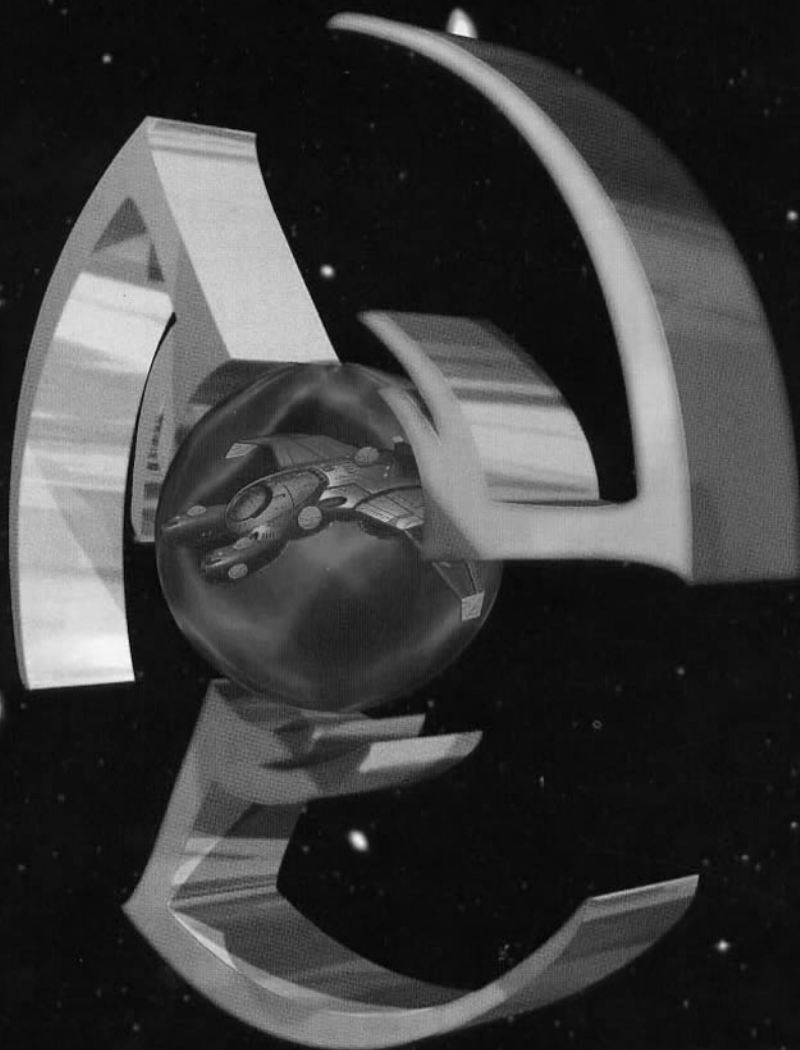


SILENT DEATH™

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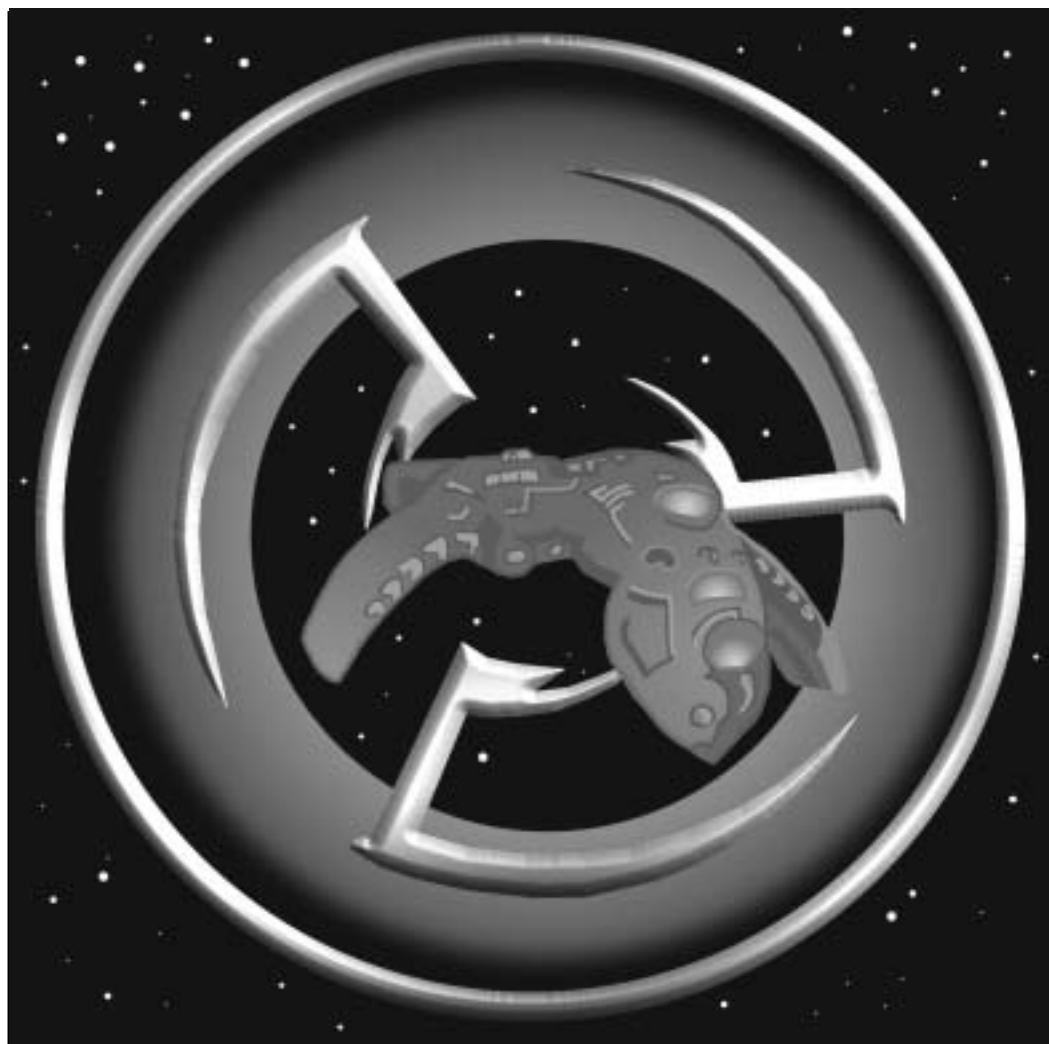
Rules of Warfare II™



**A competitive play sourcebook
for Silent Death**

Rules of Warfare II™

The Next Millennium



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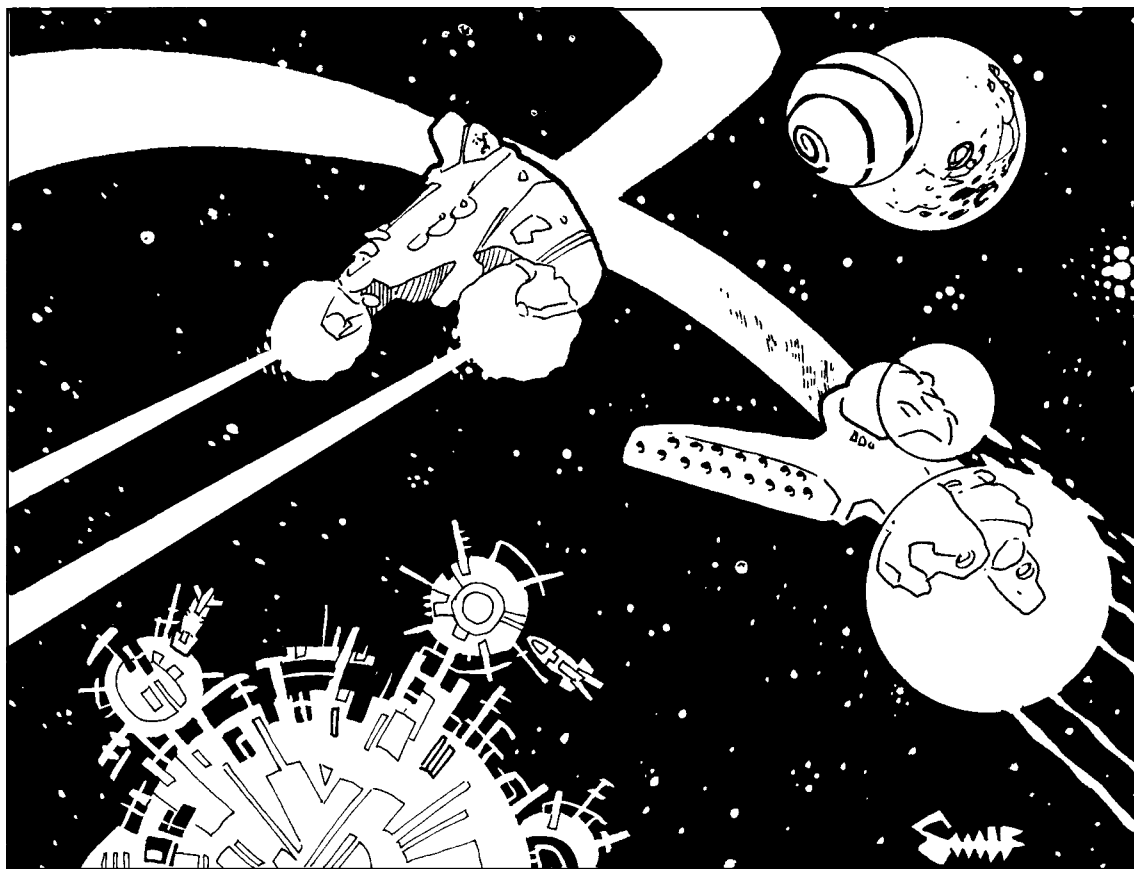
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Silent Death



Introduction

This *Rules of Warfare* event book is your guide to official star fighter engagements in the *Silent Death: The Next Millennium* universe. Inside this book you'll find:

- the complete tournament rules for running an official, sanctioned, *Silent Death: Rules of Warfare II* tournament (page 12)
- two variants of the original Astro Smash rules: House Smash and 4 Ship Smash (pages 23, 25)
- Smash table tents, listing tiers, ships, and other information for players (center section)
- ship displays and nomenclature for all the new *Silent Death* prize ships: Dolphin II, Orca Alpha, Piranha II, Executioner II, and Snarling Badger II.
- official tournament forms and such
- "you-fill-in" flyers for Smashes and *Rules of Warfare II*, to advertise your own events
- two sets of play counters—one green, one blue—in case you need to play without miniatures. One counter sheet includes the ships needed for ROW II fixed fleets, the other includes four copies of all the standard ships used in *Rules of Warfare II* (those appearing in *Wings of Death*, or the *Silent Death* Deluxe Set); a slew of torp and missile counters; and a set of entry/exit point counters, numbered 1 through 6
- two hex-grid, star map sheets to create your playing surface

With just this product and a *Silent Death: The Next Millennium* rulebook, you can set up and run your own *Silent Death* events; prepare for official, sanctioned play in national *Silent Death* events; or simply play for fun with a bunch of friends. Welcome to the Next Millennium!

Millennium Warrior Official Rules

As of July 1, 1998, the following policy is in place for official Sanctioned and Qualifier Millennium Warrior tournaments. A Sanctioned Millennium Warrior tournament is a *Silent Death* Event that requires advance approval for sanction status and use of the *Rules of Warfare* or *Rules of Warfare II* package for running the event, awarding Millennium Warrior prizes, and reporting results to I.C.E. to rank the players. Winners of Sanctioned Millennium Warrior Events may qualify to participate in that year's Millennium Warrior National tournament. A Qualifier Millennium Warrior tournament is a special type of sanctioned Millennium Warrior tournament that I.C.E. determines in advance to guarantee the winner(s) participation in that year's Millennium Warrior National tournament. I.C.E. reserves the right to award Sanctioned or Qualifier status on *Silent Death* tournaments and will periodically review its award policy. Non-sanctioned *Silent Death* events may receive promo material and prize support from I.C.E., but winner(s) will not be ranked, and are not guaranteed participation in that year's Millennium Warrior National tournament.

Each Sanctioned or Qualifier tournament has a tournament coordinator. This is the person in charge of running the tournament. In the text below, "tournament coordinator" means the coordinator or any staff member assigned by the coordinator to assist him or her. Tournament coordinators are responsible for seeing that the Millennium Warrior guidelines are kept, prizes are properly awarded, and that the tournament is run in a fair and impartial manner. Tournament coordinators need to make sure that all results (including the individual score sheets of each player) are returned to the Millennium Warrior within two weeks after the tournament so that they can be properly recorded. Failure to report the results of a Sanctioned or Qualifier event may mean that I.C.E. will not Sanction or Qualify future events run by said coordinator.

1) Participation

Anyone is welcome to participate in a Millennium Warrior sanctioned tournament except:

- a) I.C.E. employees, their spouses, and their immediate family. Free-lance contractors and artists are eligible to compete.
- b) Official representatives of Iron Crown Enterprises in an ongoing agency status such as on-line representatives.
- c) Show staff who are working for I.C.E. in any capacity at the event where the tournament is run. This status includes people who wish to volunteer time running demos at an I.C.E. booth, sanctioned demo, or sanctioned tournament area. This also includes any staff working an I.C.E. sales booth and anyone receiving a badge from I.C.E.

2) Acceptable Formats

All Millennium Warrior events must use one of the formats found in this book or *Rules of Warfare*. These currently include *Rules of Warfare*, *Rules of Warfare II*, House League, and Astro Smash (including the variants Wingman Smash, House Smash, 4 Ship Smash and Red Shirt Smash). Permission for other events must be obtained prior to the running of the event. To obtain permission, the event coordinator must submit a written proposal for the event structure he proposes to use. All such submissions become the property of Iron Crown Enterprises, which may choose to publish them (with credit to the original designer).

3) Accommodations

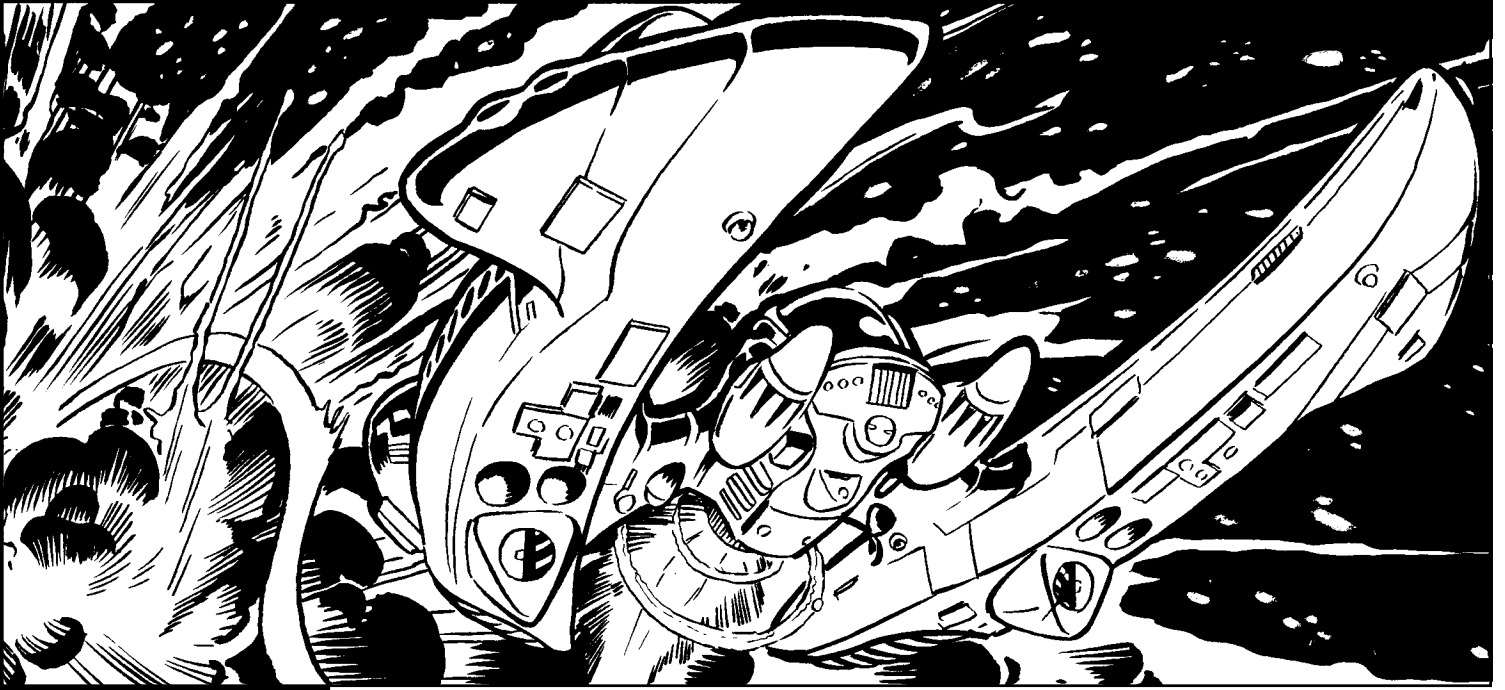
Players must be provided with reasonably comfortable accommodations. The playing environment must be clean and reasonably free of elements that pose a threat to the physical integrity of each player's game components.

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Asteroid development

To make light and inexpensive, but very attractive asteroids for your *Silent Death* games follow these directions. In a well ventilated area (preferably outside) place as many 1 1/2" styrofoam balls as you want on florist's wire and spray each of them well with black enamel paint. This cannot be acrylic as you want the paint to partially melt the balls into irregular shapes. Spike the balls into a scrap piece of styrofoam and keep them from coming into contact with each other. Once they have finished curing spray them again if you want even greater irregularity to their shape.





Once you are satisfied with the shape spray the balls again but this time with the acrylic 'marbellizing' paint used to make tables look like they are made of stone. Leave to cure again. Double check to make sure that the coverage is complete and then mount the asteroids onto Silent Death ship bases. These can be ordered at 48 for \$5.00 directly from ICE. Force the asteroids at a pleasing angle onto the base stem to make a hole for the glue. Dribble a small amount of white

4) Conventions of Play

The following conventions are in effect, unless both players agree differently at the beginning of the game:

- Any die that is visibly cocked is rerolled, along with any other dice that were rolled with it.
- Any die that rolls off of the table is rerolled, along with any other dice that were rolled with it.
- Once you have taken your hand off of a miniature, you may not change its move for that turn.
- Once a die roll or ship movement has been made in a phase, you may not go back and do something else in a previous phase.

5) Finishing Games

When a game is finished, both players should leave their materials on the playing surface and notify the tournament coordinator that their game is finished. Players do not pick up their ships or displays until the tournament coordinator says so. The tournament coordinator has the option of

observing the game's final position and tallying the game's score and tournament points to be awarded. The tournament coordinator may announce that, if both players agree on their game, they can pick up their materials and report their game's results to the coordinator without inspection.

6) Players that Stall

All official *Silent Death* tournaments use the Time Limit optional rule (players have 30 seconds to move each ship), so stalling should not generally occur. However, if an opponent is believed to be stalling for purposeful gain, or if an opponent is believed to be stalling through a lack of respect for or sensitivity to the time limit, the player can petition the tournament coordinator to observe the game. If the coordinator observes that the opponent is stalling more than what is reasonable and necessary, the coordinator can call the game in favor of the non-stalling player. In a Swiss System format (see below), the non-stalling player receives the maximum tournament points—8.



