 crew are killed.

FRONT RIGHT CRITICAL HITS

2 — **ECM destroyed.** Fletcher may no longer perform screening.

3 — **Crew killed.** Lose D4 crew.

4 — **Missile Launcher B loses power.** Cannot launch missiles until after next turn.

5 — **Repeating Blasters hit.** Modify all To Hit attempts by -3. Change damage to High+6.

6 — **Missile Launcher B hit.** Lose 1D10 Remaining missiles.

7 — **Splattergun B damaged.** Weapon suffers -2 penalty To Hit.

8 — **Engineering hit.** Damage Control is not available until after next turn. Lose 1D4 engineers.

9 — **Evil Eye G targeting system damaged.** Weapon suffers -2 penalty To Hit.

10 — **Evil Eye G hit.** Reduce damage to All.

11 — **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.

12 — **Gun Crew G killed.** 1D4 crew are killed.

Electronics
Jam: 1-2 on 1D4
ECM: 1-7(4)

Bridge
Captain:_____
Pilot:_____
TOC: +4

Engineering
Damage Control:1-6

REAR LEFT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.

3 — **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.

4 — **Sheilds damaged.** Reduce Defensive Value by 2.

5 — **Power coupling severed.** No weapons may be fired next turn.

6 — **Pulse Laser C damaged.** Weapon suffers -4 penalty To Hit.

7 — **Missile Launcher C hit.** Lose 1D10 missiles.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Drive Damaged.** Reduce drive by 2.

10 — **Gunner C killed.** This gunner's weapons may not be fired.

11 — **Engineering section destroyed.** Damage control is not available. Loose 1D4 Engineers.

12 — **Reactor hit.** Fletcher becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.

3 — **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.

4 — **Sheilds damaged.** Reduce Defensive Value by 2.

5 — **Power coupling severed.** No weapons may be fired next turn.

6 — **Pulse Laser D damaged.** Weapon suffers -4 penalty To Hit.

7 — **Missile Launcher D hit.** Lose 1D10 missiles.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Drive Damaged.** Reduce drive by 2.

10 — **Gunner D killed.** This gunner's weapons may not be fired.

11 — **Engineering section destroyed.** Damage control is not available. Loose 1D4 Engineers.

12 — **Reactor hit.** Fletcher becomes a gaseous cloud.

STINGRAY QVP

I.D.

BPV: 636

TPV

Gunner A
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner A

Gun Crew I
"Evil Eye" (3KF)
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gunner B

Gunner B
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Crew

CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____
GUNNER G
Gnr: _____
GUNNER H
Gnr: _____
CREW I
Gnr: _____
CREW J
Gnr: _____

Gunner A
Missile Launcher
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner A
Mine Sweeper
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6
Target SR≤5

Gunner C
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner D
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
Mine Sweeper
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6
Target SR≤5

Defensive Value 13

(F)
(BFQL) (BFQR)
(BRQL) 5 (BRQR)
(SFQL) (SFQR)
(SRQL) 2 (SRQR)

Drive: 10
(R)
Turn Cost: 4

◆ **P-DB:** 1-6
FRONT RIGHT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-6
FRONT RIGHT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-5
REAR RIGHT QUARTER DAMAGE TRACK

Gunner E
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner F
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner G
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner H
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gun Crew J
3 Repeating Blasters
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+2
Damage: (High+4) x2
Range: 3/8/15

STINGRAY QVP

Tons: 5100

FRONT LEFT CRITICAL HITS

2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.

3 — **Point defense system destroyed.**

4 — **Minor structural damage.** Take 5 more hits on this track.

5 — **Evil Eye loses power.** Weapon may not fire next turn.

6 — **Hull stability compromised.** Reduce Defensive Value by 3.

7 — **Gunner A Killed.** This gunner's weapons may not be fired.

8 — **Pulse Laser A damaged.** Penalize to Hit attempts by -2.

9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.

10 — **Gunner C killed.** This gunner's weapons may not be fired.

11 — **Evil Eye crew killed.** Blast kills 1D4 crew.

12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

FRONT RIGHT CRITICAL HITS

2 — **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.

3 — **Point defense system destroyed.**

4 — **Minor structural damage.** Take 5 more hits on this track.

5 — **Evil Eye loses power.** Weapon may not fire next turn.

6 — **Hull stability compromised.** Reduce Defensive Value by 3.

7 — **Gunner B Killed.** This gunner's weapons may not be fired

8 — **Pulse Laser B damaged.** Penalize to Hit attempts by -2.

9 — **Evil Eye damaged.** Penalize to Hit attempts by -2.

10 — **Gunner D killed.** This gunner's weapons may not be fired.

11 — **Evil Eye crew killed.** Blast kills 1D4 crew.

12 — **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

Electronics
Jam: 1-2 on 1D4
ECM: none

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control:1-5

REAR LEFT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Pulse Laser F damaged.** Weapon suffers -4 penalty to hit.

5 — **Pulse Laser E damaged.** Weapon suffers -4 penalty to hit.

6 — **Repeating Blaster J loses power.** Weapon may not be fired next turn.

7 — **Drive hit.** Reduce Drive by 2.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Repeating Blaster hit.** Weapon looses 1 crew.

10 — **Gunner killed.** Randomly mark off Gunner E or F. That weapon may not be fired.

11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.

12 — **Reactor hit.** Stingray becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Pulse Laser G damaged.** Weapon suffers -4 penalty to hit.

5 — **Pulse Laser H damaged.** Weapon suffers -4 penalty to hit.

6 — **Repeating Blaster loses power.** Weapon may not be fired next turn.

7 — **Drive hit.** Reduce Drive by 2.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Repeating Blaster hit.** Weapon looses 1 crew.

10 — **Gunner killed.** Randomly mark off Gunner G or H. That weapon may not be fired.

11 — **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.

12 — **Reactor hit.** Stingray becomes a gaseous cloud.

STINGRAY QVP MINELAYER

TPV

I.D. ■

BPV: 914

Gunner A ■
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner A
⚲

Gunner A ■
Mine Sweeper
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6

Gun Crew E ■
"Evil Eye" (3KF)
⚲⚲⚲⚲
To Hit: 2D10+ADB
Damage: All x 1D4
Range: 8/17/25

Gunner C ■
6 Pulse Lasers ⚲
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner D ■
6 Pulse Lasers ⚲
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
⚲

Gunner B ■
6 Pulse Lasers
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B ■
Mine Sweeper
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6

Crew ■
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____
GUNNER G
Gnr: _____
GUNNER H
Gnr: _____
CREW I
Gnr: _____
M CREW J
Gnr: _____
M CREW K
Gnr: _____

◆ **P-DB:** 1-6
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-6
FRONT RIGHT QUARTER DAMAGE TRACK

Defensive Value 13

(F)

(BFQL) (BFQR)
5 ... 5
(BRQL) (BRQR)
2 ... 2
(SFQL) (SFQR)
(SRQL) (SRQR)

Drive: 10

(R)

Turn Cost: 4

◆ **P-DB:** 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-5
REAR RIGHT QUARTER DAMAGE TRACK

Crew J ■
2 Mine Layers
(Stern)
⚲⚲

Gunner E ■
6 Pulse Lasers ⚲
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner F ■
6 Pulse Lasers ⚲
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner G ■
6 Pulse Lasers ⚲
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner H ■
6 Pulse Lasers ⚲
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Crew K ■
2 Mine Layers
(Stern)
⚲⚲

May place 1 minefield of any size per Mine Crew, per Movement Phase. At end of the Movement Phase each living Mine Crew may activate 1 new minefield placed by this ship by rolling under its gunner skill. Otherwise the minefield activates as normal.

Q'raj Void Protectorate

STINGRAY QVP (ML)

Tons: 5100

FRONT LEFT CRITICAL HITS

- **2 —** **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- **3 —** **Point defense system destroyed.**
- **4 —** **Minor structural damage.** Take 5 more hits on this track.
- **5 —** **Evil Eye loses power.** Weapon may not fire next turn.
- **6 —** **Hull stability compromised.** Reduce Defensive Value by 3.
- **7 —** **Gunner A Killed.** This Gunner's weapons may not be fired.
- **8 —** **Pulse Laser A damaged.** Penalize to Hit attempts by -2.
- **9 —** **Evil Eye damaged.** Penalize to Hit attempts by -2.
- **10 —** **Gunner C killed.** This gunner's weapons may not be fired.
- **11 —** **Evil Eye crew killed.** Blast kills 1D4 crew.
- **12 —** **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.
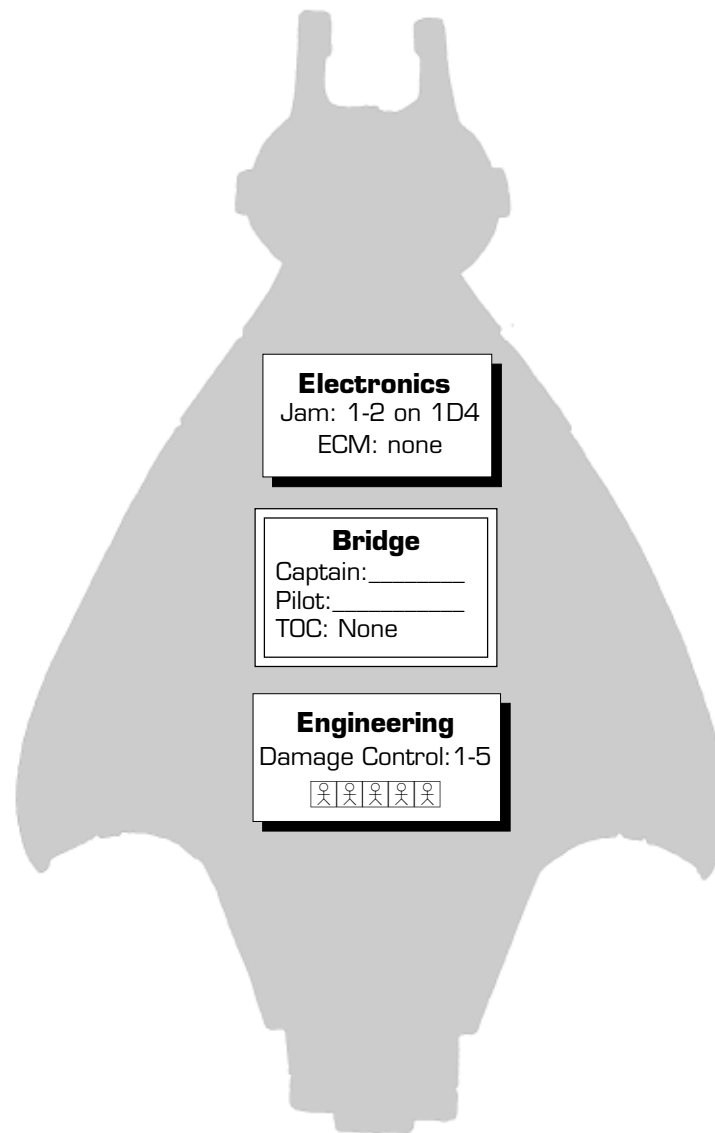
FRONT RIGHT CRITICAL HITS

- **2 —** **Electronic Warfare gone.** Stingray may no longer jam torps. Reduce Defensive Value by 2.
- **3 —** **Point defense system destroyed.**
- **4 —** **Minor structural damage.** Take 5 more hits on this track.
- **5 —** **Evil Eye loses power.** Weapon may not fire next turn.
- **6 —** **Hull stability compromised.** Reduce Defensive Value by 3.
- **7 —** **Gunner B Killed.** This gunner's weapons may not be fired
- **8 —** **Pulse Laser B damaged.** Penalize to Hit attempts by -2.
- **9 —** **Evil Eye damaged.** Penalize to Hit attempts by -2.
- **10 —** **Gunner D killed.** This gunner's weapons may not be fired.
- **11 —** **Evil Eye crew killed.** Blast kills 1D4 crew.
- **12 —** **Bridge hit!** Bridge crew is stunned. Stingray may not use bridge functions next turn.

