A CAMPAIGN FOR SLENT DEATH BLACK GUARD THE PTOLEMEAN WARS CONTINUE

Includes Silent Death™ Rules Annex #2 & New Starcraft Displays

€Metal Express == "

1313th Hathor Guardian Wing Black Guard

1341st Hathor Guardian Wing Brothers of Enmity

BLACK GUARD: THE PTOLEMEAN WARS CONTINUE

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CREDITS

Design & Development: Kevin Barrett Freehand Graphics & Displays: William Hyde Cover Art: J. Wallace Jones Interior Art: Mark Propst Starcraft Renderings: Paul Yeh Unit Badges: George Lindmark Color Starcraft: William Hyde Project Specific Contributions: Series Editor: Kevin Barrett; Pagemaking: William Hyde; Layout: Brian Thompson; Cover Graphics: William Hyde; Coordination: Jennifer Kliene; Art Direction: Terry Amthor; Editorial Contributions: Rob Pruden. Playtesters: Scott Brown, John G. Froehlich, David Griffin, Don Jenkins, Glenn Johnson, David Kearns, Chris Luhowy, Brian Muncy, Dan Parker, Rob Pruden, Joel Smith, William Smith, Marty Stevens, Mark Strozer, James Todd, Larry Veit, Bill Winski. MVP: Rob Pruden.

Dedication: Black Guard is dedicated to Dave Hendriks, who bravely decided to come down too.

- ICE MANAGEMENT Art Director/Production Manager: Terry K. Amthor; Sales Manager: Deane Begiebing; Editing & Development Manager: Coleman Charlton; President: Peter Fenlon; CEO: Bruce Neidlinger; Controller: Kurt Rasmussen.
- ICE STAFF Marketing Consultant: John Morgan; Print Buyer: Bill Downs; Production Supervisor: Jennifer Kleine; Editing & Development Staff: Kevin Barrett, Rob Bell, Monte Cook, Pete Fenlon, Jessica Ney, John Ruemmler, Terry Amthor; Graphics & Production Staff: Eric Bruns, Andrew Christensen, Edward Dinwiddie, Jonathan Hart Eddy, William Hyde, B.T. Thompson; Sales & Customer Service Staff: John Brunkhart, Jo Lori Drake; Finance Staff: Chad McCully; Shipping Staff: John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

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1.0 INTRODUCTION

Vlasov fidgeted in the cockpit of his new Talon fighter. Having fewer than 10 hours of flight time clocked-in on this particular bird, he wasn't happy about the prospect of his impending combat.

He scoffed at the pomposity of his Colosian commanders. They called this latest grab for the Hathor system Operation Hurricane. More like Operation Rain Squall, he thought. He had seen the specs for the invading task force — not enough. Not enough to dislodge the Ptolemeans from their home star system. Vlasov knew he was in for a tough campaign.

On his long range scanner, the House Colos fighter pilot saw an indicator flash for the expected Ptolemean picket vessel. His flight leader's voice came over the squadron's tactical comm link: "Enemy vessel identified — Betafortress Class Gunboat. That's a new one boys. Be careful. Accelerate and arm primary weapons."

"So it begins again," Vlasov said to himself.

- Battle for Hathor -

Welcome to *Black Guard*, second in a series of *Silent Death* expansions covering the Ptolemean Wars struggle. *Overkill* was the first *Silent Death* expansion, and it is required for using the scenario and campaign material in *Black Guard*.

Black Guard closes out the first year of the Ptolemean Wars with a resurgent, resupplied Colosian invasion force making desperate efforts to conquer the Ptolemean capital in the Hathor star system.



WHAT YOU'LL FIND IN BLACK GUARD

Black Guard contains the Starcraft Displays for the six latest releases in the **Silent Death** miniatures range. These are the Dart, Talon, Lance Electra, Sentry, Star Raven and Betafortress. Look for these **Silent Death** miniature blister packs at your local game store. If your local dealer doesn't carry them, you can always order directly from ICE. Ordering information can be found on the last page of this product.

We've also included updated Starcraft Displays for the fighters originally included in *Silent Death*. These incorporate the Optional stats for Decoys, Point-Defense Systems, and Damage Control.

Finally, *Black Guard* includes Rules Annex #2 for *Silent Death*. They compliment and expand on those guidelines found in *Overkill's* Rules Annex #1.

How to Use BLACK GUARD

To remove your new Starcraft Displays, loosen the staples in the center of the book and remove the pages which contain the displays. Cut the separate displays apart down the fold line and reclose the staples. Now you have the *Black Guard* information and Rules Annex #2 in the book, and your displays separated and ready to use.

2.0 A RENEWED OFFENSIVE

I dipt into the future far as human eye could see, Saw the vision of the world, and all the wounders that would be; Saw the heavens fill with commerce, argosies of purple sails, Pilots of the purple twilight, dropping down with costly bales; Heard the heavens filled with shouting, and there rain'd a ghastly dew From the nations' airy navies grapping in the central blue.

- Lord Alfred Tennyson, PreImp 9803 -

The Ptolemean Province consists of 14 individual star systems containing a total of 6 habitable worlds, 21 mineral-rich resource worlds, and innumerable outposts, stations, archaeological sites and industrial centers. As detailed in the first *Silent Death* expansion, *Overkill*, Ptolemean space has been invaded by House Colos and Warbands from House Dneprodzerkutsk. The Colosians received an Imperial sanction for their assault.

Overkill detailed a good portion of the actions which occurred between the Ptolemean, Colosian, and Dneprodzerkutsk fleets for the better part of the first year of the war. The Dneprozerkutsk, due to infighting and stunning military defeats, have been reduced to bands of annoying raiders. The Colosians lost Imperial support when they were unable to quickly bring about the fall of House Ptolemus, but they have continued to fight regardless.

Colosian offensives dwindled after the midyear of Imp 475 while they frantically resupplied their forces from their home territory dozens of light years from the action in Ptolemean space. But now, in the waning of 475, the Colosians are ready to renew their offensive.

House Colos has decided on the strategy of going for Ptolemae, their foe's Homeworld in the Hathor star system. Their attacks continue to be launched from Ascension, a star system they conquered early in the war as detailed in *Overkill*.



BLACK GUARD

2.1 BATTLE FOR HATHOR

The warring state permits itself every misdeed, every act of violence, as would disgrace the individual man.