7) Players Dropping Out

A player should be discouraged from dropping out of a game before the game has reached its natural conclusion. A player is expected to drop out of the tournament between rounds if he believes he will be unable to complete the following round's game. Certain emergencies cannot be avoided though, and a player may be forced to drop out of a game. If a player drops out of a game, he drops out of the tournament, cannot reenter the tournament in a later round, and receives no consideration for prizes or tournament ranking. If a player drops out of a game, the player concedes the game and the opponent receives the win. In a Swiss System format (see below), the opponent receives the maximum tournament points—8.

8) Rules Violations during Play

Rules violations sometimes occur in tournaments. While tournament coordinators should not aggressively police for rules violations, they should immediately correct any rules violations brought to their attention.

9) Cheating

If a player cheats, he is immediately ejected from the event. In a Swiss System format (see below), that player's opponent receives the maximum tournament points—8.

The Swiss System Format

As of July 1, 1997, the Millennium Warrior has adopted a Swiss System official tournament format for *Rules of Warfare*. This tournament format allows the success of each player to be determined by a total of tournament points awarded from the play of several games, thereby decreasing the deterministic role of luck in each game (Astro Smash and its variants follow a different event structure. See the Astro Smash Section below for details).

Here are the basics of the Swiss System tournament structure:

Number of rounds

A Swiss System tournament is comprised of a certain number of rounds as dictated by the number of participants in the tournament.

2 players	1 round
<i>[cannot be an official Millennium Warrior event]</i>	
3 — 4 players	2 rounds
<i>[cannot be an official Millennium Warrior event]</i>	
5 — 8 players	3 rounds
9 — 16 players	4 rounds
17 — 32 players	5 rounds
33 — 64 players	6 rounds
65 + players	7 rounds

Each player must participate and play (unless a bye is given) in each round. Any player that skips any round of the tournament is considered to have dropped out of the entire tournament (see Players Dropping Out above).

Awarding Byes

If an odd number are participating, one player is given a "bye" each round. The player given the bye does not play a game that round. If a bye needs to be given for the first round, the tournament coordinator randomly chooses a player from all players. This player is given a number of tournament points reflecting a win (8 tournament points, see below). If a bye needs to be given for any later rounds, the tournament coordinator randomly chooses one player from the group of players having the lowest tournament point totals. This player is given a number of tournament points depending on which round of the tournament the bye is awarded (see below). After awarding one player a bye, an even number of players will remain to play in the round.

Pairing Players

With an even number of players participating in a round, players are paired off. Paired players play one game within the *Rules of Warfare* 1-hour, 15-minute time limit (other events may have different time limits).

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wood glue down the hole and then push the base into it and leave to set. Once the glue has dried spray the bases and asteroids with a protective coat. The result is a durable, light and relatively cheap (~ 75¢ each) asteroid field. The asteroids will attract players to your games and make a visually pleasing complement to your already well painted ships.



Silent Death

Ships Snapping off the Bases

You may have noticed that the plastic stems do not always stay attached to the little pewter or plastic ships — snapping is the most common way to separate ships from their stands. There are several solutions to the pesky snap-off problem.

First, you can resign yourself to repeated repair jobs.

Second, you can drill out the miniature and stick the entire post into the hole,

For the first round only, players are paired off randomly (as each player has zero tournament points).

For each round after the first round, each player is paired off with another player with the exact same total of tournament points. A tournament coordinator begins pairing each round with the group of players who have the highest total tournament points. When pairings are being determined, choose a player at random from the pool of available players with the same total of tournament points, and then choose the player with whom he is paired in the same way. If no eligible players exist with whom a player may be paired, the player is paired with a randomly chosen player with the next lowest total tournament points.

In all cases, tournament coordinators must avoid having the same players play each other more than once. If two players paired together have already played each other, redo the pairings so they play new opponents. It is better to pair players with different scores than to pair players who have already played each other.

Completing a Game

Each player is awarded a certain number of tournament points based upon the result of each game he plays. When a game is finished, both players should leave their materials on the playing surface and notify the tournament coordinator that their game is finished. The tournament coordinator would then have the option of observing the game's final position and tallying the game's score and tournament points to be awarded.

Upon completing a game, a player must notify the tournament coordinator if he intends **not** to participate in the next round. A player can feel free to drop out of the tournament after any round, but the player would then be ineligible to reenter the tournament and ineligible to receive any prize or ranking consideration.

Tournament Point Awards

A player is awarded a number of tournament points for the following game results (only one result can apply to each player at the conclusion of each of his games). The letter preceding each result denotes the result type (and is used to break tournament ties). Note that tournament points (points used to determine the ranking of players within a tournament) are different from tournament ranking points (or Player Points), those points used to determine a player's national ranking. See the section on Tournament Ranking below for more details.

A total of accumulated tournament points is kept for each player. The winner of the tournament is the player with the most tournament points when all rounds of the tournament are completed. Runners-up can also be determined at that time by the ranks of their tournament point totals.

The tournament point awards for each round of a *Rules of Warfare II* tournament are listed below. VM (Victory Margin) is equal to the Total Point Value (TPV) of the victor's remaining ships, minus the TPV of the loser's remaining ships.

- (a) VM of 150 or greater with complete destruction of opponent's fleet, or VM of 225 or greater—8;
- (b) VM of 75 to 149 with complete destruction of opponent's fleet, or VM of 150 to 224—7
- (c) VM of 1 to 74 with complete destruction of opponent's fleet, or VM of 75 to 149—6;
- (d) VM of 1 to 74—5;
- (e) Achieving a tie—4; **or** receiving a bye—8 for the first round, 2 less for each later round (minimum 2);
- (f) Losing to an opponent who wins by result (d) above—3;
- (g) Losing to an opponent who wins by result (c) above—2;
- (h) Losing to an opponent who wins by result (b) above—1;
- (i) Losing to an opponent who wins by result (a) above—0.



Tournament Point Ties

When all rounds are completed, it is possible that more than one player will have the same tournament point total (i.e., the players will be tied). Before the tournament begins, the tournament coordinator posts how this situation will be resolved.

TIE BREAKERS

The following list of **tie-breakers** is used. Each tied participant is in contention until a criterion is resolved that takes him or her out of contention. Those leading participants removed from contention are relegated to the tier of runners-up (and possibly could face another series of tie-breaking criteria—see below). The coordinator resolves the tie-breakers in the order given, establishing each player removed from contention, until one player is left in contention, **or** until all of the tie-breakers are resolved and a tie still exists (see below for this case).

TOTAL VICTORY MARGIN

For each tied player, add VMs of that player in each round. Add 75 for each round that the player completely destroyed his opponent's fleet to determine that player's adjusted VM. The player with the highest adjusted VM wins the tie breaker. If the player received a bye, consider his VM for the bye round to be 150 for an 8 point bye, 75 for a 6 point bye, 0 for a 4 point bye, -75 for a 2 point bye, and -150 for a 0 point bye.

SUM OF OPPONENT'S SCORES

For each tied player, total the *final* tournament point scores of all his opponents. The player with the highest total wins the tie breaker.

If a player's opponent dropped out of the tournament before the final round, consider the opponent to have earned 4 tournament points for each unplayed game. These points are used only for calculating an opponent's score for this tie breaker. They are not included in that opponent's tournament score.

Time Limits

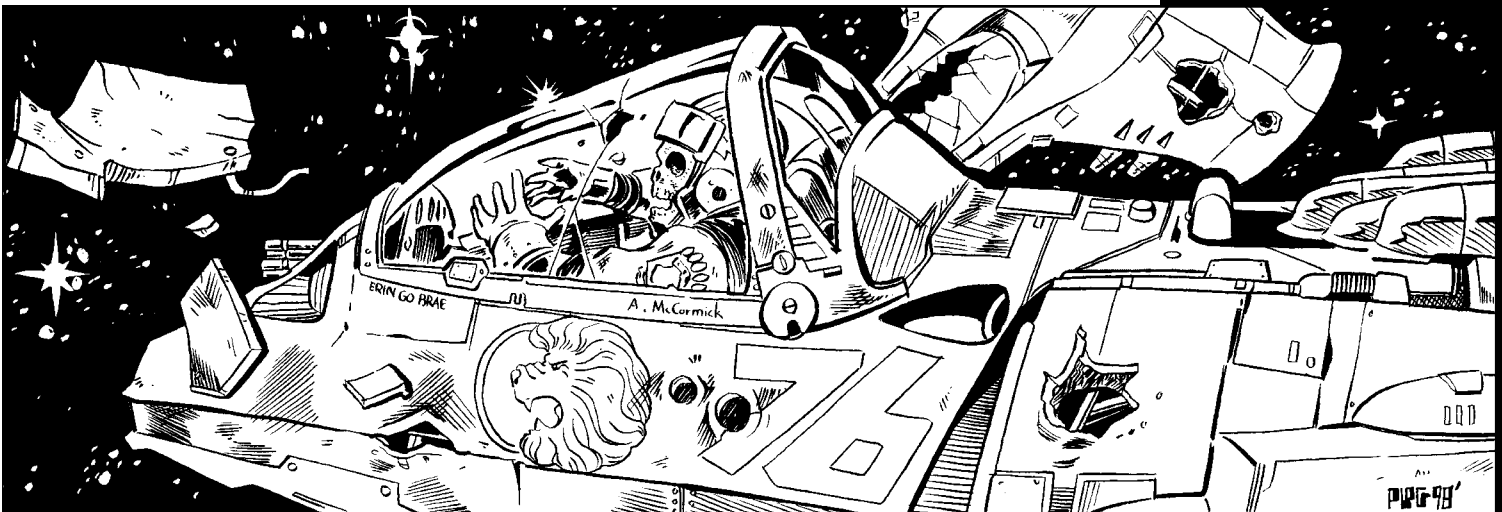
The time limit is the designated length of time players have to complete one game. *All Rules of Warfare II* tournaments have a eight turn, 1-hour, 15-minute time limit. A tournament coordinator should set aside an additional 10 minutes or so between rounds for administrative tasks, and 20 minutes or so to start up the tournament.

A tournament coordinator will have an official time keeping device. he should announce the time 10 minutes before final time will be called. When the time limit is reached according to the official time keeping device, play of each game continues until the current turn is finished. Regardless, if the sixth game turn is finished before time is called, players should report their scores at that point.

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which is then secured with 5 minute epoxy. Warning: skinny or shallow miniatures might be impossible to drill, or you may drill through, into your hand/table/whatever. Be careful with power tools.

Third, you can set a metal pin (heavy wire or paper clip) into the miniature with epoxy, and drill out the post so the pin fits snugly into the post. This technique has the advantage of making miniatures easier to transport because they can be taken off the post for packing.



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Victory Margins

If, after the final TPV of surviving ships has been tallied, one player has more TPVs of ships surviving than his opponent, that player wins. The winner receives either 5, 6, 7, or 8 tournament points depending upon his VM and whether or not he completely destroyed his opponent's fleet (see above). The loser receives 3, 2, 1, or 0 points respectively. To determine a winner's VM, subtract the loser's surviving TPV from the winner's surviving TPV.

If after the surviving TPVs have been tallied, both players have the same surviving TPVs (i.e., they are tied), each receives 4 tournament points.

Smash Event Structure

Smashes are the official introductory events for *Silent Death*. Smashes provide an opportunity for novice players to enter their first *Silent Death* event, and to learn the basics of the game in an atmosphere of friendly competition.

Having said that, many experienced players also enjoy the fast and furious pace of the Smash on an ongoing basis. Some of the events in this release are especially designed with these players in mind, offering more variety as well as the potential for using larger ships.

Event Format

Smashes accommodate varying numbers of players—see the specific Smashes later in this book. For tournament play, games should have at least four players and no more than ten—if more than ten players are present, divide the group into two or more smaller games. For the purposes of awarding prizes and player points, each group is considered a separate event.

Player Point Award

The winner of any Astro Smash event receives a **one-time** award of 5 Player Points to add to his total for national ranking (see the section on *The Silent Death National Tournament Ranking System* below).

Time Limit

The time limit is the amount of time allowed for the play of games. All Smash events (any version) have a two-hour time limit. Due to Astro Smash's unique format, the concept of rounds is not necessary, and the event coordinator may run as many games simultaneously as he is able to and has players for. A coordinator needs to include an amount of start-up time (20 minutes or so).

An event coordinator will have an official time keeping device. he should announce the time 10 minutes before final time will be called. When the time limit is reached according to the official time keeping device, play of each game continues until the player who went last in the game finishes a turn (so that all players play the same number of turns).





Silent Death Ranking System

Player Points

All players in officially sanctioned tournaments will have a number of points that will be referred to as their Player Points (PPs). Players will gain (and sometimes lose) points by playing in tournaments. The list ranking all players (and showing their PPs) will be published quarterly. All players begin with 500 PPs (which will be assigned the first time they play in an officially sanctioned tournament).

Gaining Points

At the start of each tournament, all players will contribute 10 points to a pool. Tournament coordinators should have a master sign up sheet. At the end of the tournament, this pool of points will be redistributed to all players in the tournament, with the winners receiving more points than they contributed, and the last place finishers receiving few or no points back. All point manipulation will occur when the tournament results are posted to the ranking system. The actual redistribution of points will be handled by the ranking sys-

tem administrator.

In addition to the ranking points players receive based on the place they finished in the tournament, each player will receive bonus based upon each opponent they play. When a low-rated player meets a high-rated player in competition, the low-rated player can win extra points by defeating the high-rated player. See the table below for details.

Awarding Player Points

In order for Player Points to be awarded to tournament participants, the tournament coordinator must determine the ranking of players *for the tournament*, and submit complete tournament information to I.C.E.

For *Rules of Warfare II*, all players in the tournament must be assigned a ranking, down to the last-place finisher.

For *Astro Smash* and its variants, only the first-place finisher must be reported.

BONUS PPs FOR PLAYING RANKED OPPONENTS

Difference Between Your PPs and Opponent's PPs

Result	-251 or less	-250 to -151	-150 to -51	-50 to 50	51 to 150	151 to 250	251 or more
Win	+4	+3	+2	+1	+1	+1	+1
Loss	-1	-1	-1	-1	-2	-3	-4



Rules Clarifications / New Optional Rules

Initiative and movement

The order in which ships are moved has been in contention for some time now. The rules in the main Silent Death: The Next Millennium rulebook state that ship movement alternates from player to player, beginning with the player who loses initiative. Where ship numbers are equal, each player moves one ship at a time. Where there is a ratio, for example two to one (ten ships to five ships) or three to one (nine ships to three ships), the player with more ships moves two or three ships to the other player's one. This rule is observed no matter what the ratio.

What the rules do not clearly spell out is that this ratio should be recalculated every time the initiative loser is about to move, and not merely at the beginning of movement.

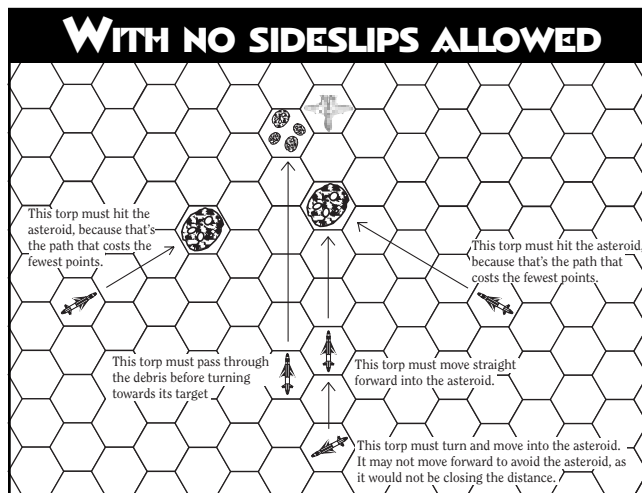
Example: Scott has 11 ships, and Glen has 6. Glen loses initiative and moves one ship. It is now Scott's turn. He moves one ship. A quick count of remaining ships shows that Scott has ten ships left to move, and Glen has five ships left to move. Scott, now having a two to one ratio over Glen, moves two ships to Glen's one until the end of the movement phase. Scott, having won initiative, also gets to move two ships last.

Torpedo movement

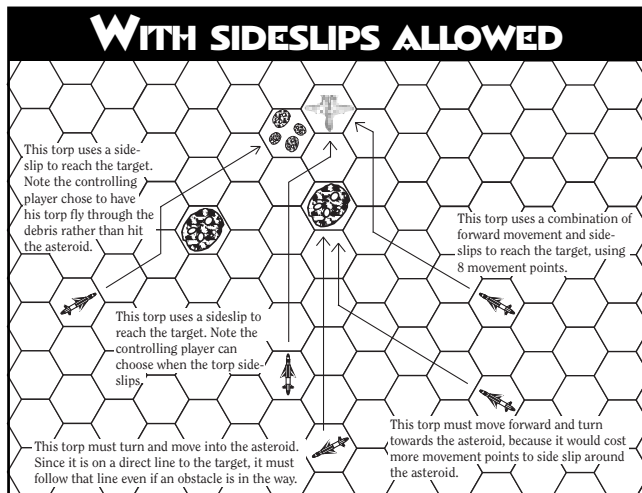
How to move torpedoes is a thorny issue that has plagued Silent Death players for some time now. Here is the official ruling on how torpedoes move and act on the game board.

A torpedo must close the distance with its target using the fewest movement points possible. If it cannot reach the target, it must get as close as possible to the target, re-

gardless of the facing of the torp or the target. If an obstacle, such as an asteroid, a debris field, an ink cloud or a Warhound get in the way, it can only go around if the above rules are not broken.



Without Sideslips: A torpedo must always move forward if that will bring it closer to its target. If not, it must turn towards its target. The player has no choice at all as to where the torpedo goes. Note that torpedoes, even in the basic rules, can turn more than one hex facing in a hex by paying three points per hex facing (see Fighter Tactics Manual).



With sidelips. The player has some choice as to how to move his torps. Remember that, if a torp can reach its target using only 1 or 2 sidelips, it must because this will use fewer movement points than a turn; three sidelips will use the same number of movement points, which means the player can choose, and four sidelips will cost more, which means the player must use a turn instead.

New Optional Rule

Crew Allocation

Have you ever wondered why crew values assigned by players are markedly different from crew values in published scenarios? Usually, crew values in scenarios are assigned with “role-playing” or “game balancing” in mind. Crew values assigned by players trying to win battles are much different. They tend to be more min-maxed, with every point scrutinized for its maximum impact on the game. We have seen this a lot at the various *Rules of Warfare* tournaments: invariably, you would see crews with most gunners at 9 and 10 and most pilots (all but one!) at skill level 1.

Such min-maxing detracts from the flavor of the game. It also makes certain weapon systems too powerful. Missiles are guaranteed to be in the hands of a “gunner 10”. In order to prevent such min-maxing, we have come up with a system to help improve play balance and enjoyment of the game.