Electronics
Jam: 1-2 on 1D4
ECM: none

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control:1-5

Mk. 30

Mk. 50

Stern Mine Magazine

REAR LEFT CRITICAL HITS

- **2 —** **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- **3 —** **Major structural damage.** Take 10 more hits on this damage track.
- **4 —** **Pulse Laser F damaged.** Weapon suffers -4 penalty To Hit.
- **5 —** **Pulse Laser E damaged.** Weapon suffers -2 penalty to hit.
- **6 —** **Mine laying bay J loses power.** It may not deploy mines this turn.
- **7 —** **Drive hit.** Reduce Drive by 2.
- **8 —** **Engineering hit!** Damage Control is not available until after next turn.
- **9 —** **Mine Magazine hit.** 1D10 mines are destroyed.
- **10 —** **Gunner killed.** Randomly mark off Gunner E or F. That weapon may not be fired.
- **11 —** **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- **12 —** **Reactor hit.** Stingray becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

- **2 —** **Bridge hit!** The captain is killed. Player may no longer use Captain die.
- **3 —** **Major structural damage.** Take 10 more hits on this damage track.
- **4 —** **Pulse Laser G damaged.** Weapon suffers -4 penalty To Hit.
- **5 —** **Pulse Laser H damaged.** Weapon suffers -2 penalty to hit.
- **6 —** **Mine laying bay K loses power.** It may not deploy mines this turn.
- **7 —** **Drive hit.** Reduce Drive by 2.
- **8 —** **Engineering hit!** Damage Control is not available until after next turn.
- **9 —** **Mine Magazine hit.** 1D10 mines are destroyed.
- **10 —** **Gunner killed.** Randomly mark off Gunner G or H. That weapon may not be fired.
- **11 —** **Engineering section destroyed.** Damage control is not available. Lose 1D4 crew.
- **12 —** **Reactor hit.** Stingray becomes a gaseous cloud.

SHOMER SHA'AR

TPV

Crew
PILOT
Plt: 6
Gnr: 6

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 5/18/20

Weapon B
Missile Launcher (360°) Lock-on ≤ 6

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps ○

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

(F)
(FQL) (FQR)
Defensive Value **11**
Damage Reduction **1**
(RQL) (RQR)
Drive: 0
(R)

DAMAGE TRACK
※
✕

BPV: 26 I.D.

SHOMER SHA'AR

TPV

Crew
PILOT
Plt: 6
Gnr: 6

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 5/18/20

Weapon B
Missile Launcher (360°) Lock-on ≤ 6

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps ○

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

(F)
(FQL) (FQR)
Defensive Value **11**
Damage Reduction **1**
(RQL) (RQR)
Drive: 0
(R)

DAMAGE TRACK
※
✕

BPV: 26 I.D.

SHOMER SHA'AR

TPV

Crew
PILOT
Plt: 6
Gnr: 6

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

Weapon A
2 Meld Lasers
(360°)
To Hit: 2D8+1D6+1
Damage: Medium+1
Range: 5/18/20

Weapon B
Missile Launcher (360°) Lock-on ≤ 6

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mk. 40 Torps ○

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

(F)
(FQL) (FQR)
Defensive Value **11**
Damage Reduction **1**
(RQL) (RQR)
Drive: 0
(R)

DAMAGE TRACK
※
✕

BPV: 26 I.D.

※ — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

MELD LASER SPECS
Short Range: 1–6 hexes (+1 To Hit).
Medium Range: 7–18 hexes.
Long Range: 19–20 hexes (–1 To Hit).
Drive value must be.≤ 12

Q'raj Void Protectorate

BA'AL MAPTEACH 1

BPV: 26 I.D. ▮

Panel 1

▮ TPV ▮	Mk. 50 Mines ○	▮ Crew ▮ PILOT

PILOT
Plt: 7
Gnr: 6

▮ Weapon A ▮
1 Splattergun
(360°)
To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

▮ Weapon C ▮
Missile Launcher
(360°)
Lock-on ≤ 6

▮ Weapon B ▮
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

(F)
(FQL) (FQR)
Defensive Value 11
Damage Reduction 7
(RQL) (RQR)
Drive: [0]
(R)

DAMAGE TRACK

Panel 2 (identical)

BA'AL MAPTEACH 1
BPV: 26 I.D. ▮

| ▮ TPV ▮ | Mk. 50 Mines ○ | ▮ Crew ▮ PILOT |

PILOT
Plt: 7
Gnr: 6

▮ Weapon A ▮
1 Splattergun
(360°)
To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

▮ Weapon C ▮
Missile Launcher
(360°)
Lock-on ≤ 6

▮ Weapon B ▮
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

(F)
(FQL) (FQR)
Defensive Value 11
Damage Reduction 7
(RQL) (RQR)
Drive: [0]
(R)

DAMAGE TRACK

Panel 3 (identical)

BA'AL MAPTEACH 1
BPV: 26 I.D. ▮

| ▮ TPV ▮ | Mk. 50 Mines ○ | ▮ Crew ▮ PILOT |

PILOT
Plt: 7
Gnr: 6

▮ Weapon A ▮
1 Splattergun
(360°)
To Hit: 3D6
Damage: Medium
Range: 2/6/10

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450

▮ Weapon C ▮
Missile Launcher
(360°)
Lock-on ≤ 6

▮ Weapon B ▮
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

(F)
(FQL) (FQR)
Defensive Value 11
Damage Reduction 7
(RQL) (RQR)
Drive: [0]
(R)

DAMAGE TRACK

✳ — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

Q'raj Void Protectorate

BA'AL MAPTEACH II

TPV: 34

BPV: 34 I.D. ■
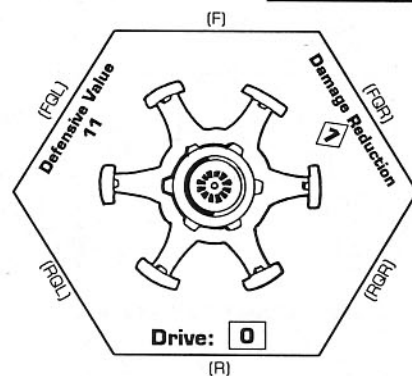
Crew
PILOT
Plt: 7
Gnr: 6

Jam 1D4, 1-2 (10)
Decoys: —
P-D: —
Dmg Con: —
Tons: 450
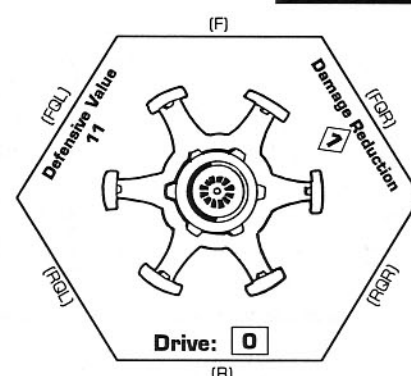
Weapon A
Mine Sweeper
(360°)
To Hit: 2D8+1D6
Damage: High+1
Range: 2/5/6
Target SR ≤ 5

Mk. 40 Torps
○ ○ ○
○ ○ ○

Weapon B
5 Pulse Lasers
(360°)
To Hit: 2D8+AD8+4
Damage: Low+4
Range: 3/9/10

(F)
(FQL) (FQR)
Defensive Value 11
Damage Reduction 7
(RQL) (RQR)
Drive: **0**
(R)

DAMAGE TRACK
→ [grid with ✳ and ✕ marks]

BA'AL MAPTEACH II

TPV: 34

BPV: 34 I.D. ■

BA'AL MAPTEACH II

TPV: 34

BPV: 34 I.D. ■

✳ — Reduce Pilot skill by 4, and destroy one half of weapons (round up). Randomly determine which weapons the satellite loses. Consider torpedo launchers as weapons. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes.

Q'raj Void Protectorate

MASADA TYPE 1

I.D. ▮▮

BPV: 529

Q'raj Void Protectorate

TPV
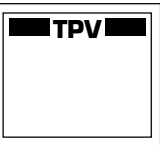
Gunner A
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner C
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner D
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner E
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner F
6 Pulse Lasers
(360°) ⚲
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gun Crew J
1 Laztube (360°)
⚲⚲⚲
To Hit: 2D10+AD8
Damage: High x2
1-10/11-20/21-40
Target SR ≤ 8

Gun Crew K
1 Laztube (360°)
⚲⚲⚲
To Hit: 2D10+AD8
Damage: High x2
1-10/11-20/21-40
Target SR ≤ 8

Torp Crew L
3 Torpedo Tubes
(360°) ⚲⚲⚲
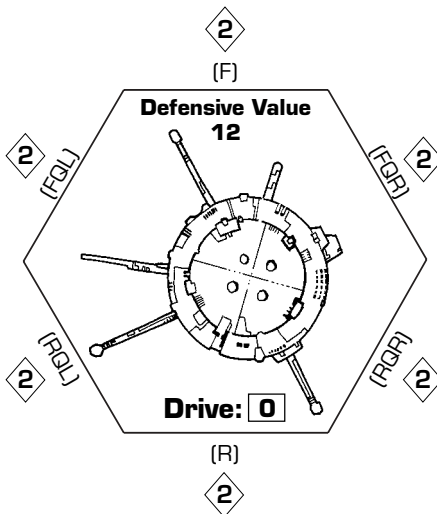
Gunner G
1 Sayf ad-Din
(360°) ⚲
To Hit: 2D8+AD8
Damage: Med x1D4 ▶
Range: 6/14/18
Target SR ≤14

Gunner H
1 Sayf ad-Din
(360°) ⚲
To Hit: 2D8+AD8
Damage: Med x1D4 ▶
Range: 6/14/18
Target SR ≤14

Gunner I
1 Sayf ad-Din
(360°) ⚲
To Hit: 2D8+AD8
Damage: Med x1D4 ▶
Range: 6/14/18
Target SR ≤14

◆ **P-DB**: 1-5
FRONT DAMAGE TRACK

◆ **P-DB**: 1-5
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
FRONT RIGHT DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
REAR RIGHT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
REAR DAMAGE TRACK

Defensive Value
12

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

2 2 2 2 2 2 2

Drive: 0

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____
GUNNER G
Gnr: _____
GUNNER H
Gnr: _____
GUNNER I
Gnr: _____
CREW J
Gnr: _____
CREW K
Gnr: _____
CREW L
Gnr: _____

MASADA TYPE 1

Tons: 7000

FRONT CRITICAL HITS

2 — **Gunner A killed.** Gunner A's weapons may not fire.