— Sigmund Freud, PreImp 9715 —

The Colosians made their first raid into the Hathor star system on Imp 475:019, a mere seventeen days after the opening of hostilities with House Ptolemus. That first raid, which was made to test the defender's strength, was followed by a series of others, each with increasing intensity. But, as Imperial support for the invasion waned, so too did the state of Colosian supply.

A massive resupply effort was mounted from the Colosian home province and as the end of Imp 475 approached, the Colosian invasion fleet was ready to mount another major effort against the Ptolemean home system — the attack, launched once again from Ascension, was dubbed "Operation Hurricane". It would be the most serious threat to House Ptolemus during the first year of the war.

2.2 DNEPRODZERKUTSK INCURSIONS

A General, who with other nations would be regarded as being rash or half mad, would with us be only acting by established rules. — Frederick The Great, c. PreImp 9900 —

As chronicled in *Overkill*, the Dneprodzerkutsk Warbands which invaded Ptolemean space spent themselves early in the conflict. As Ptolemean attention becomes focused on Hathor during the last part of the year, the Black Plague and Behemoth Warbands are taking the opportunity to muster their strength for future operations.

During the time period covered by *Black Guard*, the Dneprozerkutsk hold Progeny, White Star, Dios Provanis and Sekhem systems, though their grasp on Sekhem is tenuous at best. The warriors of the Plague and Behemoth are content to consolidate their gains and perform minor raids against Beta Kynon, Aneb-Het and Lebanstar.

2.3 FIGHTER AND GUNBOAT AVAILABILITY

Overvalued? Ya, the Pit Viper is overvalued. You should give me extra points for flying them.

--- William Connor, PreImp 9655 ---

The following published starcraft types are available to the various antagonists as Imp 476 approaches. Note that this listing includes some new starcraft which were brought on-line with the commencement of Operation Hurricane on Imp 475:320. These have been marked with an asterisk (*).

FIGHTER AND GUNBOAT AVAILABILITY CHART		
Ptolemus	Dneprodzerkutsk	Colos
Betafortress *	Epping	Drakar
Blizzard	Night Hawk	Hell Bender
Dart	Pharsii II	Kosmos
Death Wind	Revenge	Lance Electra *
Epping	Salamander	Night Hawk
Glaive	Sorensen III	Pharsii II
Pit Viper	Spirit Rider	Revenge
Sentry *	Thunder Bird	Salamander
Seraph		Seraph
Shryak Shuttle		Star Raven
Thunder Bird		Talon *
		Teal Hawk

BLACK GUARD

3.0 PTOLEMEAN FIGHTER UNITS

The nation which forgets its defenders will itself be forgotten. — Calvin Coolidge, PreImp 9725 —

Here are two of the several Hathor Guardian Fighter Wings which bore the brunt of the Colosian assault during Operation Hurricane. Squadron compositions are given for the units just before first contact with the enemy's renewed offensive.

Note: Use of the Pilot Luck stat is optional as per Section D.0 in Rules Annex #1 which appeared in Overkill.

3.1 BLACK GUARD

I drew these tides of men into my hands, and wrote my will across the sky in stars.

--- Thomas Edward Lawrence, PreImp 9719-

1313th Hathor Guardian Wing

Dubbed "Black Guard" Commanding Officer: Prince M'har Ubash

During the grim opening days of the Ptolemean Wars, several House Ptolemus fighter formations were swallowed up by the onrushing Dneprodzerkutsk and Colosian invaders. Out of these, only a few stragglers survived, gradually working their way back to Ptolemean mustering centers like Hathor, Scarab and Aneb-Het. Here they were reformed into new units, re-equipped with the hardware at hand, and sent back into the fray.

This is the origin of the Hathor Guardian Wings, of which no fewer than twenty-five were formed from mid to late 475. Of these, Black Guard was to become the most notable. Formed from flight crews and maintenance personnel representing every settled world in the Ptolemean Province, the 1313th became the focus of a nationalist propaganda campaign: "The 1313th — Bad Luck for the Barbarous Invaders." and "Fliers of The Black Guard — Reaping a Harvest of Fools" became common rallying slogans for the beleaguered peoples of Ptolemae during Operation Hurricane.

> Squadron Summary As of Imp 475:320

Black Fin Squadron

Squadron Leader: Kalib Pazdari (Plt 8, Gnr 10, *Luck 5*) Assets: 16 x Dart Typical Pilot (Plt 5, Gnr 6)

Black Flag Squadron

Squadron Leader: Balai Ayaisnif (Plt 8, Gnr 8, *Luck 1*) Assets: 12 x Death Wind Typical Pilot (Plt 6, Gnr 7) Typical Gunner (Gnr 6)

Black Foot Squadron

Squadron Leader: Heka Ayankh (Plt 9, Gnr 8, *Luck 2*) Assets: 8 x Glaive 4 x Seraph Typical Pilot (Plt 5, Gnr 7) Typical Gunner (Gnr 5) Determined to keep their capital world from falling to the enemy, Black Guard's fliers fought well and contributed to the overall effort which eventually ground Operation Hurricane to a halt. As the new Imperial year dawned, the strategic initiative passed to the Ptolemeans. Plans were drawn for liberating offensives and some of the Hathor Guardian Wings were redesignated. Such was the case for Black Guard, which became the 1313th Shock Fighter Wing.

3.2 BROTHERS OF ENMITY

Conscription is the vitality of a nation, the purification of its morality, and the real foundation of its habits.

— Napoleon Bonaparte, Prelmp 9797 —

1341st Hathor Guardian Wing

Dubbed "Brothers of Enmity" Commanding Officer: Lyon Barry Arahsammat

Like the other Hathor Guardian Wings, the 1341st was pulled together from shattered fighter groups. The Brothers of Enmity, as they decided to call themselves, were formed from flight crews that had experienced battle with each of the invading forces. There were Charioteers who had fought the Black Plague at Progeny, Swords of Destiny who battled Behemoth at Beta Kynon, and members of Great Zenith who escaped the debacle at Hexad III. The Brothers of Enmity were also drawn from such famous and infamous units as Set's Minions, Nemesis, and Right Retribution.

Anchoring their operations on their squadron of new Betafortress gunboats, the Brothers of Enmity generally achieved great success against Colosian fighter formations during Operation Hurricane. However, in the final battle for Ptolemae in the closing days of Imp 475, the Brothers became embroiled in the major fleet action over the province's capital world. There they were badly mauled, losing three quarters of their operational strength.