The system is simple once you get the hang of it. Here is how it works:

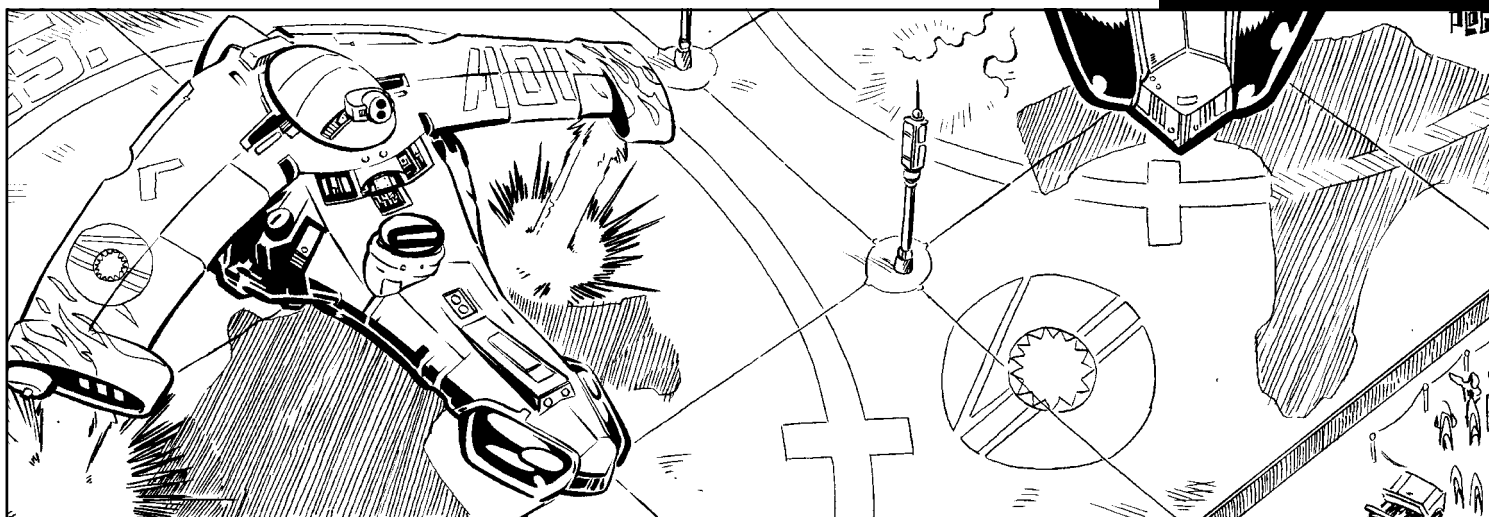
- 1) Purchase your ships as usual, but assume that all skill values are 5.5 (keep all fractions). Skill values include Pilot Skill, Pilot's Gunnery Skill, Gunner Skill, Crew Gun Skill and Torp Room Crew Skill. Skill values do not include Luck or Captain's Dice — these are decided by mutual agreement before the ship selection process.
- 2) Once your ships have been selected, count up the total number of crew skill slots you need to fill.
- 3) To determine the “pool” of skills you have to work with, refer to the list below. This list has skill values in a specific order.

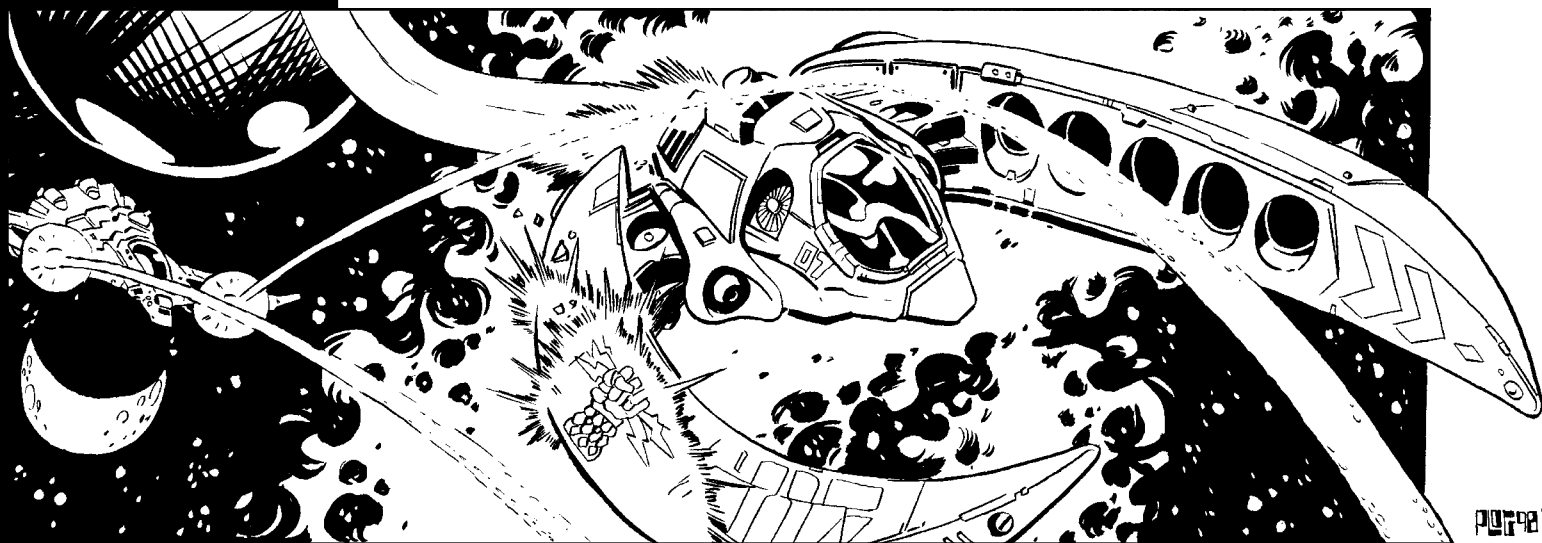
Crew Skill List: 7, 4, 8, 3, 9, 2, 6, 5, 10, 1

Starting from the left of the list and working across, pull off as many skill values as you need to crew your fleet (as determined in step 2, above). Go through the list as many times as necessary until you have enough skill values.

- 4) Assign this pool of skills to all the crew slots in your fleet, allocating them as you wish. Skills do not have to be allocated in any particular order.

Special note for Night Brood fleets: because of the stepped up cost of high crew values, price all Brood ships as if they had 6.5 points of crew per slot, but use the standard list when crewing the ships.





Rules of Warfare II

Rules of Warfare with new rules and ship choices! *Rules of Warfare* is *Silent Death's* official convention tournament format. While *ROW II* is an official tournament format, it does not preclude the running of *ROW I* tournaments in the future.

Rules of Warfare is played as a small to medium sized battle between two players in the larger framework of a Swiss style tournament. See the section on Tournament organizing for more details on running your own events.

Basic Rules:

Each player selects a fleet of ships costing 300 points or less, including the cost of crew, which averages 5.5 per statistic as per the Crew Allocation optional rules. This fleet must be chosen from the basic 12 miniature types available in the Wings of Death, Rookie Rules or Deluxe Boxed Set packages, including any variants found in the Operation Drydock book. They are: Pit Viper T, Pit Viper, Spirit Rider, Spirit Rider II, Blizzard, Blizzard II, Dart, Dart II, Thunder Bird, Thunder Bird II, Kosmos, Kosmos II, Hellbender, Hellbender II, Talon, Talon II, Teal Hawk, Teal Hawk II, Night Hawk, Night Hawk II, Lance Electra, Lance Electra II, Salamander and Salamander II. A maximum of 4 of any type of miniature may be

taken, including variants. In addition, some different miniatures than the ones listed above may be used: see House Fleets, below. Each player will pit his chosen fleet against a series of opponents until the end of the tournament, when a winner will be declared. Note that once chosen, a player must stick with the fleet chosen for the whole tournament. Even crew values may not be shuffled around.

Expanded ship selection

This year, we are bringing in some changes to the ROW format, not because the old one did not work (we think it worked rather well), but because variety is the spice of life, and because we want to make sure players do not rely on the same winning strategy year in and year out.

We have decided to expand the number of ships available for use in *Rules of Warfare*, but in a limited fashion. Because the new House Books have introduced many fighter craft that are, for the cost, better than some of the original ships, we have decided to allow the use of such as part of pre-determined fleets. Included are fleets from the Prize Ship Fleet, Sigurd Archdiocese, the Sunrunners, Fighter Tactics, Espan, ASP, Yoka-shan, and Kashmere. See the attached Registration Form for fleet composition.

Readers will notice, upon viewing the sign-up sheet, that all ship costs include the 5.5 crew average: the Crew Allocation optional rule is mandatory for Rules Of Warfare II events. The sheet also has, at the bottom, a strike-off listing of twenty-four numbers in the proper order for crew allocation — if your fleet has less than 24 crew stats, strike out the numbers off the end of the list and use the remaining numbers to distribute crew values.

Optional rules in use for ROW II

- Automatic Misses
- Asteroids (see map display, below)
- Crew Allocation
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restriction
- Firing Multiple Weapon Systems
- Point Defense against Torps
- Point Defense against Missiles
- Side Slips (ships and torps)
- Time Limit

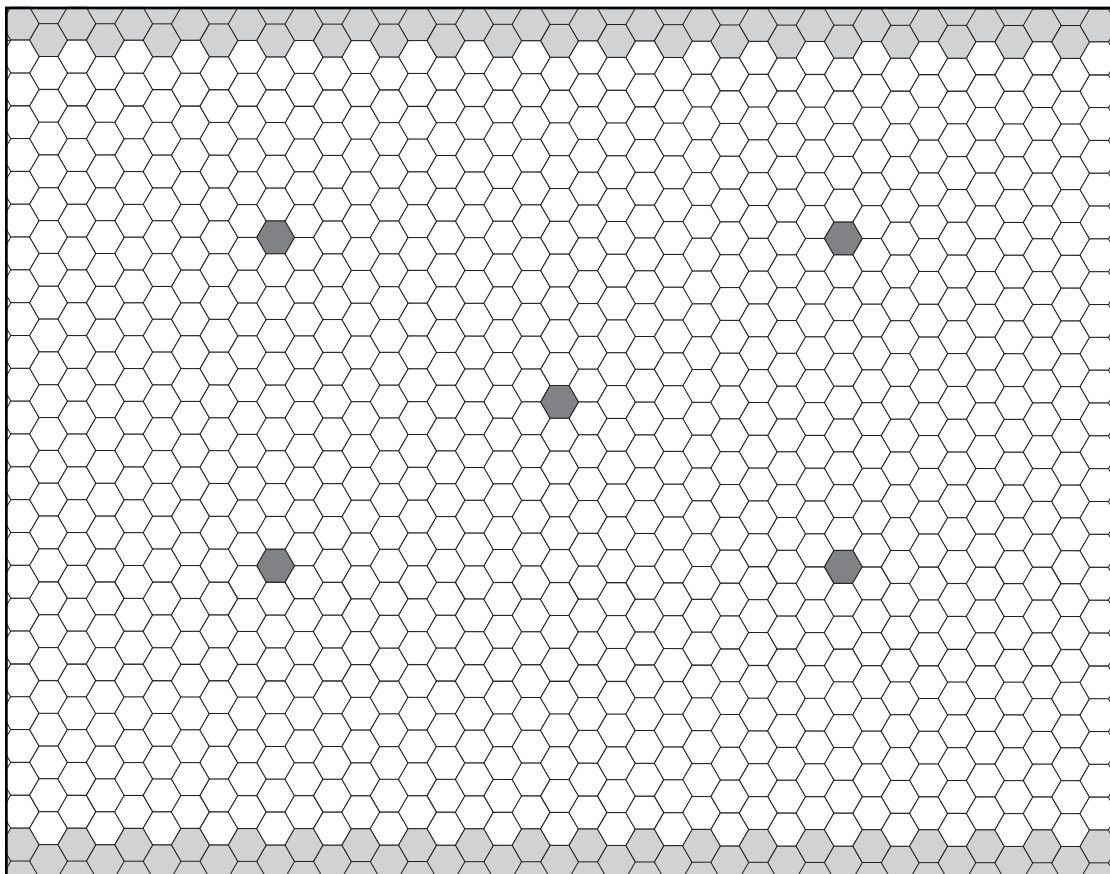
Asteroids:

Asteroids will be used this year as well: Using the standard map set-up of 26 by 39 hexes, 5 asteroids get placed on the map: the center asteroid goes in 13 hexes from the long edge and 19 hexes from the short edge (in the center of the map). The other four asteroids are placed ten hexes away in a cross pattern. Note: if you own the GeoHex cloth map, you will notice that it has more hexes than the paper maps that come with the game. You will have to mark off limits around the edges to keep the map regulation size.

The Map Set-Up:

- Asteroids are in Black Hexes
- Starting Area is in Grey Hexes
- The player with the most expensive fleet sets up all of his ships first; if both fleets are the same point cost, roll “pre-game” initiative. Ships are placed one at a time, as movement would be done, beginning with the initiative loser.

Note: The map has an even number of hexes on the width and therefore the “center” hex is one hex “off-center” — if it matters, the player with the largest fleet plays on the bigger side.



SILENT DEATH

THE NEXT MILLENNIUM



Event Name

Date & Time

Smash Type: _____

Location: _____

Address: _____

Entry Fee: _____

Contact: _____

Phone: _____



BPV: 18 I.D. ■ PIRANHA II

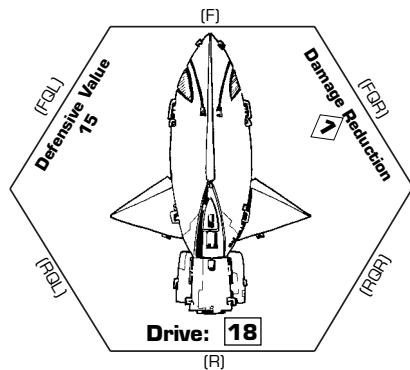
TPV

Pilot
4 Miniguns (F)
 To Hit: 2D6+ADB+3
 Damage: Low +3†
 Range: 2/5/12
 ○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Med + 2
 Range: 2/6/10



DAMAGE TRACK
 → 18 1 15 * W 12 W 2 X

BPV: 18 I.D. ■ PIRANHA II

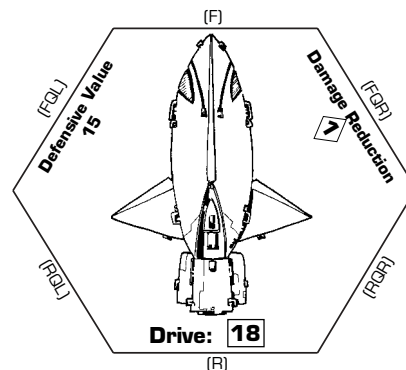
TPV

Pilot
4 Miniguns (F)
 To Hit: 2D6+ADB+3
 Damage: Low +3†
 Range: 2/5/12
 ○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: -
 Dmg Con: 1-2
 Tons: 100

Pilot
2 Splatterguns (F)
 To Hit: 2D6+ADB+1
 Damage: Med + 2
 Range: 2/6/10



DAMAGE TRACK
 → 18 1 15 * W 12 W 2 X

CRITICAL HITS

- 2 — **Pilot killed.** Piranha II may no longer move nor fire weapons. Reduce Defensive Value to 5.
- 3 — **Engines destroyed.** Piranha II may no longer move. Reduce Defensive Value to 5.
- 4 — **Electronic Warfare knocked out.** Piranha II may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters destroyed.** Piranha II may no longer turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Targeters damaged.** Reduce chance to hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Miniguns hit.** Lose 1D4 ammo.
- 10 — **Splatterguns damaged.** Reduce chance to hit by 2.
- 11 — **Pilot dazed.** Piranha II may not move or fire weapons until after the next game turn.
- 12 — **Fusion Reactor Containment Breach.** Piranha II becomes a tiny star, then winks out.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
 † This weapon scores double damage, including bonuses, when Doubles are rolled to hit. Ignore this result on Triples.

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
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DOLPHIN II

I.D. ■

BPV: 50

TPV

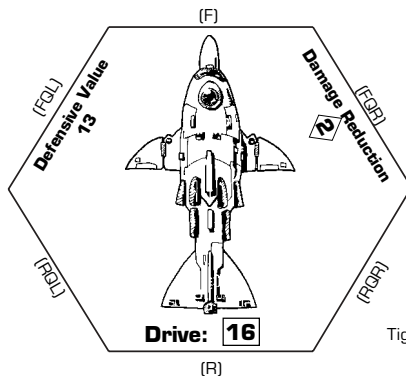
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

Mk. 10
○ ○
○ ○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

Pilot
Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Med §
Range: 1/2/6

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Tight Turn Cost: _____+3

DAMAGE TRACK

→				16			14	t	2	w	12		*	t	
	10			8	1	t	*	6	w	t		4			×

DOLPHIN II

I.D. ■

BPV: 50

TPV

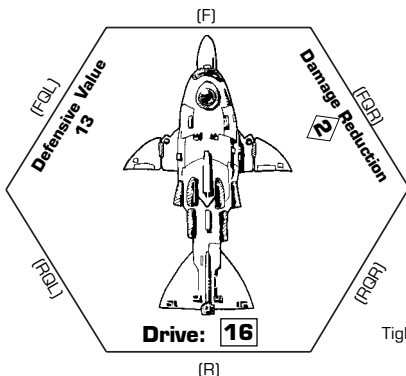
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-6
Tons: 300

Mk. 10
○ ○
○ ○

Pilot
Ion Ram (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

Pilot
Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Med §
Range: 1/2/6

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Tight Turn Cost: _____+3

DAMAGE TRACK

→				16			14	t	2	w	12		*	t	
	10			8	1	t	*	6	w	t		4			×

CRITICAL HITS

- 2 — **Armored Cockpit.** Clank! Nothing's getting through this armor!
- 3 — **One Engine destroyed.** Reduce Current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Dolphin II may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Ion Ram Targeters hit.** Reduce chance to hit by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Disruptorgun Targeters damaged.** Reduce chance to hit by 1.
- 8 — **Torp Rack hit.** Lose 1d4 torps.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce Current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Dolphin II may not move or fire until after the next game turn. Defensive Value drops to 5.
- 12 — **Reactor detonates.** The Dolphin turns into mist.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
 § This weapon ignores Damage Reduction. This weapon gets -1 to hit when firing at a target that has not had its Defensive Value reduced by a Critical Hit

ION RAM SPECS

Short Range: 1-5 hex (+1 To Hit).
Medium Range: 6-13 hexes.
Long Range: 14-15 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive Value must be ≤15.

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 115

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 115

CRITICAL HITS

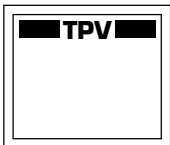
- 2 — **Armored Cockpit.** Clank! Nothing's getting through this armor.
- 3 — **Engines sputter momentarily.** Executioner II's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Executioner may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pilot Splatterguns damaged.** Reduce chance to hit by 3.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner's Splatterguns hit.** Reduce chance to hit by 3.
- 9 — **Pilot Splattergun power feed malfunction.** Reduce Splattergun Damage rating to Low+2.
- 10 — **Gunner dazed.** Lose the use of his weapons until after next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** The Executioner II may not move until after next game turn.
- 12 — **Massive structural collapse.** Executioner 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).


SPLATTERGUN SPECS

Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–6 hexes.
Long Range: 7–10 hexes (–1 To Hit).