3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.

4 — **Rotater Ring Hit.** Pulse Lasers A & B fire out random Arcs until after next game turn.

5 — **Magazine hit.** Eject 2D12 remaining torps or take 1D12 hits on each damage track.

6 — **ECM crippled.** All scanning attempts must be made against one target.

7 — **Sayf ad-Din H damaged.** Reduce Damage to Medium.

8 — **Reactor hit.** Masada Falls. They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

2 — **Gunner F killed.** Gunner F's weapons may not fire.

3 — **Jamming Module hit.** Masada now jams only on a 1.

4 — **Structural damage.** Take 5 more hits on each damage track.

5 — **Torp Scanners damaged.** May not launch torps unless Torp Crew rolls less than Gunner on 1D10

6 — **Engineering Hit.** Mark off 1D4 Engineers

7 — **Laztube J damaged.** Reduce Damage to High.

8 — **Power Coupling hit.** No Cannons may be fired next turn.

REAR LEFT CRITICAL HITS

2 — **Gunner E killed.** Gunner E's weapons may not fire.

3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.

4 — **Rotater Ring Hit.** Pulse Lasers E & F fire out random Arcs until after next game turn.

5 — **Torp Magazine hit.** Lose 1D10 torpedoes.

6 — **ECM crippled.** All scanning attempts must be made against one target.

7 — **Sayf ad-Din G damaged.** Reduce Damage to Medium.

8 — **Bridge hit Captain Killed.** Masada may not use captains die.

Electronics
Jam: 1-2 on 1D4
ECM: 1-8 [5]
☗ ☗ ☗ ☗ ☗
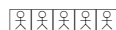
Bridge
Captain: _____

Engineering
Damage Control: 1-5
☗ ☗ ☗ ☗ ☗
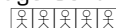
Torpedo Magazine

Mk. 10 Torpedos
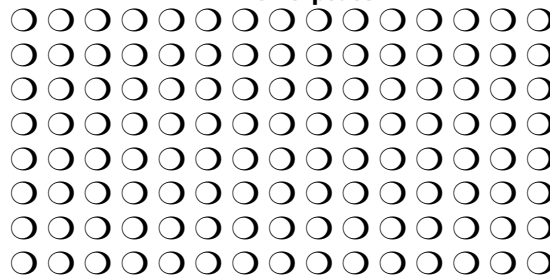
○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○
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○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○
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○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○

FRONT RIGHT CRITICAL HITS

2 — **Gunner B killed.** Gunner B's weapons may not fire.

3 — **Jamming Module hit.** Masada now jams only on a 1.

4 — **Structural damage.** Take 5 more hits on each damage track.

5 — **Torp Magazine hit.** Lose 1D10 torpedoes.

6 — **Engineering Hit.** Mark off 1D4 Engineers

7 — **Laztube J damaged.** Reduce Damage to High.

8 — **Bridge hit, Pilot killed.** Masada may not turn.

REAR RIGHT CRITICAL HITS

2 — **Gunner C killed.** Gunner C's weapons may not fire.

3 — **Electronic Defenses pierced.** Reduce Defensive Value by 2.

4 — **Rotater Ring Hit.** Pulse Lasers C & D fire out random Arcs until after next game turn.

5 — **Torp Scanners damaged.** May not launch torps unless Torp Crew rolls less than Gunner on 1D10

6 — **ECM crippled.** All scanning attempts must be made against one target.

7 — **Sayf ad-Din I damaged.** Reduce Damage to Medium.

8 — **Power Coupling hit.** No Cannons may be fired next turn.

REAR CRITICAL HITS

2 — **Gunner D killed.** Gunner D's weapons may not fire.

3 — **Jamming Module hit.** Masada now jams only on a 1.

4 — **Structural damage.** Take 5 more hits on each damage track.

5 — **Magazine hit.** Eject 2D12 remaining torps or take 1D12 hits on each damage track.

6 — **Engineering Hit.** Mark off 1D4 Engineers

7 — **Laztubes Rotater Cuff Jammed.** Random Laztube now restricted to one random arc.

8 — **Reactor hit.** They will remember your sacrifice.

MASADA TYPE 2

I.D. ◼

BPV: 391

TPV
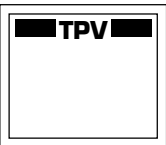
▉ Gun Crew F ▉
1 Laztube (360°)
👤👤👤
To Hit: 2D10+AD8
Damage: High x2
1-10/11-20/21-40
Target SR ≤ 8

▉ Gunner A ▉
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

▉ Gunner B ▉
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

▉ Gunner C ▉
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

▉ Gunner D ▉
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

◆ **P-DB**: 1-6
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
FRONT DAMAGE TRACK
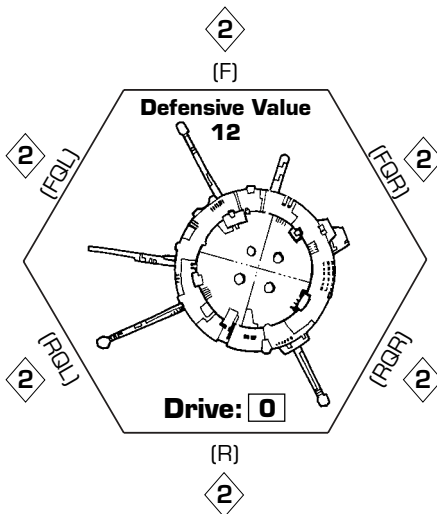
◆ **P-DB**: 1-5
REAR LEFT QUARTER DAMAGE TRACK

Defensive Value
12

(F)

(FQL)

(FQR)

(RQL)

(RQR)

(R)

2 2 2 2 2 2

Drive: 0

◆ **P-DB**: 1-5
FRONT RIGHT DAMAGE TRACK

◆ **P-DB**: 1-5
REAR RIGHT QUARTER DAMAGE TRACK

▉ Crew ▉
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
CREW F
Gnr: _____

▉ Gunner E ▉
1 Sayf ad-Din
(360°) 👤
To Hit: 2D8+AD8
Damage: Med x1D4 ❱
Range: 6/14/18
Target SR ≤14

❱ The 1D4 multiplier is not included on triples, or doubles that affect damage.

MASADA TYPE 2

Tons: 7000

FRONT CRITICAL HITS

2 — **ECM Suite hit.** Mark off 1D6 ECM crew.
3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
8 — **Reactor hit.** They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

2 — **Gunner A killed.** Gunner A's weapons may not fire.
3 — **Jamming module hit.** Masada now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **Engineering hit.** Mark off 1D4 Engineers.
7 — **Gunner E's Sayf ad-Din damaged.** Change Damage to Medium.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

2 — **Gunner B killed.** Gunner B's weapons may not fire.
3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Gunner D's Pulse Laser damaged.** Gunner D's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Captain Killed.** Masada may not use captain's die.

Fighter Bay 1
1000-ton Fighter
○ ○ ○ ☖☖☖ ID:____

Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: 1-4 [6]
☖ ☖ ☖ ☖ ☖ ☖

Bridge
Captain: _____
TOC: +2

Engineering
Damage Control: 1-6
☖ ☖ ☖ ☖ ☖ ☖

FRONT RIGHT CRITICAL HITS

2 — **Gunner C killed.** Gunner C's weapons may not fire.
3 — **Jamming module hit.** Masada now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **Engineering hit.** Mark off 1D4 Engineers.
7 — **Gunner B's Pulse Laser damaged.** Gunner B's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Pilot killed.** Masada may not turn.

REAR RIGHT CRITICAL HITS

2 — **Gunner D killed.** Gunner D's weapons may not fire.
3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.
4 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Laztube damaged.** change damage to High.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

2 — **Gunner E killed.** Gunner E's weapons may not fire.
3 — **Jamming module hit.** Masada now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
6 — **Engineering hit.** Mark off 1D4 Engineers.
7 — **Gunner C's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
8 — **Reactor hit.** They will remember your sacrifice.

Q'raj Void Protectorate

TPV

■■ Gunner A ■■
Missile Launcher
(360°)
Lock-on < ___

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner A

■■ Gunner A ■■
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

■■ Gunner B ■■
Missile Launcher
(360°)
Lock-on < ___

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B

■■ Gunner B ■■
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10
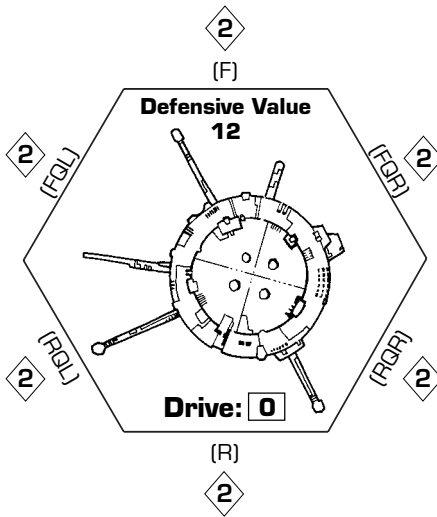
■■ Gun Crew D ■■
1 Laztube (360°)
To Hit: 2D10+AD8
Damage: High x2
1-10/11-20/21-40
Target SR ≤ 8

◆ **P-DB**: 1-5
FRONT LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
FRONT LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
FRONT LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

2
(F)

2 (FQL)

2 (FQR)

Defensive Value
12

2 (RQL)

2 (RQR)

Drive: 0

(R)

2

■■ Crew ■■
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
CREW D
Gnr: _____

■■ Gunner C ■■
1 Sayf ad-Din
(360°)
To Hit: 2D8+AD8
Damage:Med x1D4 ▶
Range: 6/14/18
Target SR ≤14

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

Q'raj Void Protectorate

GOLAN

Tons: 2000

FRONT CRITICAL HITS

2 — **ECM Suite hit.** Mark off 1 ECM crew.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 2.
4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
5 — **Cargo Bay hit.** Remaining Cargo ejects.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
8 — **Reactor hit.** Golan Crumbles.