Squadron Summary As of Imp 475:320

Disable Squadron

Squadron Leader: Fel Rimush (Plt 9, Gnr 6, *Luck 1*) Assets: 8 x Blizzard 8 x Dart

Typical Pilot (Plt 5, Gnr 5)

Disbar Squadron

Squadron Leader: Pulla Zakutu (Plt 6, Gnr 8, *Luck 2*) Assets: 12 x Sentry Typical Pilot (Plt 4, Gnr 5) Typical Gunner (Gnr 6)

Discord Squadron

Squadron Leader: Mim Karaindash (Plt 7, Gnr 7) Assets: 6 x Betafortress Typical Pilot (Plt 6, Gnr 5) Typical Gunner (Gnr 7)

With the end of the threat to Hathor, the 1341st is withdrawn from active duty for an extensive reformation. However, the Brothers of Enmity see action again later in Imp 476 starting with the liberation effort at Ptol 27, the Sekhem system.

4.0 COLOSIAN FIGHTER UNITS.

Let Operation Hurricane begin!

— Marshal Beznikov, Colosian IFGC, Imp 475 —

Here are two of the many Colosian Carrier Wings which took part in Operation Hurricane.

4.1 GALE FORCE

As long as war is regarded as wicked it will always have its fascination. When it is looked upon as vulgar, it will cease to be popular.

— Oscar Wilde, PreImp 9757 —

135th Colosian Carrier Wing

Dubbed "Gale Force" Commanding Officer: Kristian Sclater

As the preparations for Operation Hurricane were undertaken. several Carrier Wings of fighters were formed and assigned to newly-arrived transport vessels. Of these, the 135th was a prime example. Built upon a core of veteran pilots, this wing was expected to help spearhead the assault into the Hathor system. Most had already been fighting in this foreign province for the better part of a year and were ready to put an end to it.

In keeping with the theme of Operation Hurricane, many of these new Carrier Wings took on complementary names; hence the title Gale Force. Monsoon, described below, is another example.

Squadron Summary

As of Imp 475:320

Red Squadron

Squadron Leader: Gregor Narleski (Plt 10, Gnr 10, Luck 7) Assets: 12 x Talon Typical Pilot (Plt 6, Gnr 6)

Green Squadron

Squadron Leader: Alexis Hoskin (Plt 8, Gnr 7, Luck 2) Assets: 10 x Talon

2 x Kosmos

Typical Pilot (Plt 6, Gnr 7)

Blue Squadron

Squadron Leader: Karl Hrebik (Plt 6, Gnr 7) Assets: 8 x Night Hawk

4 x Teal Hawk Typical Pilot (Plt 4, Gnr 4)

Typical Gunner (Gnr 5)

Violet Squadron

Squadron Leader: Achmad Shauki (Plt 6, Gnr 4) Assets: 8 x Star Raven Typical Pilot (Plt 5, Gnr 5) Typical Gunner (Gnr 6)

Gale Force was critically short of manpower and hardware by the end of Operation Hurricane. At the beginning of Imp 476 it withdraws from Hathor with the bulk of the surviving Colosian task force elements.

4.2 MONSOON

It is not merely cruelty that leads men to love war, it is excitement, — Henry Ward Breecher, PreImp 9758 —

197th Colosian Carrier Wing

Dubbed "Monsoon" Commanding Officer: Steffon Vegodsky

From the unit's inception, Monsoon pilots have had the reputation of being a rowdy band of hot shots. During Operation Hurricane, flights of these starfighters would often engage opponents even when severely outnumbered. Their brashness and offensive nature earned them the respect of their Ptolemean foes, but that wasn't enough to bring success to the overall Colosian effort.

Marshal Beznikov, Commander In Chief of Operation Hurricane. commented late in the campaign that if all of his fighter forces had the heart of Monsoon, the tide of battle might have been turned.

Squadron Summary As of Imp 475:320

Tropic of Algol Squadron

Squadron Leader: Taylor Tedeschi (Plt 9, Gnr 9, Luck 8) Assets: 16 x Lance Electra Typical Pilot (Plt 7, Gnr 5, Luck 1) Typical Gunner (Gnr 5)

Tropic of Belagris Squadron

Squadron Leader: Aran Vaclavicek (Plt 8, Gnr 3)

Assets: 8 x Pharsii II

2 x Revenae

4 x Star Raven

Typical Pilot (Plt 5, Gnr 4)

Typical Gunner (Gnr 7)

With their carrier vessel destroyed in the last battle of the campaign, Monsoon's surviving pilots and fighters evacuated the Hathor system on Gale Force's transport.

5.0 SCENARIOS -

The best scale for an experiment is 12 inches to a foot. - Sir John Fisher, Prelmp 9726 -

Here are four chronologically ordered scenarios. They cover several aspects of the fighter battles which took place during House Colos' Operation Hurricane, and concentrate on the fighter units described in Sections 3.0 and 4.0.

Note that these scenarios are *representative vignettes* of the more wide-sweeping battles which occurred during Operation Hurricane. Also, they only cover fighter-on-fighter combat. Often, these engagements were overshadowed by huge capitol ship battles which were often underway at the same time. Nevertheless, fighter battles were decisive in their own right during Operation Hurricane.

Unless otherwise noted, each scenario uses the standard map set up shown in the Silent Death rules on page 18.

BLACK GUAR

5.1 OPERATION HURRICANE BEGINS

The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike at him as hard as you can, and keep movina on.

- Ulvsses Simpson Grant. c. PreImp 9780 -

Colosian Invasion Force General Commander to his assembled Field Commanders.

"No more excuses! I've had enough of this. Central command is releasing two new task forces to us and they'll be arriving here, at Ascension II, in a week.

"Make no mistake, gentlemen. Central command has informed me that if we do not take Hathor system this time, we will not receive another chance. House Ptolemus will break under the fury of Operation Hurricane, or our replacements will be shortly forthcoming."

COLOS VS PTOLEMUS

Date: Imp 475:320

Location: Approach to Ptolemae: Hathor system

Situation: With the renewed assault on Hathor by Colosian forces. the Ptolemean defenders were put to the test once again. Six previous Colosian efforts had failed to gain a toe-hold in the Hathor system, and the provincial capital. Ptolemae, escaped the repeated onslaughts relatively unscathed. With the unleashing of Operation Hurricane, the Colosians concentrated their efforts on the Ptolemean Homeworld in the hopes of delivering one final knock-out blow. This scenario depicts the over-running of a Ptolemean picket ship along one of the approaches to the capital world.