Gunner A
Ion Ram
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

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


Gun Crew E
Quad Hyper Cannon 
 (F)
 To Hit: 2D6+ADB+5
 Damage: (High +3) x2†
 Range: 8/15/30
 Target SR: ≤8
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

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

Gunner B
Ion Ram
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

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: _____

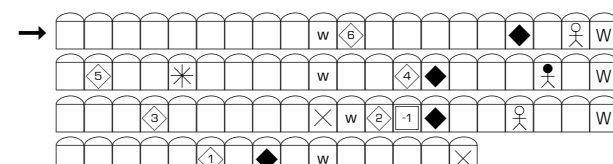
Gunner A


Gun Crew F
Quad Gatling Cannon 
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: (Low+3) x 2†
 Range: 4/8/16
 Target SR: ≤15
 ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○ ○

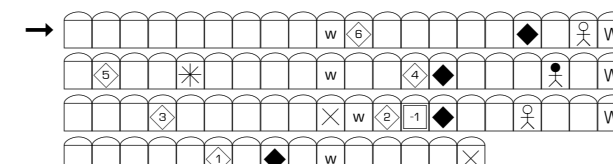
Gun Crew G
Quad Gatling Cannon 
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D6+ADB+5
 Damage: (Low+3) x 2†
 Range: 4/8/16
 Target SR: ≤15
 ○ ○ ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○ ○ ○

Gunner B

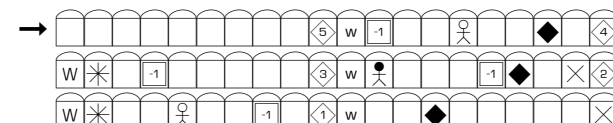

◆ P-DB: 1-4
 FRONT LEFT QUARTER
 DAMAGE TRACK



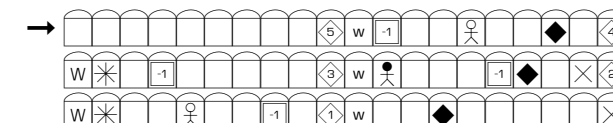
◆ P-DB: 1-4
 FRONT RIGHT QUARTER
 DAMAGE TRACK



◆ P-DB: 1-3
 REAR LEFT QUARTER
 DAMAGE TRACK



◆ P-DB: 1-3
 REAR RIGHT QUARTER
 DAMAGE TRACK



Gunner C
6 Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

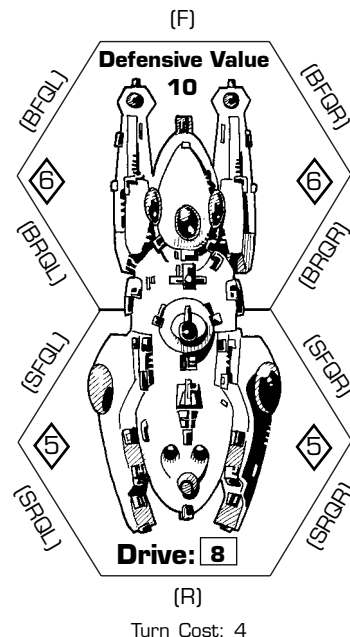
Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner C


Gunner D
Missile Launcher
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner D
6 Splatterguns
 (SFQL) (SRQL) (R)
 (SRQR) (SFQR)
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner D

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Hyper Cannon loses power.** Weapon may not fire until after next turn.
- 6 — **Gatling Cannon F loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No extra damage.**
- 9 — **Front Left Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner A killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun C damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner C killed.** This gunner's weapons may not be fired.
- 10 — **Engineering hit!** Damage Control not available next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.

BADGER II

Tons: 5000

Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



Bridge

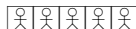
Captain: _____

Pilot: _____

TOC: None

Engineering

Damage Control 1-5

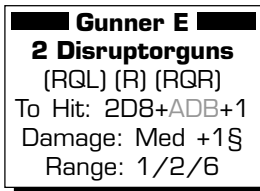
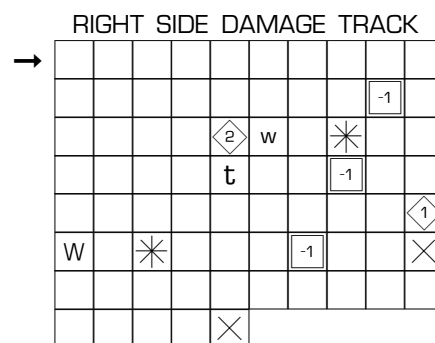
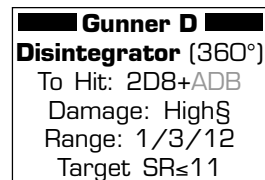
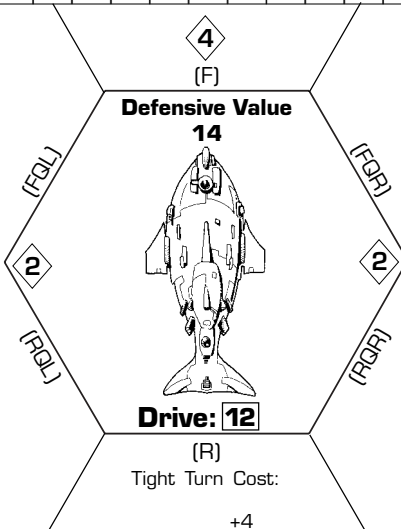
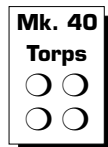
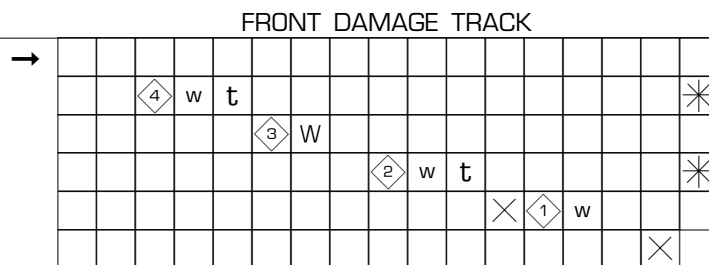
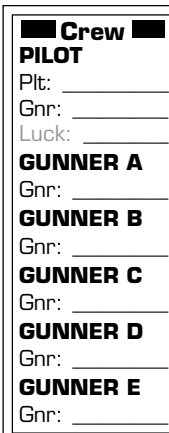
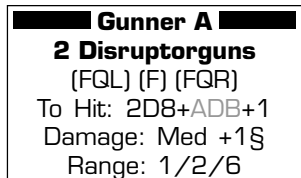
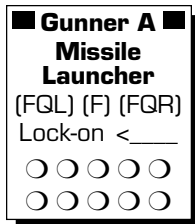
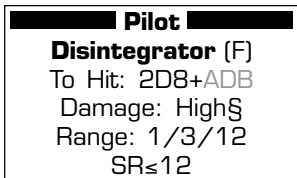
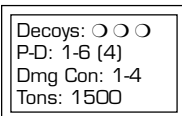
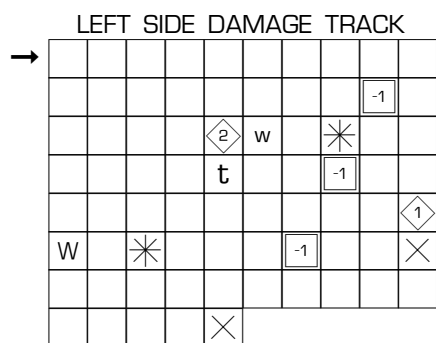
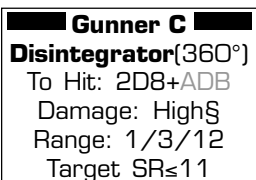
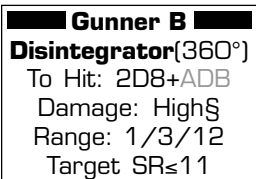
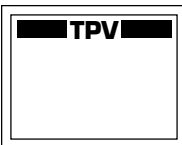


FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Structural damage.** Take 10 more hits on this track.
- 4 — **Minor structural damage.** Take 5 more hits on this track.
- 5 — **Hyper Cannon loses power.** Weapon may not fire until after next turn.
- 6 — **Gatling Cannon G loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 8 — **No extra damage.**
- 9 — **Front Right Point Defense Battery hit.** It is down until after next game turn.
- 10 — **Gunner B killed.** This gunner's weapons may not be fired.
- 11 — **ECM suite hit.** ECM spread drops by 1.
- 12 — **Bridge hit!** Bridge crew is stunned. Badger may not move next turn.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Badger may no longer use Captain points.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5 — **Sext Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher D malfunction.** 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 next turn.
- 11 — **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12 — **Reactor hit.** Badger becomes a gaseous cloud.



FRONT CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Pilot's Disintegrator loses power. It may not fire until after next turn.
- 4 — Armor compromised. Reduce Damage Reduction by 1.
- 5 — Gunner B's Disintegrator damaged. Reduce To Hit attempts by -2 and reduce damage to Medium.
- 6 — Twin Disruptor A loses power. It may not fire until after next game turn.
- 7 — Missile Launcher A malfunctions. Lose 1D10 of remaining missiles.
- 8 — Pilot Dazed. Orca may not move nor pilot fire his weapon until after next game turn.

LEFT SIDE CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Armor compromised. Reduce Damage Reduction to 0.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Disintegrator C damaged. Reduce To Hit attempts by -2 and reduce Damage to Medium.
- 6 — Missile Launcher B hit. Lose 1D10 of remaining missiles.
- 7 — Minor Structural damage. Take 3 more hits on this Damage Track.
- 8 — Electronic Warfare gone. Orca cannot jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Armor compromised. Reduce Damage Reduction to 0.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Disintegrator D damaged. Reduce To Hit attempts by -2 and reduce damage to Medium.
- 6 — Missile Launcher B hit. Lose 1D10 of remaining missiles.
- 7 — Minor Structural damage. Take 3 more hits on this Damage Track.
- 8 — Electronic Warfare gone. Orca cannot jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

- 2 — Bulkhead collapse. Take 3 more hits on all Damage Tracks.
- 3 — Twin Disruptor E damaged. Reduce Damage Value to Low.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Engine chokes. Reduce Drive by 2 until after next turn.
- 6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
- 7 — One random Gunner killed. His weapons may not be fired.
- 8 — Reactor Detonates. The mighty Orca joins his ancestors at the bottom of the ocean.

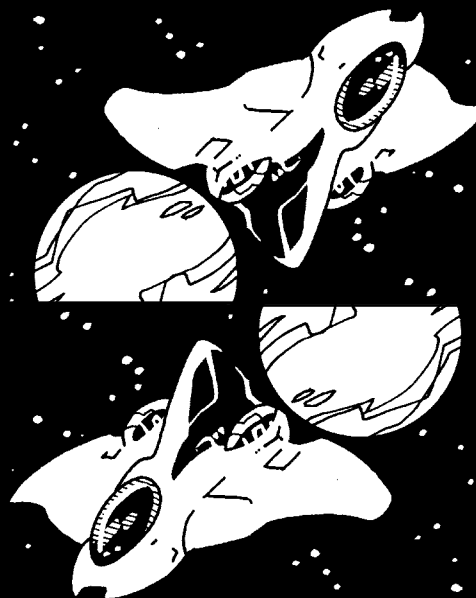


TIER C	
Damage Required to Win: 30 Pilot & Gunner Skills : 6	
Roll 1D4	
1	Pulsar
2	Prowler
3	Crescent
4	Havok
5	Hammer
6	Lakshmi

TIER B	
Damage Required for Advancement: 20 Pilot & Gunner Skills: 7	
Roll 1D4	
1	Bloodhawk II
2	Bat
3	Dolphin II
4	Dagger
5	Shark
6	Quark

TIER A	
Damage Required for Advancement: 10 Pilot & Gunner Skills: 8	
Roll 1D4	
1	Windjammer
2	Marut
3	Chupacabra
4	Piranha II
5	Hound
6	Stinger

SMASH



HOUSE

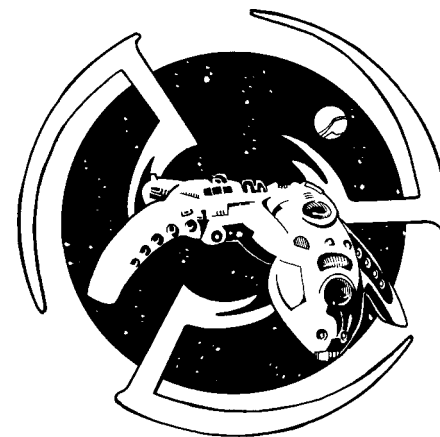
HOUSE

SMASH

TIER A	
Damage Required for Advancement: 10 Pilot & Gunner Skills : 8	
Roll 1D4	
1	Windjammer
2	Marut
3	Chupacabra
4	Piranha II
5	Hound
6	Stinger

TIER B	
Damage Required for Advancement: 20 Pilot & Gunner Skills : 7	
Roll 1D4	
1	Bloodhawk II
2	Bat
3	Dolphin II
4	Dagger
5	Shark
6	Quark

TIER C	
Damage Required to Win: 30 Pilot & Gunner Skills : 6	
Roll 1D4	
1	Pulsar
2	Prowler
3	Crescent
4	Havok
5	Hammer
6	Lakshmi



Player Name	Player Handle	Current ROW Ranking
Address		
Telephone	Email	

Rules of Warfare II Custom Fleets

Ship Type	BPV	Crew Stats	Cost With Crew	Number Used	Cost	Crew Values											
						P	PG	G	P	PG	G	P	PG	G	P	PG	G
Pit Viper T	8	2	19														
Pit Viper	12	2	23														
Spirit Rider II	17	2	28														
Blizzard II	18	2	29														
Spirit Rider	18	2	29														
Blizzard	19	2	30														
Dart II	20	2	31														
Dart	21	2	32														
Thunder Bird II	24	2	35														
Thunder Bird	25	2	36														
Kosmos	27	2	38														
Kosmos II	29	2	40														
Hell Bender	32	2	43														
Hell Bender II	33	2	44														
Talon	33	2	44														
Talon II	38	2	49														
Teal Hawk	43	3	59.5														
Night Hawk	47	2	58														
Teal Hawk II	47	3	63.5														
Night Hawk II	55	2	66														
Lance Electra	60	3	76.5														
Lance Electra II	60	3	76.5														
Salamander	66	3	82.5														
Salamander II	66	3	82.5														

Game Results	TPV Killed	Opp. TPV Killed	Ratio	Round Points	Tourney Points
Round 1					
Round 2					
Round 3					
Round 4					
Total Tourney Points					

Tourney Ranking

Crew Values: 7, 4, 8, 3, 9, 2, 6, 5, 10, 1,-7, 4, 8, 3, 9, 2, 6, 5, 10, 1,-7, 4, 8, 3, 9, 2, 6, 5, 10, 1

Player Name	Player Handle	Current ROW Ranking
Address		
Telephone	Email	

Rules of Warfare II Fixed Fleets

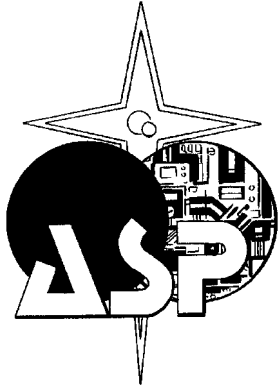
Ship Type	BPV	Crew Stats	Cost With Crew	Number Used	Cost	Crew Values											
						P	PG	G	P	PG	G	P	PG	G	P	PG	G
Prize Ships (must own ships to play)																	
Piranha	18	2	29	2	58												
Piranha II	18	2	29	2	58												
Dolphin	50	2	61	2	122												
Dolphin II	50	2	61	1	61												
					299												
Sigurd Archdiocese																	
Hound	19	2	30	3	90												
Dagger	50	2	61	2	122												
Hammer	60	3	76.5	1	76.5												
					288.5												
Espan																	
Saucer Shuttle	6	2	17	1	17												
Blood Hawk II	39	2	50	4	200												
Crescent	55	4	77	1	77												
					294												
Fighter Tactics																	
Chupacabra	18	2	29	4	116												
Stinger	19	2	30	2	60												
Shark	42	2	53	2	106												
					282												
Sunrunners																	
Wind Jammer	13	2	24	4	96												
Wave Cutter	25	2	36	3	108												
Avenger	78	3	94.5	1	94.5												
					298.8												
ASP																	
Quark	33	2	44	4	176												
Pulsar	41	3	57.5	2	115												
					291												
Kashmere																	
Marut	15	2	26	4	104												
Surya	40	2	51	3	153												
Hell Bender	32	2	43	1	43												
					300												
Yoka-Shan																	
Iklwa	15	2	26	4	104												
Jii	46	2	57	2	114												
Iwisa	60	2	71	1	71												
					289												

Game Results	TPV Killed	Opp. TPV Killed	Ratio	Round Points	Tourney Points
Round 1					
Round 2					
Round 3					
Round 4					
Total Tourney Points					

Tourney Ranking

Crew Values: 7, 4, 8, 3, 9, 2, 6, 5, 10, 1,-7, 4, 8, 3, 9, 2, 6, 5, 10, 1,-7, 4, 8, 3, 9, 2, 6, 5, 10, 1

House Lists



ASP TECHNOCRACY

SPACs: Night Hawk, Quark, Shark, Thunder Bird.

TPACs: Binary, Pharsii, Pharsii II, Pulsar, Shryak Shuttle III, Sorenson II, Sorenson III, Spirit Rider IV, Teal Hawk, Teal Hawk II.

MPACs: Drakar, Drakar Alpha, Epping Prime, Nova.

Escorts: Nebula II, Pteradon.

Permitted Allied Forces: Data Sphere, Draconian, UNW.

Permitted Mercenary Forces: Kashmere, Sunrunners, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Drakar
3	Shryak III
4	Binary
5	Quark
6	Shark
7	Pulsar
8	Nova



DATA SPHERE

SPACs: Dolphin, Dolphin II, Night Hawk, Night Hawk II, Piranha, Piranha II, Teal Hawk.

TPACs: Bat, Salamander, Sentry.

MPACs: Orca, Orca Alpha.

Escorts: none

Permitted Allied Forces: ASP, Draconian, UNW.

Permitted Mercenary Forces: Kashmere, Luches Utopia, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Orca
3	Bay
4	Piranha II
5	Piranha
6	Dolphin
7	Dolphin II
8	Orca Alpha



DRACONIAN

SPACs: Kosmos, Pit Viper, Shark, Spirit Rider.

TPACs: Death Wind, Glaive, Pharsii II, Revenge, Revenge II, Salamander, Salamander II, Sentry II, Seraph.

MPACs: Drakar

Escorts: none

Permitted Allied Forces: ASP, Colos, Data Sphere, UNW.

Permitted Mercenary Forces: Kashmere, Luches Utopia, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Revenge II
3	Glaive
4	Death Wind
5	Sentry II
6	Kosmos
7	Pit Viper
8	Drakar



ESPAN

SPACs: Blizzard, Blood Hawk, Blood Hawk II, Dart, Hell Bender, Kosmos, Kosmos III, Pit Viper, Prowler, Saucer Shuttle, Shryak Shuttle, Spirit Rider, Talon, Thunder Bird.

TPACs: Crescent, Glaive, Lance Electra, Pharsii II, Revenge, Salamander, Sentry, Seraph, Sorenson III, Strata, Teal Hawk.

MPACs: Astrahauler, Betafortress, Conestoga, Drakar, Eagle, Eagle Beta, Epping, Scorpion, Scorpion Beta, Star Raven.

Escorts: Narwhal Mk III.

Permitted Allied Forces: Primates, Red Star, UNW.

Permitted Mercenary Forces: Sunrunners, UNW, Yoka-Shan.

Mercenary/Allied Force Table (Roll 2d4)	
2	Saucer Shuttle
3	Prowler
4	Blood Hawk
5	Blood Hawk II
6	Crescent
7	Strata
8	Eagle



HIBERNIA

SPACs: Night Hawk, Night Hawk II, Pit Viper, Talon, Talon II.

TPACs: Bat, Executioner, Executioner II, Lance Electra, Lance Electra II, Pharsii, Pharsii II, Salamander, Salamander II, Seraph, Seraph II, Shryak Shuttle, Shryak Shuttle II.

MPACs: Nemesis, Star Raven.

Escorts: Aoshu, Constellation, Fletcher, Megafortress, Narwhal II, Stingray.