FRONT LEFT CRITICAL HITS

2 — **Gunner A killed.** Gunner A's weapons may not fire.
3 — **Jamming module hit.** Golan now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Manuvering Thrusers hit.** Golan may not rotate.
6 — **ECM Booster short.** ECM value now 1-4.
7 — **Gunner C's Sayf ad-Din damaged.** Change Damage to Medium.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

2 — **Engineering hit.** Mark off 1 Engineer.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 2.
4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
5 — **Cargo Bay hit.** Remaining Cargo ejects.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Gunner A's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Captain Killed.** Masada may not use captain's die.

Cargo Bay

Cargo_____
Cargo Loss:_____
☐

Electronics

Jam: 1-2 on 1D4
ECM: 1-8 [2]
👤 👤

Bridge

Captain: _____

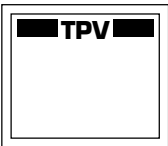## Engineering

Damage Control: 1-3
👤 👤 👤

FRONT RIGHT CRITICAL HITS

2 — **Gunner B killed.** Gunner B's weapons may not fire.
3 — **Jamming module hit**. Golan now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Manuvering Thrusers hit.** Golan may not rotate.
6 — **ECM Booster short.** ECM value now 1-4.
7 — **Gunner B's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Pilot killed.** Golan may not turn.

REAR RIGHT CRITICAL HITS

2 — **Laztube Hit.** Mark off 1 Laztube crew.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 2.
4 — **Missile Launcher hit.** Mark off 1D10 missiles from a random Missile Launcher.
5 — **Cargo Bay hit.** Remaining Cargo ejects.
6 — **ECM Sequencer destroyed.** All screening attempts must be made against one target.
7 — **Laztube damaged.** Change damage to High.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

2 — **Gunner C killed.** Gunner C's weapons may not fire.
3 — **Jamming module hit**. Golan now jams only on a 1.
4 — **Structural damage.** Take 5 more hits on each damage track.
5 — **Manuvering Thrusers hit.** Golan may not rotate.
6 — **ECM Booster short.** ECM value now 1-4.
7 — **Gunner B's Pulse Laser damaged.** Gunner A's Pulse Laser is -5 To Hit.
8 — **Reactor hit.** They will remember your sacrifice.

TPV

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

2
(F)

2
(FQL)

2
(FQR)

Defensive Value
12

2
(RQL)

2
(RQR)

Drive: **0**

(R)

2

WASP'S NEST 1

Tons: 7000

FRONT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

FRONT RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

Fighter Bay 1
1000-ton Fighter
○ ○ ○ 🗆🗆🗆 ID:____

Type:_____

Fighter Bay 2
1000-ton Fighter
○ ○ ○ 🗆🗆🗆 ID:____

Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: –

Bridge
Captain: _____
TOC: –

Engineering
Damage Control: –

FRONT LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Reactor hit.** They will remember your sacrifice.

REAR LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.

Q'raj Void Protectorate

I.D.

TPV

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

1
(F)

1
(FQL)

1
(FQR)

Defensive Value
12

1
(RQL)

1
(RQR)

Drive: 0

1
(R)

WASP'S NEST 2

Tons: 7000

FRONT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

FRONT LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

FRONT RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Reactor hit.** They will remember your sacrifice.

REAR CRITICAL HITS

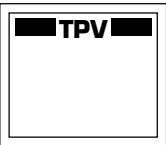2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
5 — **Point-Defense Battery lock.** You may not shut down you P-DB until after next Game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.

Fighter Bay 1
400-ton Fighter
○ ○ ○ ☖☗ ID:____
Type:_____

Fighter Bay 2
400-ton Fighter
○ ○ ○ ☖☗ ID:____
Type:_____

Fighter Bay 3
400-ton Fighter
○ ○ ○ ☗ ID:____
Type:_____

Fighter Bay 4
400-ton Fighter
○ ○ ○ ☗ ID:____
Type:_____

Electronics
Jam: 1-2 on 1D4

Bridge
Captain: _____
TOC: –

Engineering
Damage Control
–

Q'raj Void Protectorate

WASP'S NEST 3

I.D. ▮

BPV: 152

▮TPV▮

▮ Gunner C ▮
Turbo Laser (360°) ⌖
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

▮ Gunner B ▮
6 Pulse Lasers
(360°) ⌖
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

▮ Gunner A ▮
2 Meld Lasers (360°)
To Hit: 2D8+ADB+1
Damage: Medium+1
Range: 5/18/20
Target SR ≤12

▮ Gunner A ▮
Missile Launcher
(360°)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner A
⌖

▮Crew▮
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB**: 1-5
REAR LEFT QUARTER
DAMAGE TRACK

1 (F)

1 (FQL)

1 (FQR)

1 (RQL)

1 (RQR)

1 (R)

Defensive Value
12

Drive: 0

WASP NEST 3

Tons: 7000

Engineering
–

Bridge
Captain: _____
TOC: +2

Electronics
Jam: 1-2 on 1D4

FRONT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 1 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 2 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Bridge hit, Pilot killed.** Wasp's Nest may not turn.

FRONT LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 3 hit.** Roll on Fighter Bay Hit Table.
5 — **Meld Laser Rotater locks up.** It may only fire one random arc.
6 — **Bay 4 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR LEFT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 5 hit.** Roll on Fighter Bay Hit Table.
5 — **Autodock short.** 1 random Point Defense Battery shuts down until after next game turn.
6 — **Bay 6 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

FRONT RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 7 hit.** Roll on Fighter Bay Hit Table.
5 — **Turbo Laser Rotater locks up.** Turbo Laser may only fire one random arc.
6 — **Bay 8 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Explosive Decompression.** All crew on board are killed.

REAR RIGHT CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Defensive Screens pierced**. Reduce Defensive Value by 2.
4 — **Bay 10 hit.** Roll on Fighter Bay Hit Table.
5 — **Pulse Laser hit.** Pulse Laser is now -5 to hit.
6 — **Bay 9 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
8 — **Reactor hit.** They will remember your sacrifice.

REAR CRITICAL HITS

2 — **Structure damaged.** Mark off 3 boxes on all damage tracks.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 1.
4 — **Bay 8 hit.** Roll on Fighter Bay Hit Table.
5 — **Turbo Laser Rotater locks up.** Turbo Laser may only fire in one random arc.
6 — **Bay 7 hit.** Roll on Fighter Bay Hit Table.
7 — **Catapult seizure.** No fighters may launch until after next game turn.
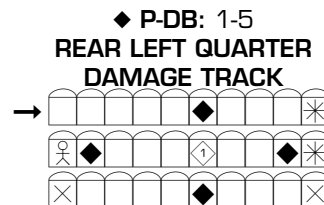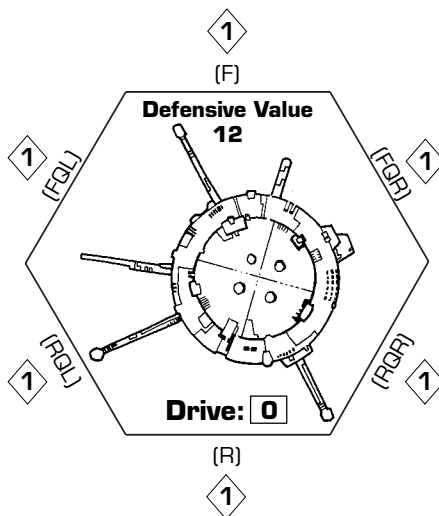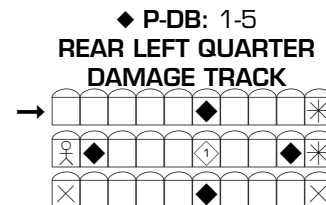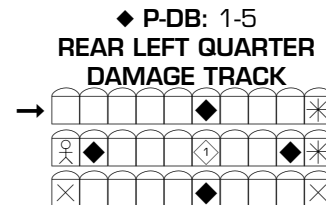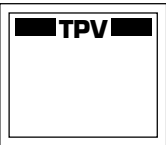8 — **Bridge hit, Captain Killed.** Wasp's Nest may not use captain's die.

Fighter Bay 1
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 2
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 3
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 4
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 5
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 6
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 7
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 8
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 9
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Fighter Bay 10
100-ton Fighter
○ ○ ☒   ID:____
Type:_____

Q'raj Viod Protectorate

TACHANAH

I.D. ▮

BPV: 391

TPV

Gunner A
Mine Sweeper
(360°)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6
Target SR≤5

Gun Crew D
4 Repeating Blasters 👤👤
(360°)
To Hit: 2D6+ADB+3
Damage: (High+6) x2
Range: 3/8/15
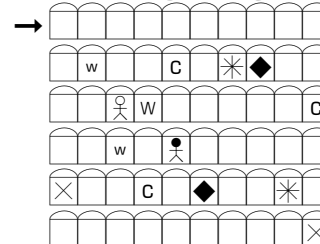
Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
CREW D
Gnr: _____
M CREW E
Gnr: _____

◆ **P-DB**: 1-3
FRONT DAMAGE TRACK

◆ **P-DB**: 1-3
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-3
FRONT RIGHT DAMAGE TRACK

Gunner B
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
👤

Gunner B
Missile Launcher
(360°)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Defensive Value
16

(F)

O
O (FQL)
O (FQR)
O (RQL)
O (RQR)

Drive: O

(R)

O

Gunner C
6 Pulse Lasers
(360°) 👤
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner C
👤

Gunner C
Missile Launcher
(360°)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

◆ **P-DB**: 1-3
REAR LEFT QUARTER DAMAGE TRACK
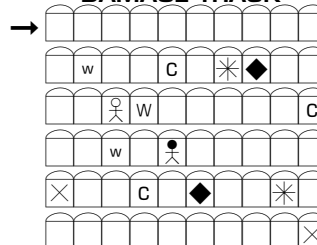
◆ **P-DB**: 1-3
REAR RIGHT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-3
REAR LEFT QUARTER DAMAGE TRACK

Crew E
1 Mine Layer
👤

May place 1 minefield of any size per Mine Crew, per Movement Phase.
At end of the Movement Phase each living Mine Crew may activate 1 new
minefield placed by this ship by rolling under its gunner skill. Otherwise
the minefield activates as normal.