FORCES

PTOLEMEAN PLAYER. Picket Vessel from Discord Squadron, 1341st Hathor Guardian Wing: Set up first in Area E or F.

Betafortress A — Pilot (Plt 5, Gnr 2)

> Gunner A (Gnr 5) Gunner B (Gnr 3) Gunner C (Gnr 7) Gunner D (Gnr 7)

COLOSIAN PLAYER. Advance Elements from Red and Violet Squadrons, 135th Colosian Carrier Wing: Set up second along Edge 3.

Talon A —	Gregor Narleski (Plt 10, Gnr 10, Luck 7)
Talon B —	Pilot (Plt 8, Gnr 7)
Talon C —	Pilot (Plt 7, Gnr 6)
Talon D —	Pilot (Plt 6, Gnr 9)
Talon E —	Pilot (Plt 5, Gnr 5)
Star Raven A —	Pilot (Plt 6, Gnr 7)
	Gunner A (Gnr 4)

Gunner A (Gnr 4)

- Gunner B (Gnr 6)
- Gunner C (Gnr 8)

REINFORCEMENTS

PTOLEMEAN PLAYER. Reserve Element from Disbar Squadron, 1341st Hathor Guardian Wing: Enter on turn 2 along Edge 1.

Sentry A —	Pilot (Plt 8, Gnr 5)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
Sentry B —	Pilot (Plt 5, Gnr 6)
	Gunner A (Gnr 8)
	Gunner B (Gnr 4)

SPECIAL RULES

- 1) Colosian forces (only) are allowed to exit the map. They may do so only from Edge 1.
- 2) Before the game begins, place 20 drifting asteroids as per Silent Death rule 10.5
- 3) This battle marked the operational debut of the Talon fighter. Previously untested in combat, the Talon was proving a little troublesome for its pilots to fly. To reflect this teething problem, the Ptolemean player picks one Talon at the beginning of every Movement Phase and rolls 3D6. The result is the maximum number of movement points that the chosen Talon may expend during that Movement Phase. If the roll equals or exceeds the selected Talon's current Drive number, there is no effect on the vessel's speed. The Ptolemean player is free to chose different Talons from turn to turn, or concentrate on the same one. Because this roll is affecting the Talon's actual Drive number, a low roll could bring the selected Talon into the firing parameters of "speed restricted" weapons, but only for the immediately following Cannon/Projector Fire Phase.

VICTORY CONDITIONS

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

- +50 points if the Betafortress is destroyed.
- +10 points for each Sentry destroyed.
- +10 points if the Star Raven exits the map with a Drive ≥ 6 .
- +3 points for each Talon which exits the map with a Drive ≥ 8 .
- +1 point for each Ptolemean crewman killed.

 -50 points — if only two of fewer Colosian vessels exit the map. Take the victory point total and compare it to the following outcomes:

80+ points → 30-79 points → 20-29 points → 10-19 points →	Decisive Colosian victory Marginal Colosian victory Draw Marginal Ptolemean victory
10-19 points 🔿	Marginal Ptolemean victory
0-9 points 🛥	Decisive Ptolemean victory

BATTLEFIELD REPORT

This skirmish was the first contact between opposing fighter forces during Operation Hurricane. It was also the first time that the Talon SMAC Fighter was taken into combat. Unfortunately, the presence of the burgeoning Ptolemean Betafortress was an unfair test for the new Colosian fighters. Regardless of that, both sides fought well and proved the value of their latest war machines.

5.2 PLAYING HAVOC

Communications dominate war; broadly considered, they are the most important single element in strategy, political, or military. — Benjamin Constant, PreImp 9745 —

Excerpt from "The Spark, the Flame, and the Conflagration: A History of the Ptolemean Wars"

The opening stages of Operation Hurricane saw a concerted effort on the part of the attacking Colosians to disrupt their enemy's lines of communication. But the Ptolemeans had seen such tactics used against them in the past and were ready for the focused Colosian assault. However, before the campaign ended, havoc was played with Hathor system's network of communications satellites.

COLOS VS PTOLEMUS

Date: Imp 475:320

Location: High orbit over Ptolemae; Hathor system

Situation: On the first day of Operation Hurricane, several Colosian fighter squadrons were given the task of knocking out Ptolemean communication satellites high over their opponent's Homeworld. In this scenario, members of the Black Guard fighter wing defend one such comm sat from an attack mounted by the 197th Colosian Carrier Wing (Monsoon).

FORCES

PTOLEMEAN PLAYER. Elements from Black Flag and Black Foot Squadrons, 1313th Hathor Guardian Wing: Set up first with one fighter in each of Areas D, E, F and G.

Glaive A —	Pilot (Plt 8, Gnr 7)
	Gunner (Gnr 8)
Glaive B —	Pilot (Plt 4, Gnr 4)
	Gunner (Gnr 6)
Death Wind A —	Pilot (Plt 7, Gnr 8, Luck 1)
	Gunner (Gnr 6)
Death Wind B —	Pilot (Plt 6, Gnr 5)
	Gunner (Gnr 5)

COLOSIAN PLAYER. Flight from *Tropic of Algol* Squadron and **Element from** *Tropic of Belagris* Squadron, 197th Colosian Carrier Wing: Set up second along Edge 3.

	Toular Tadaaabi (Dit 0 Car 0 Luck 4)
Lance Electra A	Taylor Tedeschi (Plt 9, Gnr 9, Luck 4)
	Gunner (Gnr 8)
Lance Electra B —	Pilot (Plt 7, Gnr 5)
	Gunner (Gnr 6)
Lance Electra C —	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 5)
Lance Electra D —	Pilot (Plt 3, Gnr 4)
	Gunner (Gnr 4)
Pharsii II A —	Pilot (Plt 5, Gnr 4)
	Gunner A (Gnr 8)
	Gunner B (Gnr 7)
Pharsii II B —	Pilot (Plt 4, Gnr 5)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)