Permitted Allied Forces: Red Star, Sigurd, UNW.

Permitted Mercenary Forces: Kashmere, Sunrunners, UNW.

Mercenary/Allied Force Table (Roll 2d4)	
2	Nemesis
3	Shryak Shuttle II
4	Night Hawk II
5	Executioner
6	Seraph II
7	Executioner II
8	Star Raven



HOUSE COLOS

SPACs: Hell Bender, Kosmos, Night Hawk, Shark, Spirit Rider, Talon, Thunder Bird, Thunder Bird II.

TPACs: Death Wind, Death Wind II, Glaive, Lance Electra, Pharsii II, Revenge, Salamander, Seraph, Teal Hawk.

MPACs: Drakar, Star Raven.

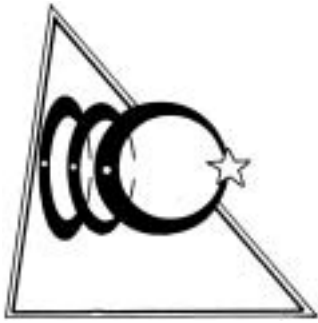
Escorts: Aoshu, Constellation, Fletcher, Megafortress, Narwhal II, Stingray.

Permitted Allied Forces: Data Sphere, Draconian, UNW.

Permitted Mercenary Forces: Data Sphere, Luches Utopia, UNW.

Special Notes: No Darts or Dart II's permitted from Pre-Brood Imperium Forces.

Mercenary/Allied Force Table (Roll 2d4)	
2	Spirit Rider
3	Lance Electra
4	Death Wind II
5	Kosmos
6	Talon
7	Teal Hawk
8	Star Raven



KASHMERE

SPACs: Dart, Hell Bender, Hell Bender II, Hell Bender K, Marut, Spirit Rider, Spirit Rider II, Surya, Talon, Talon II, Teal Hawk III, Thunder Bird.

TPACs: Agni, Bat, Black Widow, Death Wind, Lakshmi, Lance Electra, Lance Electra II, Salamander, Salamander II, Varuna.

MPACs: Epping, Epping Alpha, Karttikeya, Vishnu, Yama.

Escorts: Kali, Ushas.

Permitted Allied Forces: Draconians, Primates, Red Star, Tokugawa, UNW.

Permitted Mercenary Forces: Sunrunners, UNW, Yoka Shan.

Special Notes: When selecting Yamas and/or Ushas for the Random Force Generation Chart, players should chose the battle pods at the time the table is set up and should not wait until the ship is rolled.

Mercenary/Allied Force Table (Roll 2d4)

2	Hell Bender II
3	Agni
4	Surya
5	Marut
6	Lakshmi
7	Varuna
8	Karttikeya



LUCHES UTOPIA

SPACs: Blizzard, Blizzard II, Dart, Hell Bender, Kosmos, Pit Viper, Pit Viper T, Shark, Spirit Rider.

TPACs: Glaive, Pharsii, Pharsii II, Salamander II, Shryak Shuttle, Shryak Shuttle II, Sorenson II, Sorenson III.

MPACs: Epping Prime, Star Raven Alpha.

Escorts: Aoshu, Constellation, Fletcher, Megafortress, Stingray.

Permitted Allied Forces: ASP, Draconians, UNW.

Permitted Mercenary Forces: Data Sphere, Draconians, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Sorenson II
3	Dart
4	Pharsii II
5	Blizzard II
6	Salamander II
7	Epping Prime
8	Star Raven Alpha



PRIMATES / DEVON

SPACs: Blizzard, Dart, Dart II, Kosmos, Pit Viper, Pit Viper T, Spirit Rider, Talon.

TPACs: Death Wind, Glaive, Lance Electra, Revenge, Salamander II, Seraph.

MPACs: Drakar, Drakar Alpha, Star Raven, Star Raven Alpha.

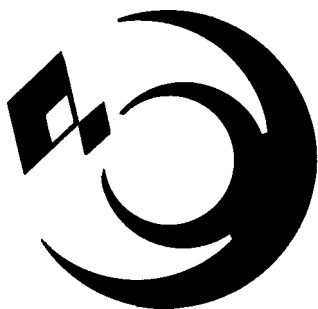
Escorts: none

Permitted Allied Forces: Espan, Kashmere, Q'raj, Red Star, Tokugawa, UNW, Yoka-Shan.

Permitted Mercenary Forces: Sunrunners, UNW, Yoka-Shan.

Mercenary/Allied Force Table (Roll 2d4)

2	Pit Viper T
3	Lance Electra
4	Talon
5	Pit Viper
6	Salamander II
7	Seraph
8	Drakar Alpha



Q'RAJ VOID PROTECTORATE

SPACs: Chupacabra, Kosmos, Kosmos II, Talon, Talon II, Thunder Bird.

TPACs: Bat, Black Widow, Sentry, Sentry II, Shryak Shuttle, Sorenson III, Teal Hawk, Teal Hawk II.

MPACs: Epping, Nemesis.

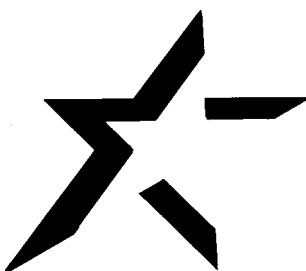
Escorts: Aoshu, Constellation, Fletcher, Stingray.

Permitted Allied Forces: Kashmere, Primates, UNW.

Permitted Mercenary Forces: Kashmere, UNW, Yoka-Shan.

Mercenary/Allied Force Table (Roll 2d4)

2	Chupacabra
3	Bat
4	Black Widow
5	Kosmos II
6	Teal Hawk II
7	Epping
8	Nemesis



RED STAR

SPACs: Blizzard, Blizzard II, Chupacabra, Dart, Dart II, Night Hawk, Night Hawk II, Pit Viper, Thunder Bird II.

TPACs: Bat, Black Widow, Revenge, Salamander, Salamander II, Seraph, Seraph II.

MPACs: Betafortress, Betafortress Alpha, Epping, Epping Prime, Nemesis.

Escorts: Aoshu, Constellation, Megafortress, Stingray.

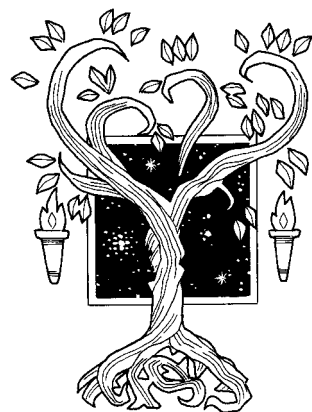
Permitted Allied Forces: Kashmere, Primates, UNW.

Permitted Mercenary Forces: Sunrunners, UNW, Yoka-Shan.

Special Notes: Blizzard II may be taken twice.

Mercenary/Allied Force Table (Roll 2d4)

2	Black Widow
3	Chupacabra
4	Thunder Bird II
5	Blizzard II
6	Night Hawk II
7	Seraph II
8	Betafortress Alpha



SIGURD

SPACs: Blizzard, Dagger, Dart, Hell Bender, Hound, Night Hawk, Pit Viper II, Spirit Rider III, Talon.

TPACs: Hammer, Glaive III, Pharsii II, Revenge, Revenge II, Sentry, Sentry II, Sorenson III, Storm, Storm II.

MPACs: Betafortress, Drakar, Epping, Iceberg, Nemesis, Star Raven, Star Raven Alpha.

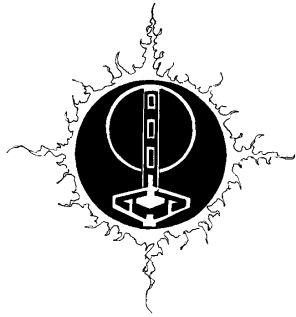
Escorts: Aoshu, Constellation, Fletcher, Longboat, Megafortress, Narwhal II, Stingray.

Permitted Allied Forces: Hibernia, Yoka-Shan.

Permitted Mercenary Forces: Kashmere, Sunrunners, Yoka-Shan.

Mercenary/Allied Force Table (Roll 2d4)

2	Storm
3	Hound
4	Dagger
5	Hammer
6	Storm II
7	Pit Viper II
8	Iceberg



SUNRUNNERS

SPACs: Blizzard, Hell Bender, Night Hawk, Spirit Rider, Talon, Thunder Bird, Windjammer, Wavecutter.

TPACs: Avenger, Executioner, Executioner II, Havok, Pharsii II, Revenge, Salamander, Seraph, Sorenson III.

MPACs: Betafortress, Catastrophe, Drakar, Epping, Spider.

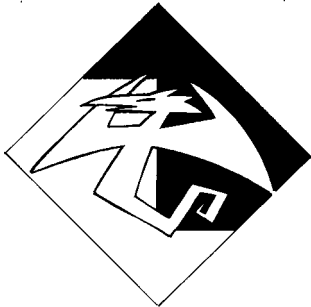
Escorts: Snarling Badger, Snarling Badger II.

Permitted Allied Forces: Primates, Red Star, Sigurd, UNW.

Permitted Mercenary Forces: Kashmere, Sigurd, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Spider
3	Wavecutter
4	Windjammer
5	Avenger
6	Havok
7	Catastrophe
8	Snarling Badger



TOKUGAWA

SPACs: Dart, Kosmos, Kosmos II, Thunder Bird, Thunder Bird II.

TPACs: Bat, Black Widow, Glaive, Glaive II, Sentry, Sorenson II.

MPACs: Betafortress, Betafortress Alpha, Epping Prime.

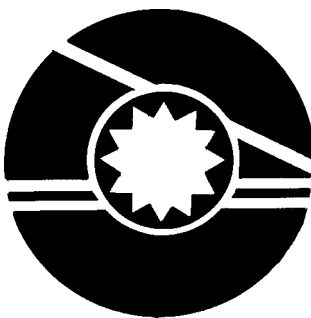
Escorts: Aoshu, Constellation, Fletcher, Megafortress, Narwhal II, Stingray.

Permitted Allied Forces: Kashmere, Primates, UNW.

Permitted Mercenary Forces: Kashmere, Sunrunners, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Dart
3	Kosmos II
4	Thunder Bird
5	Bat
6	Glaive II
7	Sentry
8	Betafortress



UNKULUNKULU

SPACs: Blizzard, Chupacabra, Dart, Hell Bender, Pit Viper, Pit Viper T, Spirit Rider, Spirit Rider II, Talon.

TPACs: Lance Electra, Revenge, Salamander, Sorenson III.

MPACs: Betafortress, Drakar, Star Raven, Star Raven Alpha.

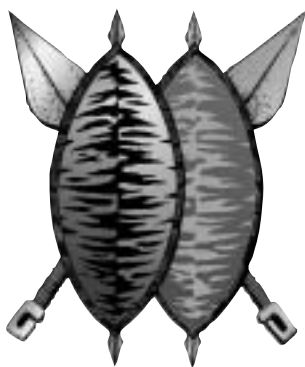
Escorts: none

Permitted Allied Forces: Kashmere, Sigurd, UNW.

Permitted Mercenary Forces: Sigurd, Sunrunners, UNW.

Mercenary/Allied Force Table (Roll 2d4)

2	Chupacabra
3	Hell Bender
4	Revenge
5	Spirit Rider II
6	Sorenson III
7	Salamander
8	Star Raven Alpha



YOKA-SHAN

SPACs: Blizzard, Hell Bender, Hell Bender II, Iklwa, Iklwa II, Iwisa, Jii, Night Hawk, Spirit Rider IV, Thunder Bird.

TPACs: Black Widow, Death Wind, Death Wind III, Sentry.

MPACs: Betafortress, Betafortress Beta, Epping, Epping Prime, Kraal, Kraal ECM, Nemesis.

Escorts: Aoshu, Cetshwayo, Constellation, Fletcher, Megafortress, Narwhal II, Stingray.

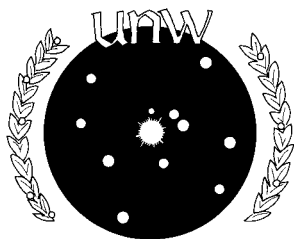
Permitted Allied Forces: Kashmere, Primates, UNW.

Permitted Mercenary Forces: Sigurd, UNW, Yoka-Shan.

Special Notes: Note that Yoka-Shan may actually have Yoka-Shan as mercenary units from other factions.

Mercenary/Allied Force Table (Roll 2d4)

2	Hell Bender II
3	Iwisa
4	Jii
5	Iklwa
6	Sentry
7	Black Widow
8	Kraal



UNIVERSAL NIGHT WATCH

SPACs: Night Hawk NW, Thunder Bird NW.

TPACs: Equalizer NW, Firebat NW, Hornet NW, Lance Electra NW, Praying Mantis NW, Rattler NW, Salamander NW, Teal Hawk NW.

MPACs: Betafortress NW, Epping NW, Javelin NW.

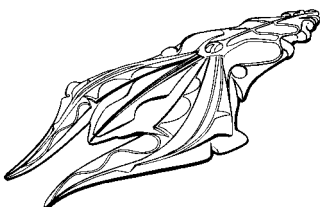
Escorts: Falcon NW.

Permitted Allied Forces: Any except for Sigurd.

Permitted Mercenary Forces: Any except for Sigurd.

Mercenary/Allied Force Table (Roll 2d4)

2	Praying Mantis NW
3	Rattler NW
4	Hornet NW
5	Firebat NW
6	Teal Hawk NW
7	Epping NW
8	Javelin NW



NIGHT BROOD

Ship Types Available: Dragonfly, Lamprey, Larva, Manta, Muckworm, Muskellunge, Remora, Shaggai, Squidge, Thistle, Tiger Moth, Vartak.

Permitted Allied Forces: none

Permitted Mercenary Forces: none

Special Notes: The Larva ship type must appear twice on the Random Force Generation Table.

- Only Brood ships may appear on the Brood worksheet, if none mercenaries, allies, and Pre-Imperium Brood.

- Brood forces may not be used by any other House at any time.

House Forces Worksheet

HOUSE NAME:

Random Force Generation Table (Roll d6 + d8)		Ship	BPV	Crew Slots	TPV	Ships/ Sheet	Sheet Cost
2	Player's Choice						
3	Mercenaries*						
4	Allied Forces†						
5							
6	House						
7	Forces						
8	Only						
9							
10							
11	House Forces						
12	or						
13	"Pre-Brood						
14	Imperium"						

* Refer to permitted Mercenary table of your choice.

† Refer to permitted Ally table of your choice.

PRE-BROOD IMPERIUM FORCES AND OTHER "PUBLIC DOMAIN" SHIPS

SPACs: Blizzard, Blizzard II, Dart, Dart II, Hell Bender, Kosmos, Kosmos II, Night Hawk, Pit Viper, Pit Viper T, Spirit Rider, Stinger, Thunder Bird.

TPACs: Death Wind, Executioner, Executioner II, Glaive, Glaive II, Lance Electra, Lance Electra II, Pharsii, Revenge, Revenge II, Salamander, Salamander II, Sentry, Seraph, Shryak Shuttle, Shryak Shuttle II, Sorenson III, Teal Hawk, Teal Hawk II.

MPACs: Betafortress, Betafortress Alpha, Betafortress Beta, Drakar, Drakar Alpha, Epping, Epping Prime, Star Raven.

Escorts: Snarling Badger, Snarling Badger II.

Random Force Generation Table (Roll d6 + d8)

2	Player's Choice
3	Player's Choice
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	

CONSOLIDATED MASTER CANNON TABLE

Weapon Type	Base Attack Dice	To Hit Modifiers			Target Speed Restrictions	Damage
		Short (+1)	Mid (0)	Long (-1)		
Terran Weapons						
<i>Mass Driver Cannons</i>						
Minigun	2D6+ADB	1-2	3-5	6-12	None	Low †
Autocannon	2D6+ADB	1-3	4-10	11-24	Drive ≤10	Medium †
Railrepeater	2D6+ADB	1-4	5-15	16-36	Drive ≤6	High †
<i>Laser Cannons</i>						
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
<i>Blast Cannons</i>						
Splattergun	2D6+ADB	1-2	3-6	7-10	None	Medium
Blatgun	2D6+ADB	1-4	5-10	11-15	Drive ≤13	High
<i>Disruptor Cannons</i>						
Disruptorgun	2D8+ADB	1	2	3-6	None	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Drive ≤11	High §
<i>Ion Cannons</i>						
Impulsegun	2D8+ADB	1-3	4-8	9-10	None	High
Ion Ram	2D8+ADB	1-5	6-13	14-15	Drive ≤15	All
<i>Plasma Cannons</i>						
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 ¥
<i>Plasma Shell Cannons</i>						
Plaz Shell Cannon	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 ¥
<i>Energy Bolt Projectors</i>						
Protobolt	2D6+ADB	5-8	9-12	13-16	Drive ≤14	s.10/m.8/l.6
<i>EMP Cannons</i>						
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□
<i>Tachyon Conveyers</i>						
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
<i>Gauss Field Generators</i>						
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 ∂
<i>Plexar Cannons</i>						
Plexar Gun	2D10+ADB	1-4	5-10	11-12	Drive ≤14	High ∞
<i>Entropy Cannons</i>						
Entropic Accelerator	2D8+ADB	1-4	5-7	8-12	Drive ≤12	High Ω
Hatchling Weapons						
<i>Beam Cannons</i>						
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
<i>Leech Cannons</i>						
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.

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

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

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

∂—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.

Turn Sequence

WARHEAD LAUNCH PHASE

- Entropic Accelerator damage
- Missile/spore mole lock-on attempts
- Launch missiles/spore moles
- Launch torpedoes
- Tractor Beam lock-on

MOVEMENT PHASE

- Make drive 0 turns
- Move scanner assisted DLT torps targeted on stationary objects
- Roll Initiative for escorts
- Move escorts
- Drift
- Ventors move & detonate
- Roll initiative
- Starcraft movement:
- Mine Layers deploy mines during movement
- Hatchlings deploy drones, attach grappling tubes and tow claws during starcraft movement
- Torpedoes targeted at ships or other torps move after target moves
- Activate drones laid this phase
- Operate drone movers
- Torpedoes fired at drones move

TORPEDO RESULTS PHASE

- Activate plasma defense system
- Point-defense or dodging attempts
- Resolve torpedo attacks
- Deploy decoy or attempt jamming

CANNON FIRE PHASE

- Gun Crews fire in skill order
- Gunners/Hatchlings and Pilots with BioLink fire in skill order
- Pilots fire in skill order

MISSILE/SPORE MOLE RESULTS PHASE

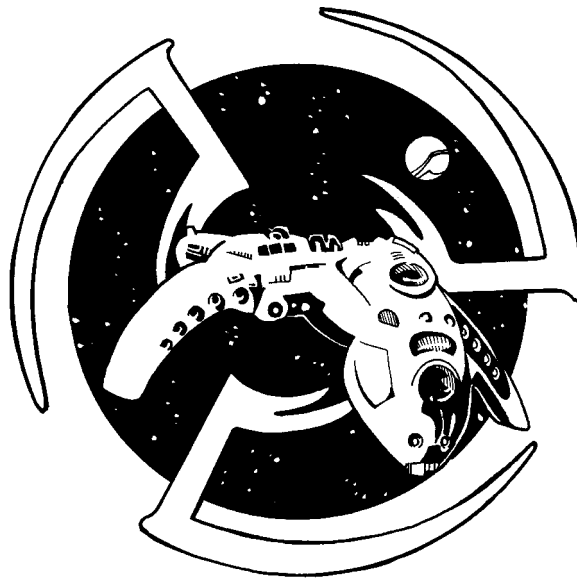
- Point-defense against missiles/spore moles
- Resolve missiles/spore moles

END TURN PHASE

- Asteroids drift
- Resolve grap tube usage
- Attempt damage control
- Dispersal: ink clouds (1 on a D6)
- flak (4 on a D4)
- Mines dropped last turn activate

ELECTRONIC WARFARE PHASE

- Designate targets and number of attempts for scanning
- Attempt scanning



Rules of Warfare II

Optional Rules

Asteroids: See map below.