TACHANAH

Tons: 7000

FRONT CRITICAL HITS

2 — **Gunner B killed.** Gunner B's weapons may not fire.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 4.
4 — **Cargo Bay Ejection System short.** 1 random Cargo bay ejects.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Repeating Blaster hit.** Change Damage to High x 2.
7 — **Mine Sweeper damaged.** Mine Sweeper's Damage drops to Medium +1.
8 — **Reactor hit.** They will remember your sacrifice.

FRONT LEFT CRITICAL HITS

2 — **Gunner A killed.** Gunner A's weapons may not fire.
3 — **Electronic Defenses crippled**. Tachanah now jams only on 1. Reduce Defensive Value by 2
4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Mine Bay compromised.** Mark off unused minefield.
7 — **Gunner C's Missile Launcher damaged.** Mark off 1D6 missiles.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR LEFT CRITICAL HITS

2 — **Gunner B killed.** Gunner B's weapons may not fire.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 4.
4 — **Cargo bay Ejection System short.** 1 random Cargo Bay ejects.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Repeating Blaster hit.** Change Damage to High x 2.
7 — **Gunner C's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Captain Killed.** Tachanah may not use captain's die.

Cargo Bay 1
Cargo_____
Cargo Loss:_____
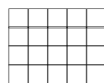
Cargo Bay 2
Cargo_____
Cargo Loss:_____
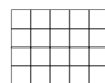
Cargo Bay 3
Cargo_____
Cargo Loss:_____
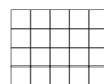
Cargo Bay 4
Cargo_____
Cargo Loss:_____
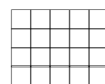
Cargo Bay 5
Cargo_____
Cargo Loss:_____
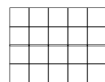
Electronics
Jam: 1-2 on 1D4
ECM: None

Engineering
Damage Control: 1-2

Bridge
Captain: _____

Mk. 50 Mine
○

Stern Mine Magazine

FRONT RIGHT CRITICAL HITS

2 — **Gunner C killed.** Gunner C's weapons may not fire.
3 — **Electronic Defenses crippled.** Tachanah now jams only on 1. Reduce Defensive Value by 2
4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Mine Layer knocked off-line.** Tachanah may not lay a minefield until after next game turn.
7 — **Gunner B's Pulse Laser damaged.** Gunner C's Pulse Laser is -5 To Hit.
8 — **Bridge hit, Pilot killed.** Tachanah may not turn.

REAR RIGHT CRITICAL HITS

2 — **Gunner A killed.** Gunner A's weapons may not fire.
3 — **Electronic Warfare damaged**. Reduce Defensive Value by 2.
4 — **Cargo Bay Ejection System short.** 1 random Cargo bay ejects.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Repeating Blaster hit.** Change Damage to High x 2.
7 — **Gunner B's Missile Launcher damaged.** mark off 1D6 missiles.
8 — **Power Coupling hit.** No cannons may be fired until after next game turn.

REAR CRITICAL HITS

2 — **Gunner C killed.** Gunner C's weapons may not fire.
3 — **Electronic Defenses crippled**. Tachanah now jams only on 1. Reduce Defensive Value by 2
4 — **Cargo Bay Ejection System locks up.** 1 random Cargo Bay May not eject.
5 — **Random Cargo Bay hit.** Roll for Cargo Loss.
6 — **Engineering hit.** Eliminate Engineers.
7 — **Mine Sweeper damaged.** Mine Sweeper's Damage drops to Medium +1.
8 — **Reactor hit.** They will remember your sacrifice.

EPPING QVP

I.D.

BPV: 217

TPV

Mk. 30 Mines
○ ○ ○ ○ ○

Mk. 50 Mines
○ ○ ○

Pilot
1 Mine Sweeper (F)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6
Target SR ≤ 5

Gunner
4 Pulse Lasers (360°)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner
1 Mine Sweeper (FQL) (F) (FQR)
To Hit: 2D8+ADB
Damage: High+2
Range: 2/5/6
Target SR ≤ 5

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Decoys: ○
P-D: —
Dmg Con: —
Tons: 1000

FRONT DAMAGE TRACK

	④							③			-1
T	✳		②	w					①		
	✳	t			-1				W		
		T		w	✕						✕

LEFT SIDE DAMAGE TRACK

		③	
	✳		
②	-1		
	t		
		-1	
①	✳	w	
-1			
T	✕		
-1			
		✕	

RIGHT SIDE DAMAGE TRACK

		③	
	✳		
②	-1		
	t		
		-1	
①	✳	w	
-1			
T	✕		
-1			
		✕	

Defensive Value 12

④ (F)

③ (FQL)   ③ (FQR)

(FQR)

(RQL)   (RQR)

Drive: 11

(R)

Tight Turn Cost: _____ +4

② (rear)

REAR DAMAGE TRACK

	-1				✳	②	-1			-1	t		✳		-1		✕		-1	w
	-1			①		T									-1				✕	

FRONT CRITICAL HITS

2 — **Pilot killed.** Epping may not move nor Pilot's weapons fire. Defensive Value drops to 5.

3 — **Pilot Mine Sweeper loses power.** It may not fire until after next turn.

4 — **Shields damaged.** Reduce Defensive Value by 2.

5 — **Gunner Sweeper loses power.** It may not fire until after next turn.

6 — **Mine Launcher malfunction.** Cannot lay mines until after next turn.

7 — **Gunner Mine Sweeper damaged.** Weapon suffers -2 penalty To Hit.

8 — **Explosion.** Blast guts vessel from fore to aft. Epping is destroyed.

LEFT SIDE CRITICAL HITS

2 — **Engine sputters.** Epping only has Drive 2 next turn.

3 — **Mine Layer rupture.** Lose 1D4 random mines.

4 — **Shields damaged.** Reduce Defensive Value by 1.

5 — **Pulse Laser loses power.** Reduce chance To Hit by 3.

6 — **Mine Launcher malfunction.** Cannot lay mines until after next turn.

7 — **Gunner killed.** Lose use of Gunner weapons.

8 — **Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

RIGHT SIDE CRITICAL HITS

2 — **Engine sputters.** Epping only has Drive 2 next turn.

3 — **Mine Layer rupture.** Lose 1D4 random mines.

4 — **Shields damaged.** Reduce Defensive Value by 1.

5 — **Pulse Laser loses power.** Reduce chance To Hit by 3.

6 — **Mine Launcher malfunction.** Cannot lay mines until after next turn.

7 — **Gunner killed.** Lose use of Gunner weapons.

8 — **Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

REAR CRITICAL HITS

2 — **Structural Collapse.** Hull ruptures and Epping is lost.

3 — **Electronic Warfare gone.** Epping cannot jam torps. Reduce Defensive Value by 2.

4 — **Shields damaged.** Reduce Defensive Value by 1.

5 — **Good Hit!** Add another 5 points of damage.

6 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point.

7 — **Pilot dazed.** Epping may not move nor fire Pilots Mine Sweeper until after next game turn.

8 — **Reactor Hit.** Epping disappears in a ball of hot gasses.

TALON QVP

I.D. ■

BPV: 44

TPV	

Pilot
1 Khanjar (F)
To Hit: 2D8+ADB
Damage: Low x1D4 ▶
Range: 3/8/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Mk. 10 Torp
○ ○ ○ ○

Mk. 40 Torp
○

(F)
(FQL) (FQR)
Defensive Value 15
Damage Reduction ◇2◇
(RQL) (RQR)
Tight Turn Cost:
_____ +3
Drive: **16**
(R)

Decoys: ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 270

DAMAGE TRACK

→	T		16	◇2◇		15	✳	◇1◇	14	13	12	11
	t	W	10		✳	t	9			w		8
	T		7		6	5	t	3	1			✕

CRITICAL HITS

2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.

3 — **Hull breached.** Reduce Talon's Defensive Value by 6.

4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.

5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.

6 — **Shields damaged.** Reduce Defensive Value by 1.

7 — **Stabilizers damaged.** All turns cost 1 extra movement point.

8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.

9 — **Khanjar damaged.** Reduce damage to low.

10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.

11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.

12 — **Reactor hit.** Talon explodes into a ball of molten slag.

KHANJAR SPECS

Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–8 hexes.
Long Range: 9–10 hexes (–1 To Hit).
▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

GAME TURN RECORD TRACK

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

Q'raj Void Protectorate

SENTRY QVP

I.D. ▪

BPV: 80

TPV

Pilot
1 Sayf ad-Din (F)
To Hit: 2D8+ADB
Damage: Medx1D4 ▶
Range: 6/14/18
Target SR ≤14

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○ ○ ○ ○
P-D: 1-7 (3)
Dmg Con: 1-4
Tons: 690

(F)
Defensive Value 11
(FQL)
(FQR)
Damage Reduction 4
(RQL)
(RQR)

Tight Turn Cost: _____ +3

Drive: 10
(R)

Gunner A
6 Pulse Lasers
(F) (FQL) (RQL) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
6 Pulse Lasers
(F) (FQR) (RQR) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

DAMAGE TRACK

SENTRY QVP

I.D. ▪

BPV: 80

TPV

Pilot
1 Sayf ad-Din (F)
To Hit: 2D8+ADB
Damage: Medx1D4 ▶
Range: 6/14/18
Target SR ≤14

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Decoys: ○ ○ ○ ○
P-D: 1-7 (3)
Dmg Con: 1-4
Tons: 690

(F)
Defensive Value 11
(FQL)
(FQR)
Damage Reduction 4
(RQL)
(RQR)

Tight Turn Cost: _____ +3

Drive: 10
(R)
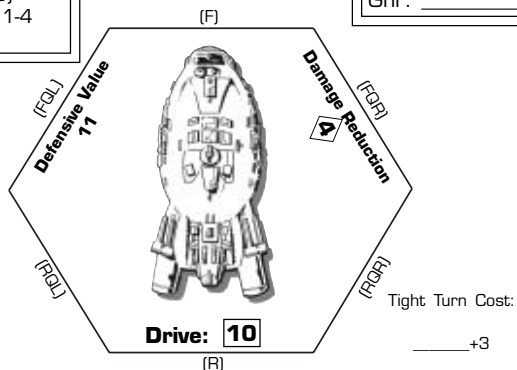
Gunner A
6 Pulse Lasers
(F) (FQL) (RQL) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
6 Pulse Lasers
(F) (FQR) (RQR) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

DAMAGE TRACK
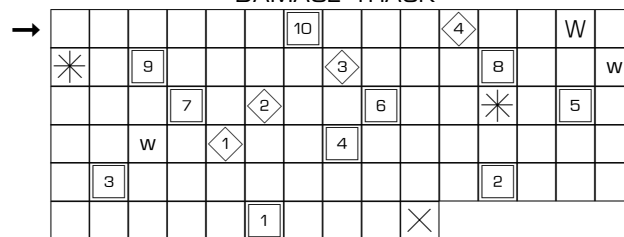
▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

CRITICAL HITS

2 — **Armor Belt shingles off.** Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.