SPECIAL RULES

- 1) Prior to the set up of either side, the Ptolemean player places the Comm Sat counter (provided in *Silent Death*) anywhere in Area A. The Comm Sat will drift 3 hexes at the end of every game turn in direction 3 (refer to the map's compass rose). The Comm Sat may be attacked by the Colosian player. It's Defensive Value is 14, despite the fact that it effectively has Drive 0. It can jam tracking torps as vessels do except that it may attempt jamming against all tracking torps and succeeds on a 1D4 roll of 1-3 per torp. The Comm Sat carries no decoys. The Comm Sat may not dodge torps which make it to its hex and it carries no point-defense system. In addition, the the Comm Sat may only be engaged by Cannon/Projector fire at a range of ≤15 hexes. The Comm Sat can take 20 points of damage before being destroyed. Starcraft may not perform a turn nor end a Movement Phase in the Comm Sat's hex.
- 2) Two of the Ptolemean fighters are carrying an experimental electronic counter-measures (ECM) devise. Before the game begins, the Ptolemean player secretly notes down the identites of the two equipped vessels for verification by the Colosian player at the end of the game. The ECM devise has the following effects if the Ptolemean player declares that he is using it. The ECM devise can scramble the tracking system of torps targeted on the equipped vessel on a 1D4 roll of 1-3. Let the Colosian player allocate all torp attacks during the Torp Launch Phase before declaring the use of the devise. Roll for the use of the devise against each targeted torp as desired. On the 1-3 roll, immediately remove the torp at the end of the Torp Launch Phase --- it is jammed and does not even have the opportunity to start tracking. However, on a roll of a 4 the ECM devise shorts-out. causing an internal fire which delivers 1-6 hits against the equipped vessel. After a short-out, the ECM devise may no longer be used.
- 3) The Colosian may exit his forces along Edge 3.

VICTORY CONDITIONS

The scenario ends when no Colosian vessels or torps remain on the map. At that time the Colosian player tallies up victory points according to the following schedule:

- +40 points if the Comm Sat is destroyed.
- +30 points for each Glaive destroyed.
- +20 points for each Death Wind destroyed.
- +1 point for each torp still carried by an exited Colosian vessel.
- -7 points for each full or partial game turn that a Colosian vessel with a Drive >0 remained on the map after turn 2.
- -15 points for each Lance Electra destroyed.
- -25 points for each Pharsii II destroyed.

Take the victory point total and compare it to the following outcomes:

70+ points →	Decisive Colosian victory
40-69 points →	Marginal Colosian victory
30-39 points 🔿	Draw
10-29 points →	Marginal Ptolemean victory
-(9) points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

This dogfight marked the first use of Palomar-Lockheed's unconventional Lance Electra TMAC by Colosians against their Ptolemean foes.

5.3 ULTIMATE SACRIFICE

Death is lighter than a feather, duty heavy as a mountain. — Emperor Meiji, PreImp 9762 —

Excerpt from "The Spark, the Flame, and the Conflagration: A History of the Ptolemean Wars"

As Operation Hurricane grew into a fierce in-system battle, Hathor's other planets became hotly contested. Mendes, Cusae, Hathor VII and Hathor IX were the sites of cataclysmic battles involving large portions of both the Colosian and Ptolemean fleets.

By 475:330, ten days into the campaign, Hathor IX had fallen to the invaders, and Ptolemean in-system communications were compromised. It was a dire time.

COLOS VS PTOLEMUS

Date: Imp 475:331

Location: Approach to Abydos, a moon of Hathor VII.

Situation: With their standard modes of communication down, the Ptolemean defenders of the Hathor system fell back on the practice of using hyper-velocity communication torpedoes to carry intrasystem signals between main fleet units. On 475:331, one such Comm Torp malfunctioned while in transit. Unfortunately, it was carrying an important, top secret communique to the Ptolemean Hathor VII task force commander — it had to be recovered at all costs. With its hyper-drive out, the Comm Torp continued its flight to Abydos on its own limited maneuvering thrusters. As rapidly-deploying Colosian units closed in to capture the Comm Torp, fast fighters from the re-deployed Brothers of Enmity flew out to prevent just such an occurrence.

Forces

PTOLEMEAN PLAYER. Two Flights from *Disable* Squadron, 1341st Hathor Guardian Wing: Set up first along Edge 1.

Fel Rimush (Plt 9, Gnr 8, Luck 2)
Pilot (Plt 5, Gnr 5)
Pilot (Plt 4, Gnr 5)
Pilot (Plt 2, Gnr 2)
Pilot (Plt 6, Gnr 7, <i>Luck 1</i>)
Pilot (Plt 5, Gnr 6)
Pilot (Plt 2, Gnr 5)
Pilot (Plt 1, Gnr 1)

COLOSIAN PLAYER. Interception Flight from Tropic of Algol Squadron, 197th Colosian Carrier Wing: Set up second along Edge 2.

Lance Electra A —	Pilot (Plt 7, Gnr 6, Luck 1)
	Gunner (Gnr 7)
Lance Electra B —	Pilot (Plt 5, Gnr 5)
	Gunner (Gnr 6)
Lance Electra C —	Pilot (Plt 5, Gnr 4, Luck 1)
	Gunner (Gnr 5)
Lance Electra D —	Pilot (Plt 3, Gnr 1)
	Gunner (Gnr 5)
BEINFORGENENT	

REINFORCEMENTS

COLOSIAN PLAYER. Recovery Gunboat from *Tropic of Belagris* Squadron, 197th Colosian Carrier Wing: Enter on turn 3 along Edge 2 (see Special Rule 4). Star Raven A —

Pilot (Plt 8, Gnr 8) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 8)

PTOLEMEAN PLAYER. Recovery Gunboat from *Discord* Squadron, **1341st Hathor Guardian Wing:** Enter on **turn 8** along Edge 1 (see Special Rule 4).

Betafortress A — Pilot (Plt 7, Gnr 6)

Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 9) Gunner D (Gnr 8)

SPECIAL RULES

- 1) The standard map configuration is not used in this scenario. Instead, use the one indicated by the map diagram at the bottom of the next page.
- 2) The Ptolemean Comm Torp starts the scenario on the playing surface. To represent it, use a Mk50 torp counter of a color not used by either player. Place it in the very center of the map area, facing direction 1 (towards the Ptolemean forces). The Comm Torp moves automatically at the beginning of every Movement Phase. It moves 7 hexes per turn in direction 1. It will never veer from this path. The Comm Torp has a Defensive Value of 15, Plt 5, 0 Damage Reduction, and takes 2 hits.
- 3) At the end of every even-numbered game turn (e.g., 2, 4, 6, etc.) pick up the Trailing Map Section and move it to the front end of the battle zone (i.e., abut it to "Edge 1", and it becomes the new Leading Map Section). Any vessels or torps which happen to be on the Trailing Map Section at the time of the move are considered to have dropped out of the battle. These units may not reenter the playing surface.
- 4) Although map sections will be moved during the course of the scenario, the general configuration always stays the same, so Edges 1 and 2 always retain their relative positions.
- 5) Neither player may undertake any form of attack against the Comm Torp until their opponent's gunboat comes within 10 hexes of it.
- 6) The Comm Torp is captured by the first gunboat to end its movement in the Torp's hex. Immediately remove the Comm Torp from the map when this happens.