Automatic Misses: Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their lowest value, the attack misses. (*Silent Death* Rulebook, p. 76.)

Crew Allocation: See Rules of Warfare page 11.

Decoys: Ships with decoys can launch one each turn instead of attempting to jam a torp. Roll 1D4 for each torp tracking the ship launching the decoy. On a 1 or 2, the torp is removed. Each critical hit knocks out 1 decoy. (*Silent Death* Rulebook, p. 74.)

Destroyed Starcraft Debris: When a ship is destroyed, replace it with a marker or tip the ship on its side. Any ship or torp that enters the hex sustains a 3D6 attack scoring Low damage. (*Silent Death* Rulebook, p. 69.)

Drive 0 Turns: A ship with Drive 0 can turn 1 hexside before all other ships have moved, but after any drifting. (*Silent Death* Rulebook, p. 69.)

Easing Target Speed Restrictions: A weapon may fire on faster targets with a To Hit penalty of -1 for each point by which the target's Drive exceeds the weapon's Drive Restriction. (*Silent Death* Rulebook, p. 77.)

Firing Multiple Weapon Systems: A crewmember can fire up to 4 weapons in one turn by suffering a -2 to hit pen-

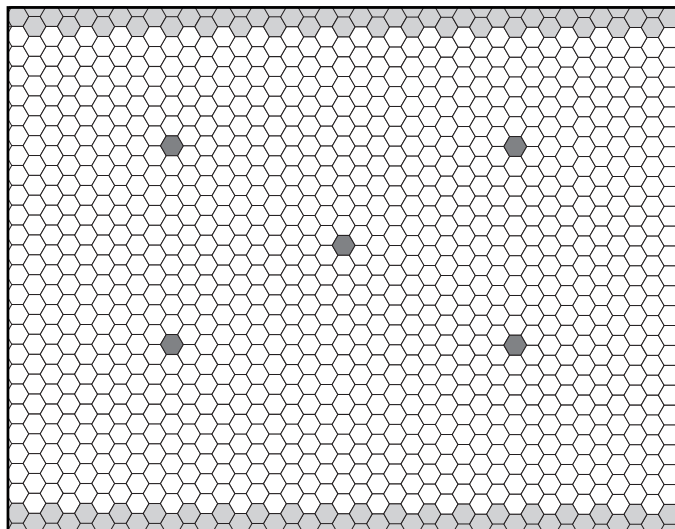
alty for each attack. All systems must be aimed at the same target. (*Silent Death* Rulebook, p. 77.)

Point Defense Anti-Torp Weapon System: Instead of dodging torps, a ship with point-defense weapons can fire them at torps in its hex. Roll 1D10 for each torp. If the result is within the ship's listed kill spread, the torp is destroyed. A point-defense system has a limited number of attacks. Each critical hit destroys one attack. (*Silent Death* Rulebook, p. 74-75.)

Point Defense Weapon System vs. Missiles: Ships with point-defense systems can use them against incoming missiles instead of torps. The bracketed number next to the ship's point-defense is the number of missile volleys the ship can attack in a turn. When the 1D10 is rolled against each volley, if the result falls within the ship's kill spread, that number of missiles are removed from that salvo. A ship's point-defense systems can only be used against either missiles or torps in a given turn. (*Silent Death* Rulebook, p. 74-75.)

Side Slips: Craft or torp can move into its front right or front left hex for 2 points. You cannot make 2 side slips in a row. (*Silent Death* Rulebook, p. 70.)

Time Limit: Players have 30 seconds to move each ship. (*Silent Death* Rulebook, p. 68.)



The Next Millennium

Turn Sequence

Warhead Launch Phase

- Entropic Accelerator damage
- Missile lock-on attempts
- Launch missiles/spore moles

Launch torpedoes

Movement Phase

- Make drive 0 turns
- Roll Initiative for escorts
- Move escorts
- Drift
- Ventors move & detonate
- Roll initiative
- Starcraft movement:
- Torpedoes targeted at ships or other torps move after target moves

Torpedo Results Phase

- Activate plasma defense system
- Point-defense or dodging attempts
- Resolve torpedo attacks
- Deploy decoy or attempt jamming

Cannon Fire Phase

- Gunners and Pilots with BioLink fire in skill order
- Pilots fire in skill order

Missile Results Phase

- Point-defense against missiles
- Resolve missiles

End Turn Phase

- Asteroids drift
- Attempt damage control

New Ships – Promo and Variants

Xaviar-Mossisson 401 C “Snarling Badger II”

Crew: 25

Maneuvering Thrust: 0.078 km/s/s

Mass: 5,000 Tons

Translight Capability: 19 light years / day

Armor: Double Crystantium Hull with reinforced armor belting

Atmospheric Capability: None

Armaments:

- 2 x Quad Gatling Cannons w/1.4 million rounds of ammo each
- 1 x Quad Hyper Cannon w/5,000 rounds of ammo
- 2 x Ion Rams
- 2 x Missile Launchers (Magazine: 20 missiles)
- 2 x Missile Launchers (Magazine: 30 missiles)
- 2 x Sext Splatterguns
- 1 x five man ECM suite

The Snarling Badger was a wild success from its release one year ago. Everyone who had access to Warhounds wanted one or two for their fleet, despite its lack of torpedoes and poor point defense.

Detractors felt that this ship was saddled with a limiting weapon, the Keel Cannon. Several requests were put in to the Badger's builders to create newer models with different weapons packages. The Quad Repeating Blasters were removed and replaced with Gatling Cannons, which resulted in a net trade: lower damage but higher chance to hit, and a potential for catastrophic hits with the quirks of Mass Driver weapons. The Keel Cannon was removed and replaced by the immensely powerful Quad Hyper Cannon,

which had the added benefit of being able to hit targets not directly in front of the ship, and could reach out much further.

The ammo-dependent nature of the weapons does not detract from the attractiveness of the package, since most space battles involving Badgers do not usually last very long — the Badger is a powerful opponent!

Aquarius Corp H-02341 “Orca II”

Crew: 6

Maneuvering Thrust: 0,121 km/s/s

Mass: 1,500 tons

Translight Capability: None

Armor: Crystantium

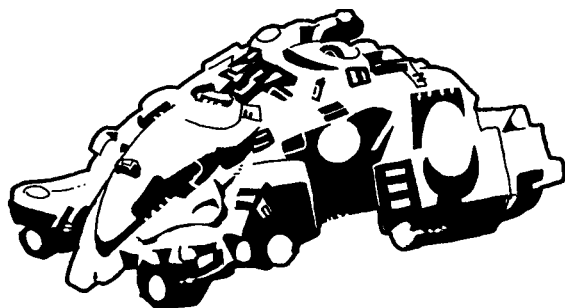
Atmospheric Capability: Full

Armaments:

- 4 x Disintegrators
- 2 x Twin Disruptorguns
- 2 x Missile Launchers (Magazine: 10 each)
- 4 x Mk. 40 Torpedoes

Data Sphere went to Aquarius with a design requirement for a ship that would better be able to survive incoming fire from those big targets. The laid-back designers at Aquarius saw that a few changes to the Orca would do the job just fine. Specs were drawn up and the Datasphere representative okayed the design on the spot.

A couple of test Orcas were brought in to try out the refit. All of their weapons but the missile launchers were replaced: the Splatterguns and Pulse Lasers with Disintegrators, its Impulseguns with Disruptors, and four torpedoes were added.



It was not long before the redesign was tested by fire. A Colosian Betafort sneaking around the Data Sphere's borders was intercepted by one Orca II. The Betafort's lack of drive and its reliance on tough armor to stay in the fight were too big a handicap. It engaged it Hyperdrive and got away, but not before it was well ventilated by Disruptor fire. The Orca II could have finished the job, but the Data Sphere wanted to send Colos a strong message: stay out of Data Sphere space!

Aquarius Corp H-D2812 "Dolphin II"

Crew: 1

Maneuvering Thrust: 0.157 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crysteel

Atmospheric Capability: Full

Armaments:

1 x Ion Ram

1 x Disruptorgun

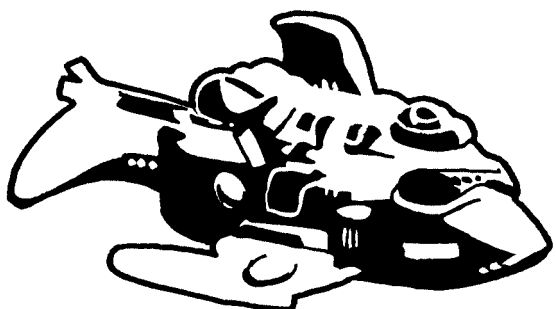
4 x Mk. 10 Torpedoes

This attractive and fun to fly warship has been plagued with problems from the start: fast and graceful, this ship cannot take much punishment, and its original ordinance, splatterguns and missiles, forced Dolphin pilots to get into harm's way just to have a chance to use the weapons.

When Aquarius Corp offered a refit package including a long range weapon and stand-off capability (Ion Ram and torps), Data Sphere leapt at the offer.

Roughly half of the Data Sphere fleet is now equipped with this more survivable version of the Great Fish, as Unkulunkulu test pilots call it.

Game Note: this refit is also much better suited for use in the ROW II tournament than was the original version.



Aquarius Corp H-P3111 "Piranha II"

Crew: 1

Maneuvering Thrust: 0.177 km/s/s

Mass: 100 tons

Translight Capability: None

Armor: Crysteel

Atmospheric Capability: Full

Armaments:

1 x Quad Minigun with 5,000 rounds of ammo

1 x Twin Splattergun

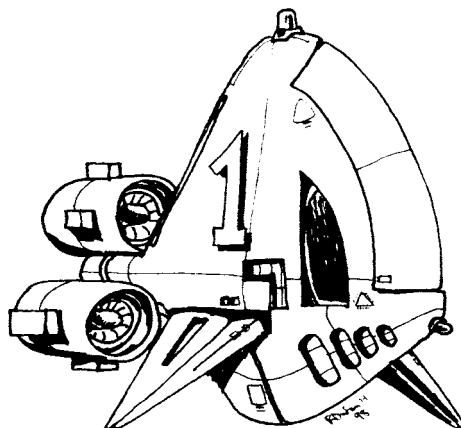
Ever since its release upon the unsuspecting world one year ago, the Piranha has attracted a lot of attention, and not only because of its good looks and sleek design.

The Piranha is designed to swim in large schools and swarm enemy gunboats and escorts with its heavy hitting ordinance load, a role which it performs admirably.

Often, however, the Piranha find themselves pressed into service as dogfighters, either to get through to their intended target, or just because they happen to be the only SPACs available.

This redesign, though less distinctive, makes the Piranha more versatile and survivable. The miniguns allow Piranha IIs to remain outside of defensive fire range while still picking away at its targets. On the minus side, the Piranha II has almost completely given up the ability to shred large, powerful targets.

Game Note: this refit is also much better suited for use in the ROW II tournament than was the original version — its two weapons give it double punch for use with the optional rules.



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Transprovincial E 8001 B "Executioner II"

Crew: 2

Maneuvering Thrust: 0.128 km/s/s

Mass: 1,000 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armament:

2 x Sext Splatterguns

2 x Missile Launchers (Magazine: 20 missiles)

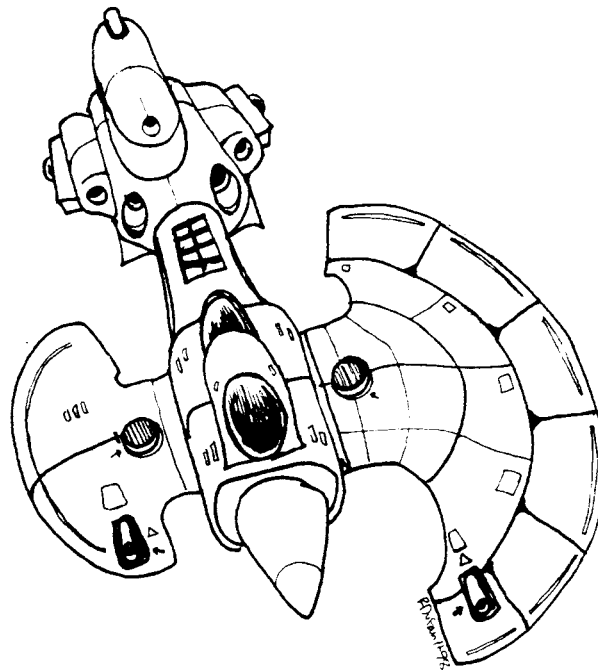
4 x Mk. 10 Torpedoes

The Executioner, despite its massively powerful main weapon, has received lukewarm reviews in the core of Twelve Space. A quick redesign by Transprovincial secured a sale to a couple of minor Houses and kept the company alive for another year.

The very large and very heavy Sext Blatguns were downgraded to Sext Splatterguns. This gave the Executioner II room to replace the Ion Ram with another Sext Splattergun mount. In addition, the Mk. 30 torps were removed and a couple of missile launchers were put into their place.

The Executioner II is a medium ship killer — any who dare go up against it will find themselves floating home in an escape pod. There is not much out there that can survive a double shot from the dreaded Sext Splatterguns that this ship carries.

The singularly heavy frame upon which the Executioner II is built makes it an ideal platform for the splatterguns and missiles, whose moderate range forces the ship into harm's way. The Executioner II, unlike some other ship designs, can survive long enough to deliver its killing blows.





House League

Difficulty: Advanced

Format: Multi-Player (2+)

Maximum Number of Players: None

Time Limit: 4 hour games over many sessions

Introduction

Welcome to *Silent Death's* version of Feudin' Families! This is where we finally find out which Houses are the best, and which Houses should be wiped from the Cosmos.

House League battles are played as medium to large sized battles between two players in the larger framework of a Swiss style tournament. See the section on Tournament organizing for more details on running your own events.

It is basically a stylized set-up enabling two or more players to pit their House Fleets against each other. Those of you who do not want to get uptight can play this at a more relaxed level at home while still maintaining the fun and randomness of each individual battle.

Overview

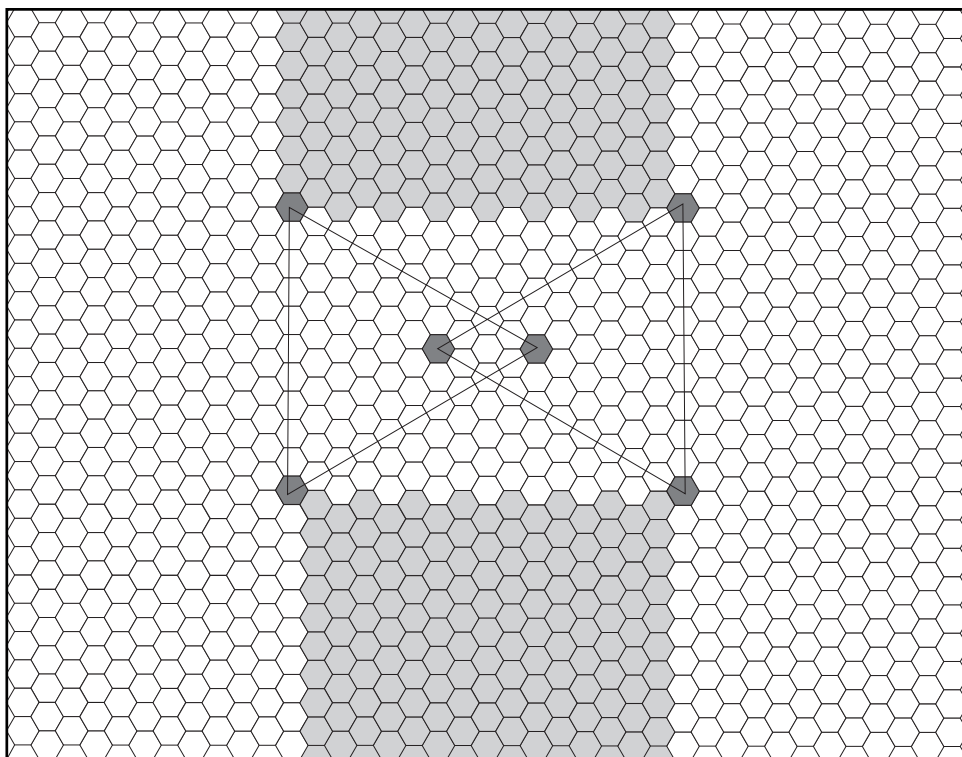
Each player chooses a House to play in the League. Dice are rolled to randomly generate a fleet from a chart the player has made up from a list of ships available to that House. Once fleets are generated, battles are fought. After the battles are fought, results are gathered and new battles are generated, until one House rules all the others.

Winning Battles

Results are tabulated much as in Rules of Warfare, with a ratio of kills to ships lost per player: whomever has the highest TPV left wins the battle, with points scored according to the table in the Millennium Warrior rules section. A player's Victory Margin is equal to the TPV of ships he had left at the end of a battle, minus the TPV of ships his opponent had left. Totally destroying another player's fleet gives a bonus to the final score, as out lined in the Millennium Warrior rules.



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Specific Rules

Optional Rules

- Asteroids
- Crew Allocation
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restrictions
- Point Defense Anti-Torp Weapon System
- Point Defense Anti-Missile Weapon System
- Side Slips
- Time Limit

The Map Set-Up:

The black hexes on the map following represent asteroids — set them up in a pair of ten hex triangles with a 4 hex overlap in the middle of the map.

Set-up areas are indicated by the grey hexes. The player with the most expensive fleet sets up first, placing all ships between and behind the asteroids in the middle. This creates a start-up zone 15 hexes wide by 8 hexes deep with a 10 hex no-man's land in the middle of the map. If both fleets happen to be the same size, the player with more ships sets up first. If both fleets are the same points and number of ships, each player roll a d10: lowest roll sets up first.

Geohex map users will have larger maps — simply ignore extra hexes around the outside for set-up, but they may be used once the game is under way.

House League Fleet Composition Guidelines

Introduction

With the publication of Drydock, we saw the first introduction into the Silent Death universe of a formalized set of fleet composition guidelines. This provided a listing of known fleet compositions for each of the Twelve and the Prometheans, noting that the twelve may have access to other ships in smaller quantities or through mercenary units.

What follows may be viewed both as a refinement of the existing system, as well as an expansion to cover all of the other Silent Death releases to date. We have provided you with 18 force lists in total, including UNW and Night Brood.

We have attempted to remain faithful to the histories and backgrounds of the various races and Houses presented in the many Silent Death releases which have already been published. At the same time, however, we encourage you to experiment with our



“House” mixes. Remember; as long as it’s OK with your gaming buddies, go for it!

We have also provided a listing of “Pre-Brood Imperium” forces and other ships which are public domain at this time. We have, unfortunately, been unable to provide information for some of the smaller Houses, such as Karelia and Loma Verde, as insufficient material has yet been provided to flesh out their force mixes.

But that’s not all...

These guidelines provide a system for generating force mixes for Silent Death games. They can be used either for tournament play, campaigns, scenario games, or just for your weekly “friendly battle” with your gaming buddies. You will find that the system is easy to use and that it produces entertaining force mixes.