3 — **Engines sputter momentarily.** Sentry's Drive value is reduced to 2 until after next game turn.

4 — **Electronic Warfare knocked out.** Sentry may no longer jam torps. Reduce Defensive Value by 2.

5 — **Gunner B's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a –3 penalty.

6 — **Shields damaged.** Reduce Defensive Value by 1.

7 — **Stabilizers hit.** All turns cost 1 extra movement point.

8 — **Sayf ad-Din Power Feed malfunctions.** Reduce Damage rating to Medium.

9 — **Gunner A's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.

10 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.

11 — **Temporary Maneuvering Thruster malfunction.** If the Sentry moves at all next Movement Phase, it may not make a turn.

12 — **Massive structural collapse.** Sentry buckles and explodes.

SAYF AD-DIN SPECS

Short Range: 1–6 hexes (+1 To Hit).
Medium Range: 7–14 hexes.
Long Range: 15–18 hexes (–1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

PULSE LASER SPECS

Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–9 hexes.
Long Range: 10 hexes (–1 To Hit).

GAME TURN RECORD TRACK

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

Q'raj Void Protectorate
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BLACK WIDOW

I.D.

BPV: 157

TPV

Pilot
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Decoys: ○ ○ ○
○ ○
P-D: —
Dmg Con: 1-6
Tons: 1000

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○
○ ○

(F)
(FQL)
Defensive Value 17
Damage Reduction 0
(FQR)
(RQL)
(RQR)
(R)
Drive: 13

Tight Turn Cost:
_____ +3

Gunner A
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

DAMAGE TRACK

					t			13	
	t					w	11	t	✳
			t		9				t
		W	✳	7	t				
	t		5				t		w
✳		3		t					t
1					☓				

BLACK WIDOW

I.D.

BPV: 157

TPV

Pilot
6 Splatterguns (F)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Decoys: ○ ○ ○
○ ○
P-D: —
Dmg Con: 1-6
Tons: 1000

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○
○ ○

(F)
(FQL)
Defensive Value 17
Damage Reduction 0
(FQR)
(RQL)
(RQR)
(R)
Drive: 13

Tight Turn Cost:
_____ +3

Gunner A
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

DAMAGE TRACK

					t			13	
	t					w	11	t	✳
			t		9				t
		W	✳	7	t				
	t		5				t		w
✳		3		t					t
1					☓				

CRITICAL HITS

2 — **Pilot killed.** Black Widow may not move or fire pilot weapons. Reduce Defensive Value to 5.

3 — **Engines sputter momentarily.** Black Widow's Drive value is reduced to 2 until after next game turn.

4 — **Electronic Warfare knocked out.** Black Widow may no longer jam torps. Reduce Defensive Value by 3.

5 — **Splattergun Targeting damaged.** Reduce a random Splattergun's chance To Hit by 4.

6 — **Shields damaged.** Reduce Defensive Value by 4.

7 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.

8 — **Gunner A killed.** Gunner A's Splatterguns may not fire.

9 — **Splattergun Power Feed malfunctions.** Reduce random Splattergun's damage rating to Low+5.

10 — **Gunner B killed.** Gunner B's Splatterguns may not fire.

11 — **Torp load explosion.** Take 1D12 more hits for each remaining torp.

12 — **Massive structural collapse.** Black Widow buckles and explodes.

SPLATTERGUN SPECS

Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–6 hexes.
Long Range: 7–10 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

NEMESIS QVP

I.D. ▮

BPV: 298

▢ **TPV** ▮

Mk. 50 Torps
○ ○
○ ○
○ ○
○ ○

Mk. 10 Torps
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Decoys: ○ ○ ○
○ ○ ○
P-D: 1-8 (6)
Dmg Con: 1-8
Tons: 1500

▮ Gunner A ▮
Missile Launcher
(FQL) (F) (FQR)
Lock-on <____
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

▮ Pilot ▮
1 Sayf ad-Din (F)
To Hit: 2D8+ADB
Damage: Med x 1D4 ❯
Range: 6/14/18
Target SR ≤14

▮ Gunner B ▮
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

❯ The 1D4 multiplier is not included on triples, or doubles that affect damage.

▮ Crew ▮
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____

FRONT DAMAGE TRACK

Gunner C
4 Splatterguns
(F) (FQL) (RQL) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner D
4 Splatterguns
(F) (FQR) (RQR) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

◇ **O** (F)
[FQL] [FQR]

Defensive Value 15

◇ **O** [RQL] ◇ **O** [RQR]

Drive: 12
(R)
Tight Turn Cost:
_____ +4

LEFT SIDE DAMAGE TRACK

RIGHT SIDE DAMAGE TRACK

▮ Gunner E ▮
6 Splatterguns (360°)
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

◇ **O**

REAR DAMAGE TRACK

FRONT CRITICAL HITS

2 — **Pilot killed.** Nemesis may not move or fire Sayf ad-Din. DV drops to 5.

3 — **Sayf ad-Din loses power.** It may not fire until after next turn.

4 — **Gunner A killed.** Missile Launcher may not fire.

5 — **Splattergun B damaged.** Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.

6 — **Missile Launcher A malfunctions.** Lose 1D10 of remaining missiles.

7 — **Torp load jettisons.** Lose 2D10 remaining torps (player's choice).

8 — **Pilot Dazed.** Nemesis may not move nor fire Pilot weapons until after next game turn.

LEFT SIDE CRITICAL HITS

2 — **Engine sputters.** Reduce Drive to 4 until after next turn.

3 — **Gunner C killed.** Gunner C's Splattergun may not fire.

4 — **Shields damaged.** Reduce Defensive Value by 5.

5 — **Splattergun C damaged.** Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.

6 — **Structural damage.** Take 2D6 more hits on this Damage Track.

7 — **Gunner B killed.** Gunner B's Splatterguns may not be fired.

8 — **Electronic Warfare gone.** Nemesis cannot jam torps. Reduce Defensive Value by 4.

RIGHT SIDE CRITICAL HITS

2 — **Engine sputters.** Reduce Drive to 4 until after next turn.

3 — **Gunner D killed.** Gunner D's Splattergun may not fire.

4 — **Shields damaged.** Reduce Defensive Value by 5.

5 — **Splattergun D damaged.** Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.

6 — **Structural damage.** Take 2D6 more hits on this Damage Track.

7 — **Gunner E killed.** Gunner E's Splatterguns may not be fired.

8 — **Electronic Warfare gone.** Nemesis cannot jam torps. Reduce Defensive Value by 4.

REAR CRITICAL HITS

2 — **Engineering Systems hit.** Reduce Damage Control to 1-3.

3 — **Splattergun E damaged.** Penalize To Hit attempts by -3 and reduce Damage rating to Medium+4.

4 — **Shields damaged.** Reduce Defensive Value by 1.

5 — **Engine hit.** Reduce Drive by 4.

6 — **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform.

7 — **Major Structural damage.** Take 2D10 additional hits to each Damage Track.

8 — **Reactor Detonates.** The Nemesis fights no longer.

DJINN

TPV

Pilot
6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low +5
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

Mk. 10 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 40 Torps
○ ○
○ ○

Mk. 50 Torp
○

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction ◇
(RQL) (RQR)
Drive: 13
(R)

Tight Turn Cost:
_____ +3

Gunner A
1 Sayf ad-Din (360°)
To Hit: 2D8+ADB
Damage: Medx1D4 ▸
Range: 6/14/18
Target SR ≤14

Gunner A
Missile Launcher
(360°)
Lock-on <___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B
6 Splatterguns
(FQL)(RQL)(R)(RQR)(FQR)
To Hit: 2D6+ADB+5
Damage: Med + 10
Range: 2/6/10

Decoys: ○ ○ ○
P-D: 1-8 (6)
Dmg Con: 1-6
Tons: 1000

DAMAGE TRACK

→				t	13				T	11	
		w	t					T	✳		9
	t				W			T			
t	7				T		w	✳		t	
	5		T					t			
T	3	w		✳		t					T
	2				t			1			✕

I.D.

BPV: 188

▸ The 1D4 multiplier is not included on triples, or doubles that affect damage.

CRITICAL HITS

2 — **Crew Killed.** Djinn may not move or fire. Change Drive 0, and Defensive Value to 5.

3 — **Gunner B dazed.** Gunner B may not fire weapons until after the next game turn.

4 — **Electronic Warfare knocked out.** May no longer jam torps. Reduce Defensive Value by 6.

5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.

6 — **Heavy Structural damage.** Mark off another 2D6 boxes. Reduce Defensive Value by 2.

7 — **Sayf ad-Din damaged.** Reduce Damage to Medium.

8 — **Torp Targeting Scanner damaged.** May not fire torps until after the next game turn.

9 — **Missile Launcher damaged.** Lose 1D10 remaining missiles.

10 — **Gunner A killed.** Djinn may not fire Gunner A weapons.

11 — **Splatterguns hit.** Reduce To Hit rolls by 5.

12 — **Reactor hit.** With a blinding flash, the Djinn is destroyed.

PULSE LASER SPECS

Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 3–9 hexes.
Long Range: 10 hexes (–1 To Hit).

SAYF AD-DIN SPECS

Short Range: 1–6 hexes (+1 To Hit).
Medium Range: 7–14 hexes.
Long Range: 15–18 hexes (–1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

SPLATTERGUN SPECS

Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–6 hexes.
Long Range: 7–10 hexes (–1 To Hit).