VICTORY CONDITIONS

The game ends on the turn that the Comm Torp is captured or destroyed. After the last game turn is completed, both players total up the TPVs of enemy vessels destroyed and then adjust their totals according to the following schedule:

- +150 points player captured the Comm Torp
- -100 points player destroyed the Comm Torp

Subtract the Ptolemean's adjusted point total from the Colosian's. Compare the end result with the following outcomes:

200+ points →	Decisive Colosian victory
50-199 points →	Marginal Colosian victory
(-49)-49 points →	Draw
(-199)-(-50) points →	Marginal Ptolemean victory
-(-200) points →	Decisive Ptolemean victory

5.4 THE STORM BREAKS ON BLACK GUARD

I can almost hear the second hand of destiny. We must act now or we will die.

— Douglas MacArthur, PreImp 9690 —

Dispatch from Colosian Central Command to Marshal Beznikov, C.I.C. of Operation Hurricane

We have been engaged in this foreign province for nearly a year in a campaign which was to take less than a month.

Operation Hurricane will succeed now, because we do not wish to contemplate the consequences of failure.

Neither should you.

COLOS VS PTOLEMUS

Date: Imp 475:360

Location: High orbit over Ptolemae; Hathor system.

Situation: With Operation Hurricane running out of steam, the Colosians made one last ditch effort to crush the space units defending the provincial capital. A final main fleet engagement at Ptolemae was costly to both sides, and in the end, the Colosians were unable to send down their planetary assault vessels. As the capital ship battle waned, the remaining operational fighter units over the planet squared off for the final dogfight of Operation Hurricane. This scenario represents a small portion of the overall fighter battle which closed-out Imperial Year 475.

FORCES

PTOLEMEAN PLAYER. Mixed units from *Black Guard*, the 1313th Hathor Guardian Wing: Set up first anywhere on the map.

Glaive A —	Pilot (Plt 7, Gnr 9)
	Gunner (Gnr 7)
Death Wind A —	Pilot (Plt 6, Gnr 7)
	Gunner (Gnr 5)
COLOSIAN PLAYER.	Elements from Green Squadron, 135th
Colosian Carrier Wing:	Set up second along Edge 3.

Talon A —	Alexis Hoskin (Plt 10, Gnr 7, Luck 7
Talon B —	Pilot (Plt 6, Gnr 7)
Kosmos A —	Pilot (Plt 4, Gnr 7)
Kosmos B —	Pilot (Plt 3, Gnr 6)

REINFORCEMENTS

COLOSIAN PLAYER. Element from *Blue* Squadron, 135th Colosian Carrier Wing: Enter on turn 2 along Edge 3.

Teal Hawk A —	Pilot (Plt 4, Gnr 4)
	Gunner (Gnr 5)
Teal Hawk B —	Pilot (Plt 4, Gnr 1)
	Gunner (Gnr 4)

PTOLEMEAN PLAYER. Flight from *Black Fin* Squadron, 1313th Hathor Guardian Wing: Enter on turn 3 along Edge 1.

Dart A —	Kalib Pazdari (Plt 10, Gnr 10, <i>Luck 6</i>)
Dart B —	Pilot (Plt 5, Gnr 6)
Dart C —	Pilot (Plt 3, Gnr 3)

SPECIAL RULES

 This battle takes place among the hulks of capital ships destroyed during a previous battle. To represent the debris left behind by these huge vessels, players should take turns placing 8 two-hex groupings of asteroid counters. A two-hex debris grouping is 2 asteroid counters placed in adjacent hexes. Once on the map, these debris hexes should be treated as asteroid hexes for all purposes, except that they do not drift. Place all 8 debris groupings before setting up the vessels.

VICTORY CONDITIONS

At the end of 12 game turns the scenario is over. Both players should total up the TPVs of enemy vessels destroyed. After doing so, the Ptolemean player's total is subtracted from the Colosian player's total. Compare the end result with the following outcomes:

100+ points 🛥	Decisive Colosian victory
25-99 points 🛥	Marginal Colosian victory
(-24)-24 points 🔿	Draw
(-99)-(-25) points ->	Marginal Ptolemean victory
-(-100) points 🔿	Decisive Ptolemean victory

BATTLEFIELD REPORT

Colosian hopes of a victory over House Ptolemus within the first year of war were dashed with the failure of Operation Hurricane.

Black Guard survived the campaign intact, and gave a good account of itself overall. The unit entered Imp 476 with a new operational designator: 1313th Shock Fighter Wing. There would be new battles against House Colos; battles in which Ptolemus' new Shock Fighter Wings would carry the fight to their enemy's conquered holdings.



MAP CONFIGURATION FOR ULTIMATE SACRIFICE

6.0 STARCRAFT INVENTORY AND NOMENCLATURE

In every war, they kill you a new way.

— Will Rogers, PreImp 9717 —

Here are the six new fighters and gunboats introduced in *Black Guard*. They are arranged in order of increasing tonnage.

Red Star Dynamics C.A.L. 220 flash *"Dart"*

Crew: 1ManeuMass: 140 tonsTransliArmor: Crystanium w/beltAtmosArmaments: 2 x Mk10 Pulse Lasers

Maneuvering Thrust: 0.194 km/s/s Translight Capability: None Atmospheric Capability: None Lasers

1 x Mk10 Minigun (Ammo: 9,000 rounds) **Commentary:** House Red Star was one of the first provincial powers to come to the aid of House Ptolemus as the Dneprodzerkutsk and Colosians began their invasions. In mid 475 Red Star began shipping the Ptolemeans numerous fighters to replenish their weakened squadrons. Among these, the *Dart* was the most plentiful with over 400 delivered by the beginning of Imp 476.