Enjoy experimenting with the “House” lists attached and feel free to send us your comments, suggestions as well as you favourite force compositions and results!

How to Use the System

The following section will take you step-by-step through how to use the Fleet Composition Guidelines.

Steps one through six should be done prior to the game date, in order to avoid unnecessary delays and allow more play time. The remainder should also be done in advance if possible, though your opponent will likely want to witness your die rolls.

1) DECIDE WHAT FORCES WILL BE PERMITTED

The following pages include fleet compositions for all of the currently published Silent Death releases, including such forces as Night Brood and the UNW. We recommend deciding at the outset which of these lists will be allowed or not allowed for your event. Certain forces, most notably the Night Brood, can really change the nature of the game and will most certainly affect the players’ choice of forces.

Any player wishing to submit a custom built or modified “House” list, or custom built ship designs should do so at this time for approval by the GM or other players.

You should decide amongst yourselves, therefore, before each player selects what House they will be playing, what forces will be permitted. For official tournaments, permitted forces will be listed in the event description. All die rolls will be made in front of the event co-ordinator.

2) DECIDE ON OPTIONAL RULES AND EQUIPMENT

You will also want to establish at this time what optional rules will be permitted (for example; side slips, variable speed torps., etc.,) and what other types of equipment will not (for example; venter torpedoes from Sunrunners). Note the official list of Optional Rules, above.

Clarification of the rules and permitted forces at this stage will help players make their selection of “House” and ship types.

3) SELECT TEAMS

Next, you ought to decide how your group will be divided up in to teams. Once this is done, decide whether each player will get to select their own “House” or if all players on one team will play forces from the same House.

Obviously, you can skip this step if there are only two players in your game, or if you are using this system for league or tournament play where team play does not apply.

4) DECIDE ON THE SIZE OF THE BATTLE

The next step is to decide how big you want your game to be and how many points will be available to each force. For battles involving “regular” forces, we recommend 600, 700 or 800 point fleets. Official events will allow 800 point fleets. You will want larger fleets if you intend to permit Warhounds!

5) SELECT HOUSES

Each player (or Team, depending on what was decided in Step 3, above) now selects the House which they would like to draw their forces from. A complete listing of the Houses is included in the center section. Players should be allowed to chose from any of the attached lists, as well as any other lists being permitted, as decided in Steps 1 and 2, above.



Once Houses have been chosen, all players should simultaneously announce their selections.

6) SET-UP RANDOM FORCE GENERATION TABLES

Now the fun begins! The battle lines having been drawn and the opponents selected, each player (or team) now gets to set-up his "Random Force Generation Table".

The House League Fleet Generation System uses a unique system for determining what forces each side will actually be bringing to the table. It allows players to select their forces, to a certain extent, based on historical fleet composition of the House being played. From the lists provided, the player selects those ships which they would like to see in play.

Forces are then rolled up randomly one sheet at a time until the player meets or exceeds the point total set for the battle.

Here is how the system works:

- I) Immediately following this section, there is a listing of the forces available to each House currently in existence. There is also one for Pre-Brood Imperium and other forces which have fallen into the public domain. Finally, there is a blank worksheet which players will use to make up their own customized force list for the upcoming event. *Note that Night Brood have their own special table included in their force section. They do not use the regular table provided on the worksheet.*
- II) Having selected the House they will be playing and the size of the forces, each player/team must now populate the Random Force Generation Table contained on the worksheet. This is done as follows:
 - A) Each House has a list of all the ship types it typically uses. In the section of the worksheet marked "House Forces Only", players must write the names of ship types chosen from those in the House forces list.

The ships selected will be determined in part by the size of the battle, by the players' personal preference and by the ship miniatures at their disposal.

A player may only enter any given ship type once in this section, unless noted otherwise for the given House.

There may be some special restrictions on ship selection for a given House. These will be listed as special notes for that House.

- B) Next, in the shaded section of the table marked "House or Public Domain Ships", they must write the names of ship types chosen from either the list and/or from the public domain ships listed in the Pre-Brood Imperium list contained in the center section.

As in step (A) above, you may only enter a given ship type once. Note however that you may list a ship from the House forces even if it was already listed in the "House Forces Only" section of the table. Additionally, if a ship type appears in both the House list and the public domain list, you may list it twice in this section (by selecting it once from each list).

7) BEFORE YOU START ROLLING...

You are now ready to start rolling to determine what forces you will actually be bringing into play in the upcoming battle. But before you do, we had better explain to you a few additional things about the table.

Allied Forces

Historically, forces have often gone into battle assisted by trusted allies who have rallied to their defence or united against a common enemy. The term "ally" refers to any force which assists for any motivation, not just to forces with which that House has formal treaties negotiated.

In this system, we have simulated this by including this possibility on the Random Force Generation Table. When this number is rolled, consult the list of potential allies in the section entitled "Permitted Allied Forces".





From this list, select one of the Houses and turn to the section for that House. There you will see a table entitled “Mercenary/Allied force Table”. Roll on this table to determine what forces your trusted ally has decided to commit to this engagement.

Mercenaries

Where allies could not be mustered through diplomacy or historical ties, mercenaries were often used to bolster forces in time of need. The term “mercenary” refers to any force for which monetary gain is the primary reason for their participation in a given engagement.

In this system, mercenaries are selected in much the same manner as allied forces, except that the House must be selected from the “Permitted Mercenary Forces” table.

Note, however, that mercenaries are not treated as equals in the context of game play. Because they are expendable, from the perspective of the side employing them, opposing forces do not get to count mercenaries destroyed when calculating total kills for the game. However, as mercenaries owe no particular loyalty to the House employing them, they will attempt to leave the battle by the quickest route as soon as more than 50% of their own TPV has been destroyed.

Player’s Choice

No matter what the traditional make-up of any force tended to be, history is full of examples where various forces showed up where they did not really belong. Whether slaves pressed into service, “gifts to the emperor”, or their own troops using captured equipment, such random elements in a force mix can add welcome variety.

If player’s choice is rolled, the player can select any ship type from any of the ship types being permitted in the particular gaming session. The one exception is that Terran fleets may not make use of Night Brood ships. In non-official events, players can also choose pre-approved home-builds. We strongly recommend GM control over home build approval.

Note however that when selecting a “Player’s Choice” ship type, you are not permitted to pick something which would bring you over the designated point limit (though one point short is OK, and would allow you another roll!). Since it is impossible to determine how many points will remain when Player’s Choice is rolled, the choice is only made when the dice indicate a Player’s Choice.

8) NOW YOU CAN START ROLLING

Having finalized your Random Force Generation Table, you may now begin generating your forces. To do this, simply roll 1d8 and 1d6, totaling the score and refer to the table. The table indicates the type of ship you get.

As your force is generated, make a list in the space provided on the worksheet and keep a running total of your points expended/remaining. Remember to include crew costs in the TPV calculation. We strongly recommend using the Crew Allocation Optional Rule. It means all ship costs are known before assigning crew. If you do not use the Crew Allocation optional rule, you will have to come up with an average crew value for determining ship costs, or assign skill values as you generate the fleet.



Silent Death

Note that when a ship type is generated, you get a “sheet” of ships. This means that you get as many of that ship type as appear on the ship record sheet for that ship (i.e.; 4 light SMACs, 2 medium to heavy SMACs or TMACs, or 1 Gunboat or Warhound).

Finally, remember to include the cost of your Captain’s die when you are rolling up Warhounds. (You might want to decide in advance what size(s) of Captain’s die will be used for your event)

Keep rolling until your force total equals or exceeds the total decided upon for your force. If you roll Merenaries, Allies or Player’s Choice, refer to the procedure mentioned in (6) above. Note that if, after you roll, your force total exceeds your force limit by more than 20%, and the last ship type you rolled gave you a single ship (a gunboat or warhound), disregard the roll and roll again. Conversely, if your force total exceeds your force limit by more than 20%, and the last ship type you rolled gave you more than one ship (i.e.; a SMAC or TMAC), simply remove one or more of the ships until your total is within the 20% limit.

Example: *Boris is rolling up a 300 point fleet: First he rolls T-Birds — 4 T-Birds to a sheet, with 5.5 points for each crew stat comes to a total of 144 points. Next he rolls Talons — 2 Talons with crew comes to a total of 98 points, bringing his fleet total now to 242 points. Then Boris rolls a Star Raven. This makes a total, with crew, of 152.5 points. This would bring his total fleet to 394.5 points. This is in excess of the established 20% limit which in this case would be 360 points.*

Boris must disregard this roll and try again. This time he rolls a pair of Sentries at 204 points total. Again, his point total is well over the 20% limit, at 446 points. However, there are two Sentries to a sheet. By dropping one, Boris brings the total value of his fleet down to 342 points. Boris is now ready to move on to crew allocation.

Remember: Any time you roll Player’s Choice, the ship type you select cannot take your total above your set force limit.

Example: *Igor is rolling up a 500 point fleet. He is currently at 370 points and he rolls a “Player’s Choice” result. The maximum value of ship(s) he can select is 130 points. Note that if he choses something under 130 points, he is guaranteed another roll.*

Once you have generated a force list which equals (or exceeds by not more than 20%) the point value decided on at the start, you are ready to go! Dig out the ship sheets required and fill in the crew values (using the Crew Allocation optional rule, or whatever other system you have decided upon). Then fly ’til you die!

Important Notes to Remember

Everything we have suggested above is intended both to increase your enjoyment of gaming in the *Silent Death* universe, and to serve as a standard for official events. If there is anything there that you disagree with, CHANGE IT! As long as you and your gaming buddies can agree with the changes, go for it. Remember, however, that official events must use the official rules.

The House lists are based on information contained in previous releases of *SDTNM* and are based on the “current” astro-political situation in the *Silent Death* universe. If you want to run a game at a different point in the universe’s history, we leave it up to you to decide how this will change force compositions and ally/mercenary lists. For example, in an Espan rebellion campaign, Kashmere would be permitted as mercenaries or allies to the rebel forces. In a pre-Promethean campaign, Sigurd would have many more potential allies whom they had not yet cut off for dealing with these races.

The BPV of ships are based on standard (drive 12, 3 turn cost) torpedoes. If you are using different torpedo types, you will have to recalculate these values.

Feel free to experiment with all new force compositions and to include home builds.



Four Ship Smash (4S Smash)

Difficulty: Beginner to Intermediate

Format: Multi-Player (4+)

Maximum Number of Players: 10

Time Limit: 2 - 3 hours

Introduction

The objective: Get the most kills while losing the fewest ships! Each player gets 4 of whatever ship is being used that game; one ship is used at a time and is replaced when destroyed. When you're out of ships, you're out of the game! Note: this scenario is very cool with Warhounds.

Overview

- 1) All players have the same type of ship. All players have 3 reserve ships as well. When a player loses a ship, a reserve ship is activated at the beginning of the next turn.
- 2) Each player enters the map on one of 12 random Entry Points.
- 3) The objective for each player is to score the most kills.

Specific Rules

Map Set-up

Asteroids are in use — distribute them as normal, but none may be adjacent to any other. A dense placement is best, with between 24 and 36 total. (See the sidebar article on the creation of your own 3-D asteroids.)

Entry Points

Distribute 12 Entry Points on the map, scattered evenly over the whole surface.

At the beginning of the game, and whenever a player brings in a new ship, roll 1d12 to determine the Entry Point. More than one ship may enter on any given Entry Point on the same turn.

Other Entry Point Rules

The game begins with all ships lying on their sides at their Entry Point. There is no Warhead Launch Phase on Turn One, begin with the Movement Phase.

Ships are placed upright in initiative order for a cost of one movement point, and off they go. The Owning player may choose his initial facing after previous players have moved.

No ship that is lying on its side, thus not in the game yet, may participate in the Warhead Launch Phase. It may not launch torps or missiles, and it may not be targeted by such weapons.

Pilot And Gunnery Skills

All pilot and gunner skills are purchased when a new ship enters the game. Each ship has 6 crew points per crew stat on the ship, which can be divided as the player sees fit. A one man ship would have 12 points to allocate, a two man ship would have 18 points to allocate, and a 3 man ship would have 24 points to allocate. Every time a new ship enters the game, the controlling player may reassign the crew values.

Luck rules are not in use, although individual GMs or play groups may experiment with Luck. When using Warhounds, we recommend assigning a default Captain's die of 1d6 for free.

Kills

The object of this Smash is to score Kills. A Kill is awarded when a ship is destroyed, i.e. it blows up. In the case of simultaneous damage leading up to a Kill, the player who inflicted the highest amount of damage gets the Kill. If equal amounts of damage were inflicted, both players get a Kill. The number of Kills each player has is open knowledge.

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Lives

Players that have their first ship destroyed bring their next ship on during the movement phase of the next turn. They may at this time assign new crew skill levels. The Entry Point is rolled before the warhead launch phase and the new ship is placed on its side at the Entry Point. As their ships are destroyed, players continue to re-enter the game with new ships until they have run out of reserve ships.

Once a player runs out of ships, he may cash in a Kill to stay in the game — treat this as if the player had another ship to bring in. The only limit to how many times a player may spend Kills is the number of Kills at the moment his last ship is lost. Kills that are earned in the same phase the player loses his last ship may be used to stay in the game. Kills earned later (by missiles, for example if the ship was Killed in the Gunnery phase) are too little, too late. If a player has no Kills when he runs out of lives he is out of the game.

Victory

Eventually, the time limit will be reached, or one player will be the only one left in the game. The player with the most Kills wins. If two or more players have the same number of Kills, the player with the most remaining ships wins. If two or more players have the same number of Kills and remaining ships, then the game is a draw. All such players are tied for first place.

Punching Out

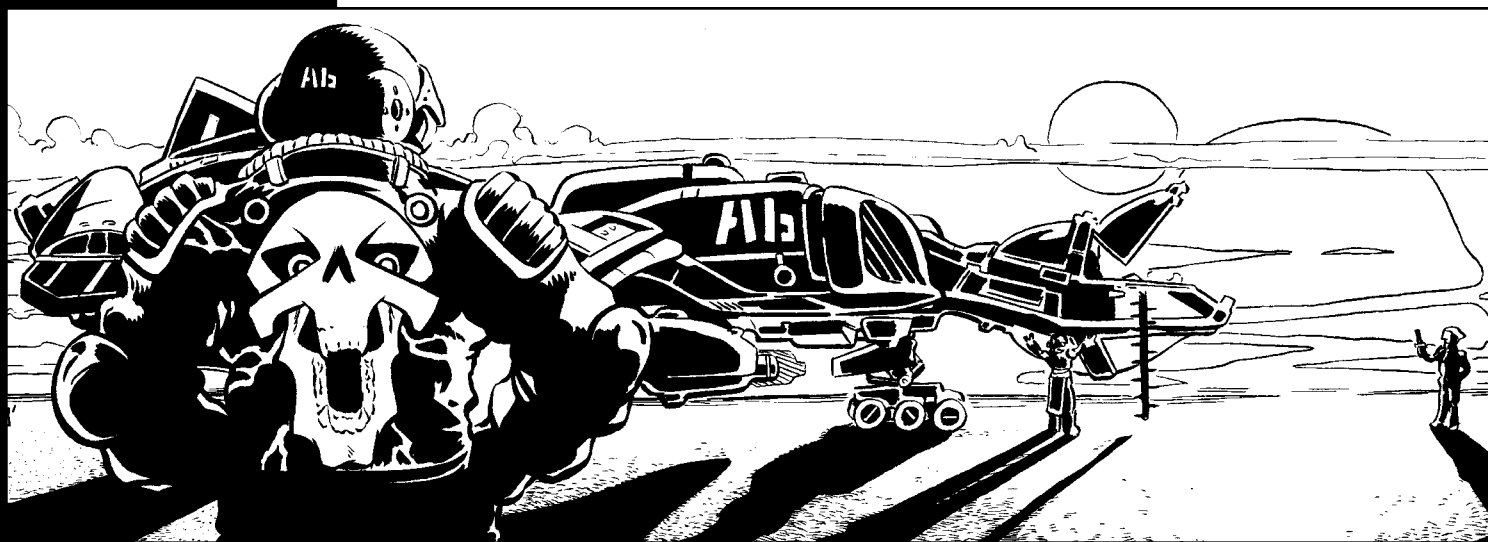
If a player gets to the point where they feel that their ship is too damaged to be combat effective then they may choose to punch out at the end of a turn. This has the effect of destroying the existing ship and results in the player rolling for a new entry point for the next turn. The player who caused the most damage to this ship gets a Kill for his efforts.

Auto Destruct

Any ship with no live crew immediately self-destructs, and a Kill is awarded to the player who caused the death of the last crewmember.

Optional Rules in Use

- Autodestruct
- Asteroids
- Damage Control
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restrictions
- Point Defence against Torps
- Point Defence against Missiles
- Punching Out
- Sideslips (Ships and Torps)
- Time Limit



House Smash

Difficulty: Beginner to Intermediate

Format: Multi-Player (4+)

Maximum Number of Players: 10

Time Limit: 2 - 4 hours

Introduction

An introductory Smash for use with some of the newer ships to enter the Silent Death universe. It gives players the opportunity to use some of the small to medium ships that have been published since the Basic Rulebook was printed, and allows players to use some ships they may not have considered before.

Overview

- 1) Each player starts with a random Tier A ship.
- 2) Each player enters the board at a random Entry Point
- 3) Each player must inflict a pre-determined amount of damage: 10 for Tier A, 20 for Tier B, 30 for Tier C.
- 4) Once sufficient damage has been inflicted, each player must escape through a pre-determined exit point in order to return with a bigger ship.
- 5) Repeat steps 1-4 until one player exits the map with a Tier C ship or until time runs out.

Objective

The first player who exits the map with a Tier C ship wins the game. For official tournaments, a time limit of 3 hours is used. Otherwise, a pre-determined time limit is all right, or you may wish to ignore time limits at your own event.

Specific Rules

Map Set-up

Asteroids are in use — distribute them as normal, but none may be adjacent to any other. A dense placement is best, with between 24 and 36 total. (See the sidebar article on the creation of your own 3-D asteroids.)

Entry and Exit Points

Place a total of 12 points on the map, spread evenly around the perimeter. We suggest you use 6 pairs of colored dots, with the matching colour opposite each other on the map. Number the dots 1 through 12.

At the start of the game, and each time a player comes on with a new ship (whether as the result of promotion, destruction or Punching Out), he rolls a d12 to determine starting location. More than one ship may enter on any given Entry Point on the same turn.

Other Entry / Exit Point Rules

A ship reaching its Exit Point is immediately out of play. It leaves play during the movement phase, before torps catch up and before missiles go off.

A player may not end his movement on an Entry or Exit Point, unless he is leaving through that point, in which case his ship is removed from the map.

Pilot and Gunner Skills

All pilot and gunner skills are based upon the tier of the ship. All Tier A crew have skills of 8, Tier B crew have skills of 7 and Tier C crew have skills of 6. See the House Smash chart for details on the tiers, their damage requirements, and ship types.

The Ships

Use the House Smash chart provided as the basis for each tier. At the start of the game, and each time a player brings in a new ship, he rolls on the appropriate tier for a new ship.

Inflicting Damage and Tier Advancement

Players move up tiers by inflicting damage upon their opponents. The House Smash chart indicates the required amount of damage each player must inflict to move to the next tier (for example, a Tier A ship must inflict 10 points of damage).

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All damage is calculated as net damage, after damage reduction is applied. If you cause 5 points of damage to a ship with Damage Reduction of 3, your net damage is 2. A player may inflict damage against a single ship or multiple ships — it does not matter if the damage is not all done to the same ship.