JAMBIYA   **I.D.**   **BPV: 16**

TPV

Pilot
1 Khanjar (F)
To Hit: 2D8+ADB
Damage: Low x1D4 ▶
Range: 3/8/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

(F)

(FQL)   Defensive Value **15**   Damage Reduction   (FQR)

0

Tight Turn Cost:

_____+3

(RQL)   (RQR)

Drive: 18

(R)

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

DAMAGE TRACK

→ | 18 | W | 16 | 13 |
| ✳ | w | 10 | 5 | ✕ |

JAMBIYA   **I.D.**   **BPV: 16**

TPV

Pilot
1 Khanjar (F)
To Hit: 2D8+ADB
Damage: Low x1D4 ▶
Range: 3/8/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

(F)

(FQL)   Defensive Value **15**   Damage Reduction   (FQR)

0

Tight Turn Cost:

_____+3

(RQL)   (RQR)

Drive: 18

(R)

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

DAMAGE TRACK

→ | 18 | W | 16 | 13 |
| ✳ | w | 10 | 5 | ✕ |

JAMBIYA   **I.D.**   **BPV: 16**

TPV

Pilot
1 Khanjar (F)
To Hit: 2D8+ADB
Damage: Low x1D4 ▶
Range: 3/8/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

(F)

(FQL)   Defensive Value **15**   Damage Reduction   (FQR)

0

Tight Turn Cost:

_____+3

(RQL)   (RQR)

Drive: 18

(R)

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

DAMAGE TRACK

→ | 18 | W | 16 | 13 |
| ✳ | w | 10 | 5 | ✕ |

JAMBIYA   **I.D.**   **BPV: 16**

TPV

Pilot
1 Khanjar (F)
To Hit: 2D8+ADB
Damage: Low x1D4 ▶
Range: 3/8/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 100

(F)

(FQL)   Defensive Value **15**   Damage Reduction   (FQR)

0

Tight Turn Cost:

_____+3

(RQL)   (RQR)

Drive: 18

(R)

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

DAMAGE TRACK

→ | 18 | W | 16 | 13 |
| ✳ | w | 10 | 5 | ✕ |

CRITICAL HITS

2 — **Pilot killed.** Jambiya may perform no further actions. Defensive Value drops to 5.

3 — **Pilot dazed.** Jambiya may not move or fire until after the end of the next game turn.

4 — **Electronic Warfare knocked out.** Jambiya may no longer jam torps. Reduce Defensive Value by 5.

5 — **Maneuver Thrusters hit.** Jambiya may no longer make Tight Turns.

6 — **Missile Launcher Hit.** Loose 1D8 missiles.

7 — **Khanjar damaged.** Change Damage to Low.

8 — **Evade Thrusters hit.** Reduce Defensive Value by 4.

9 — **Engines severely damaged.** Reduced to a Drive value of 1. Reduce Defensive Value by 7.

10 — **Engines destroyed.** Jambiya may not move or turn. Reduce Defensive Value to 5.

11 — **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Jambiya will disintegrate and be destroyed.

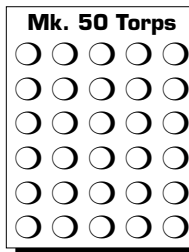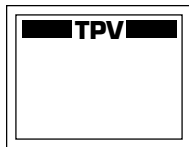**12 —** **Reactor hit.** Power generator detonates; Jambiya is destroyed.

KHANJAR SPECS

Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–8 hexes.
Long Range: 9–10 hexes (–1 To Hit).
▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

LILITH

I.D.

BPV: 405

TPV

Mk. 50 Torps
(torpedo track — 30 circles in 6 rows of 5)

Pilot
1 Turbo laser (F)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR≤8

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner A
1 Sayf ad-Din (360°)
To Hit: 2D8+ADB
Damage: Medium x 1D4▶
Range: 6/14/18
Target SR≤14

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____

▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

FRONT DAMAGE TRACK
(damage track grid)

Gunner B
5 Pulse Lasers
(FQL) (F) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner C
5 Pulse Lasers
(FQL) (F) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Defensive Value 15

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

Drive: 14
Tight Turn Cost:
_____+4

LEFT SIDE DAMAGE TRACK
(damage track grid)

RIGHT SIDE DAMAGE TRACK
(damage track grid)

Decoys: ○○○ ○○
P-D: 1-6 (6)
Dmg Con: 1-6
Tons: 2000

Gunner D
5 Pulse Lasers
(FQL) (RQL) (R)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner F
5 Pulse Lasers
(RQL) (R) (RQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner E
5 Pulse Lasers
(R) (RQR) (FQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

REAR DAMAGE TRACK
(damage track grid)

FRONT CRITICAL HITS
2 — **Pilot killed.** Lilith may not move or fire the Pilots Weapon.
3 — **Gunner B killed.** Gunner B's weapon may not fire.
4 — **Pulse Laser B damaged.** Penalize To Hit attempts by –4.
5 — **Sayf ad-Din malfunction.** Weapon may not fire until after next turn.
6 — **Pulse Laser C damaged.** Penalize To Hit attempts by –4.
7 — **Gunner C killed.** Gunner C's weapon may not fire.
8 — **Cascading destruction!** Take one additional critical on each damage track. Lilith may not move or fire Pilots weapon until after next turn.

LEFT SIDE CRITICAL HITS
2 — **Major structural damage.** Take an additional 2D10 hits on Left and Right Damage Tracks.
3 — **Torp Targeter damaged.** No torps can be fired until after next turn.
4 — **Shields damaged.** Reduce Defensive Value by 5.
5 — **Pulse Laser D damaged.** Penalize To Hit attempts by –4.
6 — **Minor structural damage.** Take 8 more hits on this Damage Track.
7 — **Gunner D killed.** Gunner D's weapon may not fire.
8 — **Electronic Warfare gone.** Lilith cannot jam torps. Reduce Defensive Value by 5.

RIGHT SIDE CRITICAL HITS
2 — **Major structural damage.** Take an additional 2D10 hits on Left and Right Damage Tracks.
3 — **Torp Targeter damaged.** No torps can be fired until after next turn.
4 — **Shields damaged.** Reduce Defensive Value by 5.
5 — **Pulse Laser E damaged.** Penalize To Hit attempts by –4.
6 — **Minor structural damage.** Take 8 more hits on this Damage Track.
7 — **Gunner E killed.** Gunner E's weapon may not fire.
8 — **Electronic Warfare gone.** Lilith cannot jam torps. Reduce Defensive Value by 5.

REAR CRITICAL HITS
2 — **Major bulkhead collapse.** Take an additonal 2D8 more hits on all Damage Tracks.
3 — **Power Flux.** No cannons may be fired, or torps launched until after next turn.
4 — **Shields damaged.** Reduce Defensive Value by 5.
5 — **Engine chokes.** Drive reduced to 2 until after next turn.
6 — **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform. -2 to Defensive Value
7 — **Gunner F killed.** Gunner F's weapon may not fire.
8 — **Reactor detonates.** Boom!

MUJAHADEEN

I.D. ☐
BPV: 101

TPV

Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 600

Mk. 20 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

Pilot
6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

(F)
(FQL) | (FQR)
Defensive Value 16 | Damage Reduction ◇ 0
(RQL) | (RQR)
Drive: 16
(R)

Tight Turn Cost: _____ +3

Gunner
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner
Missile Launcher
(RQR) (R) (RQL)
Lock-on <_____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→

			16	t			14	t			w
t	✳	12		t				t	10		W
t	✳		8	t				t		6	
w	t			t	4			t		✕	

MUJAHADEEN

I.D. ☐
BPV: 101

TPV

Decoys: ○ ○ ○
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 600

Mk. 20 Torps
○ ○
○ ○
○ ○
○ ○
○ ○

Pilot
6 Pulse Lasers (F)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

(F)
(FQL) | (FQR)
Defensive Value 16 | Damage Reduction ◇ 0
(RQL) | (RQR)
Drive: 16
(R)

Tight Turn Cost: _____ +3

Gunner
6 Pulse Lasers
(360°)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner
Missile Launcher
(RQR) (R) (RQL)
Lock-on <_____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→

			16	t			14	t			w
t	✳	12		t				t	10		W
t	✳		8	t				t		6	
w	t			t	4			t		✕	

CRITICAL HITS

2 — **Crew killed.** Mujahadeen may not move or fire weapons.

3 — **Engines sputter momentarily.** Mujahadeen's Drive is reduced to 2 until after next turn.

4 — **Electronic Warfare knocked out.** Mujahadeen may no longer jam torps. Reduce Defensive Value by 4.

5 — **Pilot's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a –5 penalty.

6 — **Severe damage.** Mark off an additional 2D6 boxes.

7 — **Stabilizers hit.** All turns cost 1 extra movement point.

8 — **Gunner's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a –5 penalty.

9 — **Missile Launcher hit.** Lose 1D10 remaining missiles.

10 — **Gunner dazed.** Gunner's weapons may not fire until after the next turn.

11 — **Gunner killed.** Gunner's weapons may not fire.

12 — **Massive structural collapse.** Mujahadeen buckles and explodes.

PULSE LASER SPECS

Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–9 hexes.
Long Range: 10 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 |

SHEDU

TPV

Pilot
6 Splatterguns(F)
To Hit: 2D6+ADB+5
Damage: Medium +10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
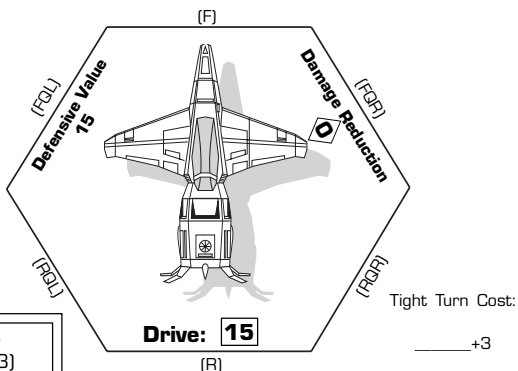Luck: _____

Mk. 40 Torps
○ ○
○ ○
○ ○

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○   ○ ○ ○ ○ ○
○ ○ ○ ○ ○   ○ ○ ○ ○ ○

(F)

(FQL) — Defensive Value 15 — Damage Reduction — (FQR)

(RQL)

(RQR)

Tight Turn Cost: _____ +3

Drive: 15

(R)

Decoys: ○
P-D: 1-7 (3)
Dmg Con: 1-2
Tons: 400

I.D.

BPV: 87

DAMAGE TRACK
			15			t		13		w		11	t
✳		9			t	7			5	t		✳	
3	w			1	t			t	✕				

SHEDU

TPV

Pilot
6 Splatterguns(F)
To Hit: 2D6+ADB+5
Damage: Medium +10
Range: 2/6/10

Crew
PILOT
Plt: _____
Gnr: _____
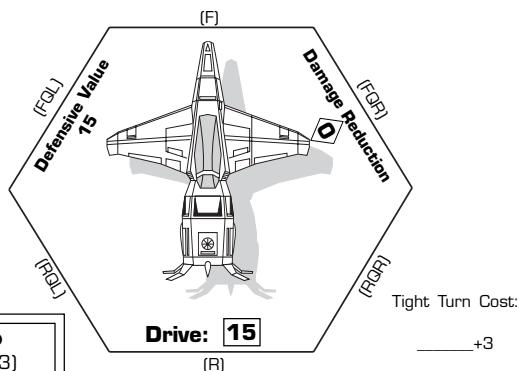Luck: _____

Mk. 40 Torps
○ ○
○ ○
○ ○

Pilot
Missile Launcher (F)
Lock-on < _____
○ ○ ○ ○ ○   ○ ○ ○ ○ ○
○ ○ ○ ○ ○   ○ ○ ○ ○ ○

(F)

(FQL) — Defensive Value 15 — Damage Reduction — (FQR)

(RQL)

(RQR)

Tight Turn Cost: _____ +3

Drive: 15

(R)

Decoys: ○
P-D: 1-7 (3)
Dmg Con: 1-2
Tons: 400

I.D.