Palomar-Lockheed CR5000 (export) *"Lance Electra"*

 Crew: 2
 Maneuvering Thrust: 0.12 km/s/s

 Mass: 420 tons
 Translight Capability: None

 Armor: Crysteel Alloy w/belt
 Atmospheric Capability: None

 Armaments: 2 x Protobolt Projectors (Ammo: 4 protobolts each)

- 1 x Mk10 Pulse Laser
- 1 x Missile Launcher (Magazine: 18 missiles)
- 2 x Mk30 Torp Loads
- 2 x Mk10 Torp Loads

Commentary: Palomar-Lockheed is an old, but struggling Imperial design and manufacturing firm. The *Lance Electra* is a recent attempt to regain status in the fiercely competitive fighter contracting industry. Though several initial orders for this unconventional design were made by provincial military forces, buyers have since become disenchanted with it. It has never performed up to promised design specifications, being relatively slow and lacking combat staying power.





Bellicose Design Conglomerate T5a *"Talon"*

Crew: 1ManeuxMass: 270 tonsTransligArmor: Crystanium w/beltAtmospArmaments: 1 x Mk10 Disruptorgun

Maneuvering Thrust: 0.153 km/s/s Translight Capability: None Atmospheric Capability: None

1 x Mk10 Disruptorgun 2 x Mk10 Pulse Lasers 1 x Mk10 Torp Load

Commentary: Bellicose Designs have long churned-out fighting machines for several provincial powers. The *Talon*, which spent many years on the drawing board, was rushed into production when House Colos demanded it for their war against House Ptolemus. Deliveries were made to front line units in late 475 where it was sent into battle relatively untested. After some teething problems were fixed, the *Talon* served adequately.



Pyramidis Shipyards 270 model S/T "Sentrv"

Crew: 3 Mass: 690 tons Armor: Crystanium alloy belt Atmospheric Capability: None Armaments: 2 x Mk15 Blatouns

Maneuvering Thrust: 0.099 km/s/s Translight Capability: None

8 x Mk10 Splatterguns

Commentary: The Sentry was built by the Ptolemeans in response to the need for stronger, more defensively-oriented fighters. In this role it serves well, but it is utterly incapable of undertaking raids or deep strike missions against enemy formations. It is considered something of a miracle that Pyramidis Shipvards was able to go from initial concept to full production in just under 200 days with the Sentry. It continues to undergo minor design changes and upgrades.



Pyramidis Shipyards 340 model B/C "Betafortress"

Crew: 5 Mass: 1500 tons Armor: Rein. Crystanium Armaments: 2 x Mk10 Plazguns

Maneuvering Thrust: 0.067 km/s/s Translight Capability: 5 LY/day Atmospheric Capability: None

- 4 x Mk15 Blatguns
- 8 x Mk10 Splatterguns
- 3 x Missile Launchers (Magazines: 20 missiles @)
- 5 x Mk50 Torp Loads
- 10 x Mk10 Torp Loads

Commentary: House Ptolemus has recently fielded an exceptional gunboat design produced by their own Pyramidis Shipyards. The "Betafort", as its crews often refer to it, packs a double wallop with two Plazoun turrets, while blast cannons and missile launchers round out its point defenses. Though the Betafortress carries a hyperdrive, this is often removed by in-system defense forces. In its place an extra gunner can man an aft-mounted Disruptoroun or twin Splatterguns. Such field modifications are commonly made by tech-crews during wartime.



Bellicose Design Conglomerate V27b "Star Raven"

Crew: 4 Mass: 1200 tons

Maneuvering Thrust: 0.111 km/s/s Translight Capability: None Armor: Crysteel Double Hull Atmospheric Capability: None

- Armaments: 1 x Mk16 Disintegrator 4 x Mk20 Meld Lasers
 - 11 x Mk10 Pulse Lasers
 - 1 x Missile Launcher (Magazine: 25 missiles)
 - 2 x Mk50 Torp Loads
 - 4 x Mk20 Torp Loads

Commentary: The Star Raven is a popular Bellicose Design product which was conceived to combat small and medium fighters. In that role, it does guite well. However, against its own class of vessels it fares rather poorly due to a lack of heavy armament. The Bellicose Conglomerate have had to step up production of the Star Raven as new, urgent purchase orders have come in from conflict-ridden provinces, not the least of which has been House Colos.



SILENT DEATH RULES ANNEX #2 H.O STANDARD SCENARIO RULES _______ H.2 EXITING STARCRAFT Some scenarios call for vessels to exit the playing a

The following rules for handling reinforcements and exiting starcraft appeared in *Section 6.0* of *Overkill*. They are repeated here in a *Silent Death Rules Annex* to formalize their application. Unless stated otherwise by a scenario's special rules, these guidelines apply to all scenarios which specify the presence of reinforcements or allow the exiting of vessels from the playing surface.

H.1 REINFORCEMENTS

Some scenarios allow for reinforcements to enter the playing surface during the course of a game. In these cases it will be necessary for players to keep track of the game turns as they pass by. Use the Game Turn Record Track which appears along the bottom of many Starcraft Displays.

When reinforcements are called for on a particular turn, they are placed along their entry Edge (on an edge hex) as the first action of that turn. Such forces must be orientated so that they face a hexside out towards the playing surface (i.e., not parallel with the map edge or facing off board). Such entering reinforcements can then be targeted for missile and/or torp attacks in the first Phase of the entry game turn.

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



Some scenarios call for vessels to exit the playing surface. To do so costs 1 movement point from an edge hex in which the vessel is facing away from map hexes. A appropriate Sideslip maneuver (*Silent Death Section 10.4*) from an edge hex will also allow a starcraft to exit the map.

SII ENT DEATH

RULES ANNEX #2

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

I.O SILENT DEATH IN 3-D

Up until now, **Silent Death** has been restricted to the two-dimensional playing surface of the map. If players agree to use this rule, a third "altitude" dimension is added to the game.

WHAT YOU WILL NEED

There are two recommended methods for indicating the altitude of a vessel in a 3-D *Silent Death* scenario.

First, and recommended, you can use a product called **Grox-Blox**TM, produced by **Dark Tower Enterprises** (*134 Roberts Rd, New Lenox, IL 60451*). These are stacking, interlocking black hex blocks with a $1^{1/2}$ " width, perfect for the *Silent Death* maps. A miniature can be placed on a stack of **Grox-Blox** to indicate its altitude.

Alternately, you can make a set of counters or chits individually marked with numbers from 0 to 5. Place a chit which corresponds to the vessel's altitude in the miniature's hex.