A critical hit that destroys the ship or kills off its last crewmember (thus causing an autodestruct) gives the firing player credit for all remaining hit boxes.

All damage caused by crew of equal skill occurs simultaneously. Ships do not lose any of their capabilities until all crew of equal skill have shot.

Damage inflicted simultaneously on a ship by multiple players is divided among the attackers, relative to the total damage their weapons generated. Example: three attackers inflict 6, 4, and 2 damage on a target that has no Damage Reduction and only 7 hit boxes remaining. The first attacker is awarded 4 points, the second 2 points, and the third 1 point.

If a ship exits the board on a turn because he has met the damage requirements, he may bring in the new, bigger ship on the next turn. If a player has accumulated the required net damage but is destroyed prior to exiting the board, he starts again with a new ship in his current class.

Note: Hit boxes of accumulated damage inflicted never carry over from one ship to the next, regardless of whether the ship was destroyed or the player advanced to the next tier.

Losing Ships

When a player loses a ship, he rolls immediately on the same tier his destroyed ship came from, and determines his entry and exit points. He may enter play during the movement phase of the next turn.

If a ship suffers a critical hit that kills off the last crew member, it immediately autodestructs, and the player may enter the board next turn with a new ship from the same Tier as the ship that was destroyed.

If a player has a ship that is so badly damaged he feels his chances for advancement are low, he may elect to Punch Out at the end of any current turn. His ship is destroyed and he enters the board during the movement phase of the next turn with a new ship of the same Tier as the destroyed ship, with a crew reduction of one: this reduction is cumulative every time the player punches out, until he attains a new tier and restores his crew values to normal.

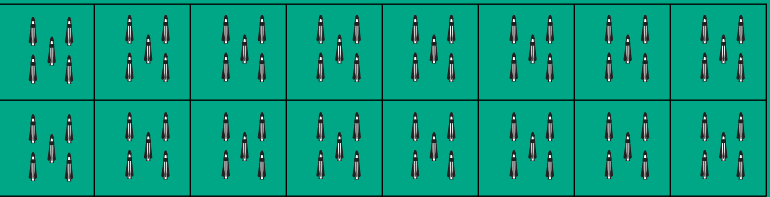
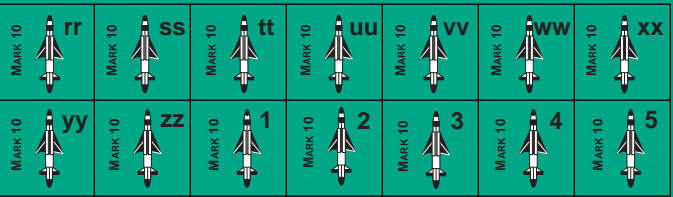
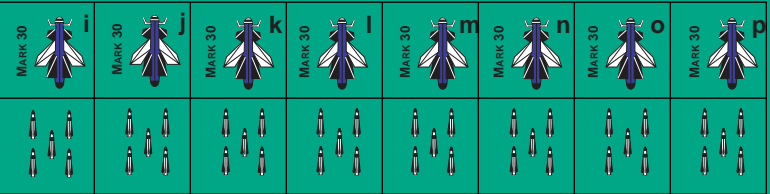
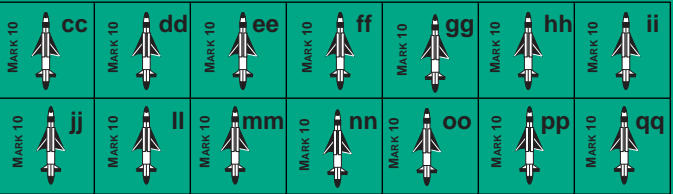
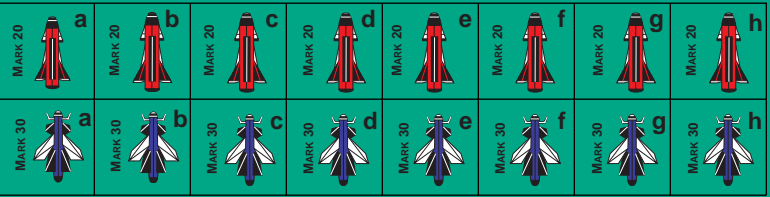
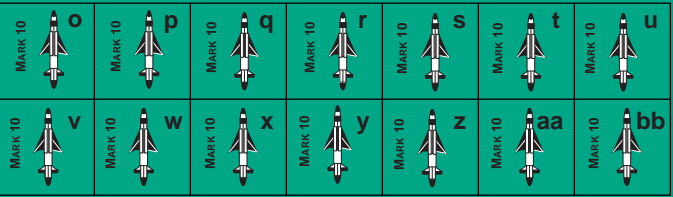
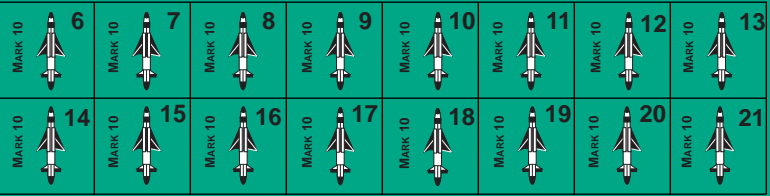
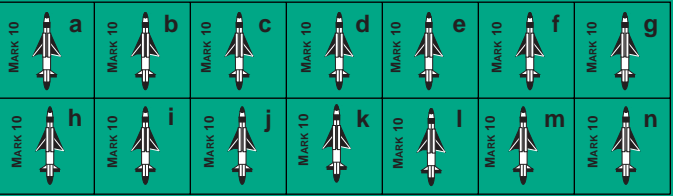
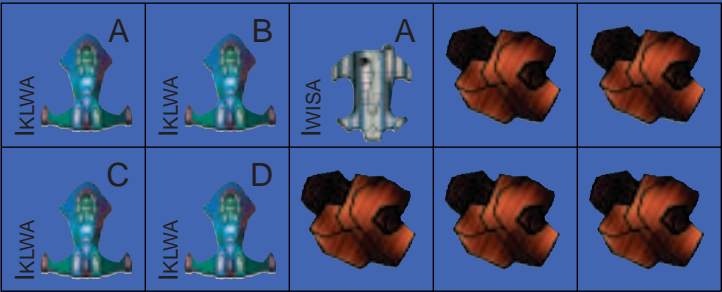
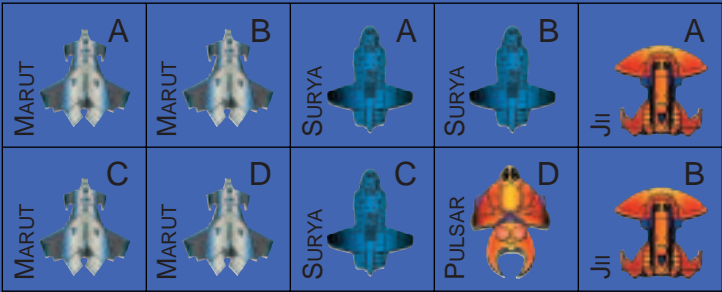
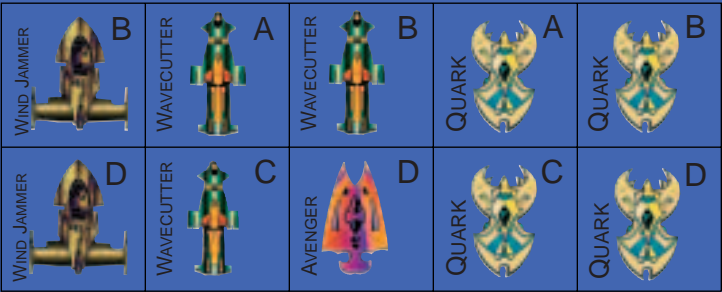
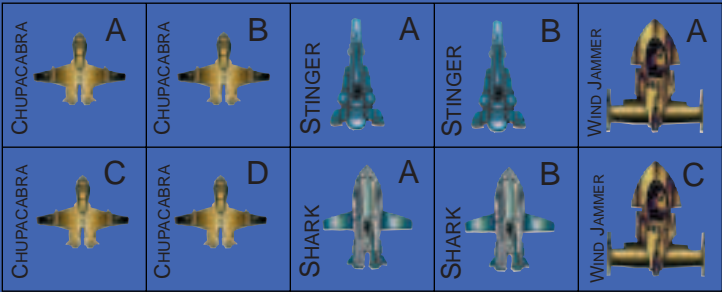
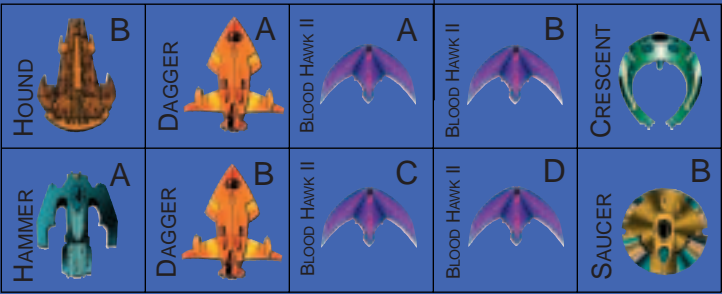
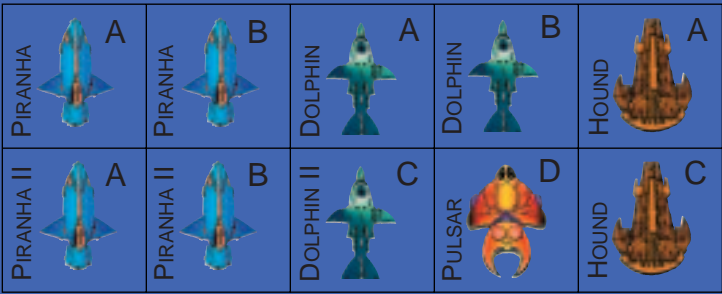
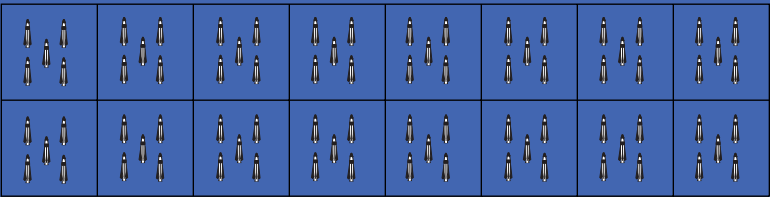
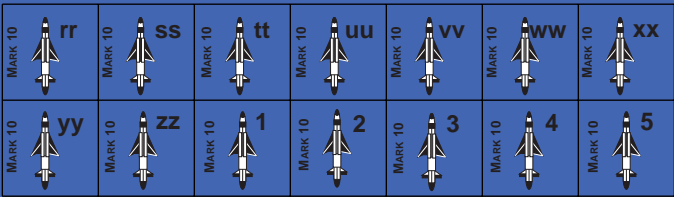
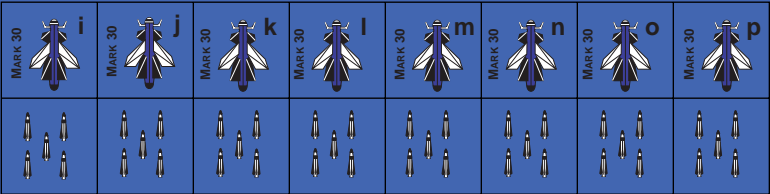
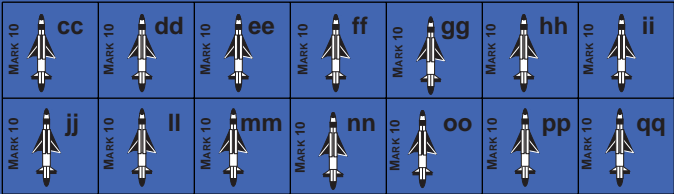
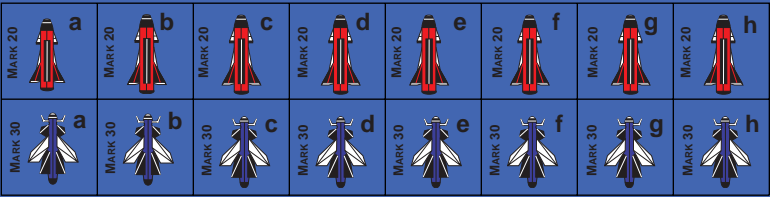
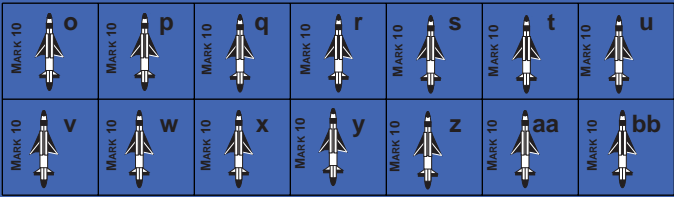
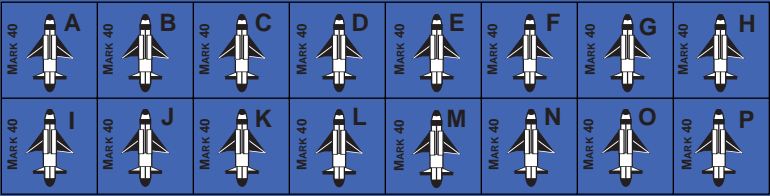
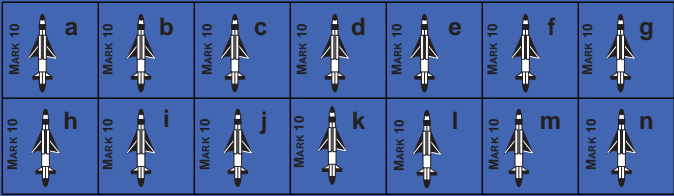
Victory

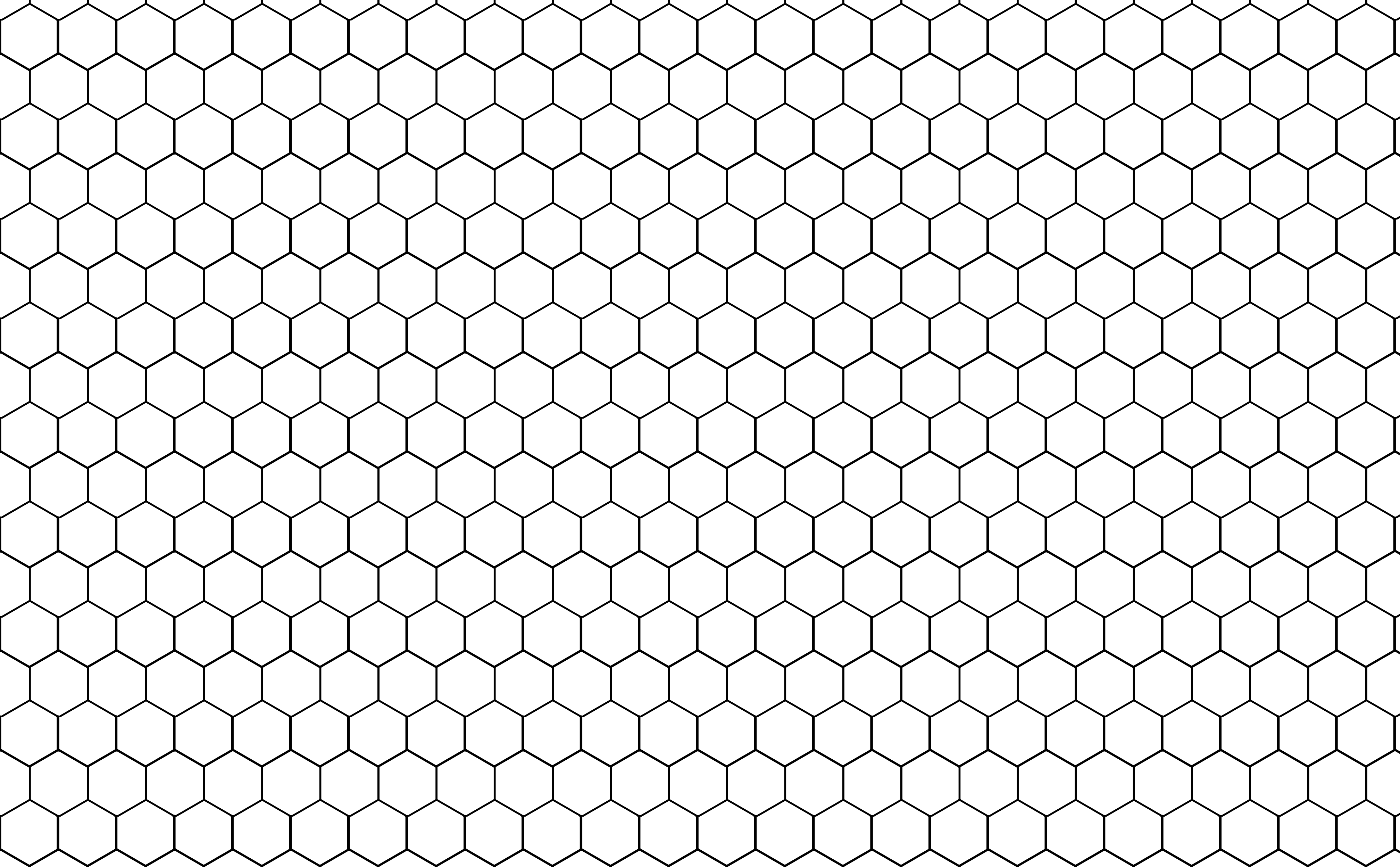
Eventually, some lucky or skillful player will reach Tier C and start picking on everyone. However, Tier C players draw a lot of attention from their less-fortunate brethren because they are close to victory. Once the Tier C ship accumulates enough net damage, he races to exit the board and win the game. The first player with a Tier C ship to leave the board wins the game! If time runs out, the player with the highest tier ship and the most net damage inflicted wins the game. If two or more players have the same tier ship and the same damage inflicted, it is a tie: all such players are tied for first place.

Optional Rules in Use

- Autodestruct
- Asteroids
- Damage Control
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restrictions
- Point Defence against Torps
- Point Defence against Missiles
- Punching Out
- Sideslips (Ships and Torps)
- Time Limit









RULES OF WARFARE II

"Ha!" screamed Erik as disruptergun fire flashed through the space beside his Marut. With just a squeeze his impulsegun scored a ravaging hit against the offending Chupacabra. The mangled Chupy tumbled through space scattering unlaunched missiles like a trail of breadcrumbs behind it. With a flick of his wrist Erik saluted his fallen opponent "Bye-bye goatsucker."

Rules of Warfare II™

Rules of Warfare II (ROW II) is the Silent Death supplement for scheduling tournaments, and organizing Silent Death Events.

Rules of Warfare II includes:

- The *Rules of Warfare II* official tournament guidelines
- Preconstructed *ROW II* fleets for:
 - Prize Ships
 - ASP
 - Sunrunner
 - Yoka-Shan
 - Kashmere
 - Espan
 - Sigurd
 - Fighter Tactics
- Crew allocation system optional rule
- A House based league system
- Full color counter sheets
- A fold-out map for tabletop play
- A Millennium Warriors ranking program update
- Refits for the *Silent Death* prize ships:
 - Dolphin II
 - Orca Alpha
 - Piranha II
 - Executioner II
 - Snarling Badger II
- The official Millennium Warrior event sanctioning procedure
- 2 Smash style events:
 - 4 Ship Smash
 - House Smash

SILENT DEATH™
THE NEXT MILLENNIUM



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