BPV: 87

DAMAGE TRACK
			15			t		13		w		11	t
✳		9			t	7			5	t		✳	
3	w			1	t			t	✕				

CRITICAL HITS

2 — **Pilot killed.** Shedu may perform no further actions. Defensive Value drops to 5.

3 — **Hull breached.** Reduce Shedu's Defensive Value by 6.

4 — **Electronic Warfare knocked out.** Shedu may no longer jam torps. Reduce Defensive Value by 4.

5 — **Splattergun targeter hit.** Splattergun may not fire until after next game turn.

6 — **Stabilizers Hit.** All turns cost +1 to perform.

7 — **Heavy Structural damage.** Mark off another 1D6 boxes.

8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.

9 — **Missile Launcher damaged.** Loose 1D8 missiles.

10 — **Engines momentarily lose power.** Reduce current Drive value to 3 until after next game turn.

11 — **Pilot dazed.** Shedu may not move or discharge any weapon until after the next game turn.

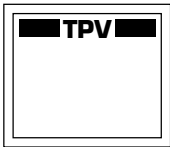**12 —** **Reactor hit.** Wilth a bright flash the Shedu vanishes, never to return.

SPLATTERGUN SPECS

Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–6 hexes.
Long Range: 7–10 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

Q'raj Void Protectorate

SALADIN
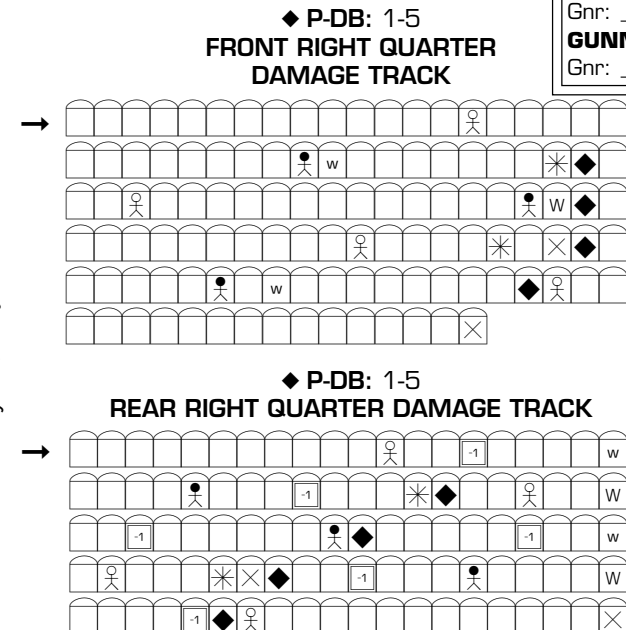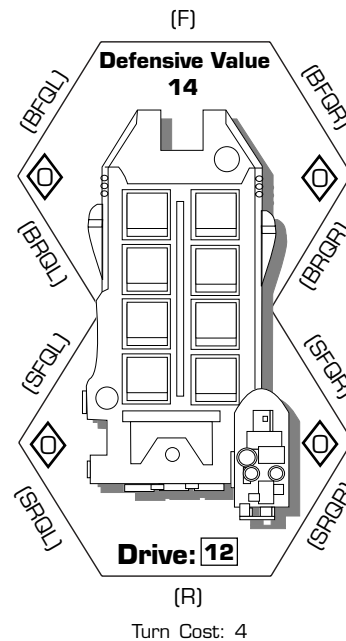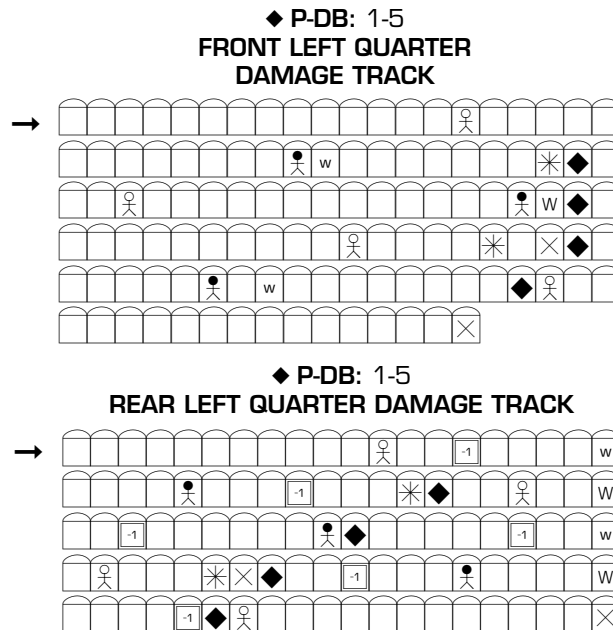
I.D.

BPV: 960

TPV

Gunner A
6 Pulse Lasers ☖
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner E
Missile Launcher ☖
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
Lock-on < ___

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B
6 Pulse Lasers ☖
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Crew
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____
GUNNER G
Gnr: _____

◆ **P-DB:** 1-5
FRONT LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

(F)
Defensive Value 14
(BFQL) (BFQR)
(BRQL) (BRQR)
(SFQL) (SFQR)
(SRQL) (SRQR)
Drive: 12
(R)
Turn Cost: 4

◆ **P-DB:** 1-5
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB:** 1-5
REAR RIGHT QUARTER DAMAGE TRACK

Gunner C
6 Pulse Lasers ☖
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner F
Missile Launcher ☖
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner G
Missile Launcher ☖
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D
6 Pulse Lasers ☖
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Q'raj Void Protectorate

SALADIN

Tons: 10,000

FRONT LEFT CRITICAL HITS

2 — **Electronic Warfare gone.** Saladin may no longer jam torps. Reduce Defensive Value by 2.

3 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.

4 — **Pulse Laser B loses power.** Cannot fire until after next turn.

5 — **Pulse Laser A loses power.** Cannot fire until after next turn.

6 — **Pulse Laser B damaged.** Weapon suffers -2 penalty To Hit.

7 — **Pulse Laser A damaged.** Weapon suffers -2 penalty To Hit.

8 — **Missile Launcher E hit.** Lose 1D10 remaining missiles.

9 — **Engineering hit.** Damage Control is not available until after next turn.

10 — **Gunner A killed.** This gunner's weapons may not be fired.

11 — **Bridge hit!** Bridge crew is stunned. Aosho may not move next turn.

12 — **Major structural damage.** Take 15 more hits on this track.

FRONT RIGHT CRITICAL HITS

2 — **Electronic Warfare gone.** Saladin may no longer jam torps. Reduce Defensive Value by 2.

3 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.

4 — **Pulse Laser D loses power.** Cannot fire until after next turn.

5 — **Pulse Laser C loses power.** Cannot fire until after next turn.

6 — **Pulse Laser D damaged.** Weapon suffers -2 penalty To Hit.

7 — **Pulse Laser C damaged.** Weapon suffers -2 penalty To Hit.

8 — **Missile Launcher E hit.** Lose 1D10 remaining missiles.

9 — **Engineering hit.** Damage Control is not available until after next turn.

10 — **Gunner C killed.** This gunner's weapons may not be fired.

11 — **Bridge hit!** Bridge crew is stunned. Aosho may not move next turn.

12 — **Major structural damage.** Take 15 more hits on this track.

Fighter Bay 1
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 2
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 3
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 4
400-ton Fighter
○ 👤 ID:____

Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: 1-8 (6)
👤👤👤👤👤

Bridge
Captain:_____
Pilot:_____
TOC: +4

Engineering
Damage Control 1-9
👤👤👤👤👤👤👤👤

REAR LEFT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Saladin may no longer use Captain die.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Bulkhead collapse.** Take 5 more hits on this track.

5 — **Missile Launcher F loses power.** Cannot fire until after next turn.

6 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.

7 — **Drives sputter.** Reduce Drive by 2 next turn.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Power coupling severed.** No weapons may be fired next turn.

10 — **Gunner F killed.** This gunner's weapons may not be fired.

11 — **Engineering section destroyed.** Damage control is no longer available. 1D4 Engineers are sucked into the void.

12 — **Reactor hit.** Saladin becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

2 — **Bridge hit!** The captain is killed. Saladin may no longer use Captain die.

3 — **Major structural damage.** Take 10 more hits on this damage track.

4 — **Bulkhead collapse.** Take 5 more hits on this track.

5 — **Missile Launcher G loses power.** Cannot fire until after next turn.

6 — **Random Fighter bay hit.** Roll on Fighter Bay Hit Table.

7 — **Drives sputter.** Reduce Drive by 2 next turn.

8 — **Engineering hit!** Damage Control is not available until after next turn.

9 — **Power coupling severed.** No weapons may be fired next turn.

10 — **Gunner G killed.** This gunner's weapons may not be fired.

11 — **Engineering section destroyed.** Damage control is no longer available. 1D4 Engineers are sucked into the void.

12 — **Reactor hit.** Saladin becomes a gaseous cloud.

Fighter Bay 5
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 6
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 7
400-ton Fighter
○ 👤 ID:____

Type:_____

Fighter Bay 8
400-ton Fighter
○ 👤 ID:____

Type:_____

Q'raj Void Protectorate

Let the stranger beware!

"Allah Akhbar!" The war cry blasted from the com channel as a brilliant flash lit the port quarter. Renowitz snapped his eyes left in time to see two Shedu fighters breezing through the scattered remains of a Death Wind. He wrenched the controls into a high-G turn. "Allah Akhbar" sounded from the com again, a young female voice. "What does it mean?" asked Karl, the gunner. Renowitz replied through clenched teeth, "What does it mean? It means we're in trouble!"

Q'raj Void
PROTECTORATE

- New starcraft: Mujahadeen, Djinn, Shedu, Jambiya, Lilith, Saladin
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- 2 new Satellites & 4 new Space Platforms
- Secrets of Proton Arc tech
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- And more eye-popping fun!

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EXPRESS