I.1 ALTITUDE LEVELS

There are six altitude levels allowed by this rule. They are identified as 0, 1, 2, 3, 4, and 5, with 0 being the horizontal plane of the game map, and 5 being the highest horizontal plane above the map.

Each altitude level is best thought of as a superimposed hex grid above the base reference level (0) of the game map. A vessel can "climb" and/or "dive" during its movement, flying through and occupying various altitude levels.

A vessel may not "climb" above level 5 nor "dive" below level 0.

SETTING UP FOR A 3-D SCENARIO

Players set up their starcraft at the beginning of a scenario as usual, but select their starting altitudes in secret. After all units have been set up, altitudes are revealed. Use the same procedure for reinforcements.

EFFECTS OF ALTITUDE LEVELS ON RANGE

One level of altitude difference between vessels equates to one hex of horizontal range. Therefore, when firing a weapon, horizontal range and vertical altitude difference will need to be added together to determine the effective range to a target.

Example: A target is 4 hexes away in the horizontal plane of the map. The firer is at altitude level 1, the target is at altitude level 4. Therefore, the target is 3 levels higher that the firer (4 - 1 = 3). The effective range from firer to target is 7 hexes (4 + 3 = 7).

; *Silent Death* | Rules Annex #2

EFFECTS OF ALTITUDE LEVELS ON FIRING ARCS

A target may not have an altitude difference greater than its horizontal range from the firer. If this is the case, the target may not be hit. (*Exception:* Torpedoes, and weapon systems with 360° firing arcs can be discharged at a target regardless of altitude difference and horizontal range.)

Example 1: A Pit Viper wishes to fire its Pulse Laser at a Kosmos. The Pit Viper is at level 5 while the Kosmos is at level 2. The altitude difference is 3(5 - 2 = 3). The horizontal range to the Kosmos is only 2 hexes. The range to the Kosmos is 5(2 + 3 = 5), but the altitude difference (3) is greater that the horizontal distance (2). Therefore, the Kosmos is out of the Pit Viper's firing arc and may not be attacked. Essentially, the Kosmos is flying under the Pit Viper's firing envelope and can not be hit.

Example 2: If instead of the Pit Viper, a Shryak Shuttle was attacking the Kosmos in the previous example, the shuttle's 360° quad Pulse Lasers would be able to attack since 360° weapons are not restricted by altitude level difference.

EFFECTS OF ALTITUDE LEVELS ON MOVEMENT

Changing the altitude level of a vessel ("climbing" or "diving") can only be done in conjunction with a straight, forward move of at least one hex.

- It costs **3** movement point for a *fighter* or *torpedo* to move forward one hex *and* either climb or dive one altitude level.
- It costs 4 movement points for a *gunboat* to move forward one hex *and* either climb or dive one altitude level.

Turning maneuvers must be performed and paid for separately from any altitude changes during a move.

Changing altitude without moving forward is not allowed.

It is the responsibility of the moving player to make sure that the current altitude level of his vessel is clearly displayed to all other players. When moving, a player should call out the number of movement points he is expending in each hex, and the altitude level he occupies if there is a change.

Drift (as per *Silent Death Section 10.2*) occurs normally along the altitude level occupied at the beginning of the Movement Phase.

I.2 DEPICTING THE ALTITUDE LEVEL OCCUPIED

Players should quickly be able to tell which altitude level any vessel occupies on the game map.

IF USING GROX-BLOX

The number of **Grox-Blox** hex blocks below a miniature indicate that vessel's altitude level. Therefore, if a miniature's base is on the map surface, it is at altitude level 0. If the miniature has three **Grox-Blox** hex blocks placed beneath it, the vessel is at altitude level 3. The number of **Grox-Blox** hex blocks beneath a miniature should always represent a vessel's current altitude.

IF USING ALTITUDE MARKERS

If players have made a set of counters or chits with altitude levels written on them, then merely keep a marker with the appropriate number in a miniature's hex at all times.

Alternatively, in lieu of altitude markers, players may keep a small D6 in a vessel's hex. The face-up number on the D6 would indicate the altitude level of the starcraft. Remove the die when occupying level 0.



I.3 RESTRICTIONS ON OCCUPYING HEXES

The restrictions on occupying hexes as stated in the standard game rules are maintained.

STARCRAFT

Even though starcraft may now occupy one of six altitude levels in any hex, the restriction of allowing only one starcraft per hex at the end of movement is still in effect. So is the rule which prohibits turns being made in a hex occupied by another vessel. See rule 5.2 on page 10 of *Silent Death*. Therefore, it will not be possible to have two or more starcraft in a single hex occupying different altitude levels at the end of a Movement Phase.

ASTEROIDS

When using asteroids in a 3-D game, randomize the altitude level of each one placed by rolling 1D6-1. This will give you a result between 0 and 5. Asteroids will maintain the same altitude level while drifting.

Asteroids block cannon and projector fire through their hex only of the firer and target occupy the same altitude level as the asteroid.

SILENT DEATH

X.0 SILENT DEATH OPTIONAL RULES

Here are some other optional rules which you can add to those first presented in the *Silent Death* rules and *Overkill*.

X.4 POINT-DEFENSE WEAPON SYSTEMS VS MISSILES

Ever feel completely helpless when your opponent makes three consecutive missile lock-ons? All those missiles fired will attack at the end of the current turn and there's not a single thing you can do about it. Until now.

This optional rule allows for the use of a vessel's point-defense anti-torp munition system against missile salvos, *provided* that the point-defense system was not used against a torp attacking previously in the game turn. This would, of course, mean that the pointdefense system would be used during the Missile Results Phase *instead* of the Torp Results Phase as would usually be the case.

MECHANICS

Each salvo of missiles from an individual launcher is treated as a torp for purposes of the maximum number of point-defense attacks which may be made. If the point-defense (P-D) die roll is within the kill spread, that die roll is the number of missiles destroyed from that particular salvo (i.e., D6s may not be rolled for missiles eliminated in this way).

A fighter may dodge torps during the Torp Results Phase and then use the point-defense system against missiles in the Missile Results Phase without penalty.



X.5 SECRECY

When engaged in games where trust between the opponents is implicit, players may wish to institute the following rules.

STARCRAFT DISPLAYS

Keep your Starcraft Displays hidden from your opponent. Mark off ammunition expenditures and hits on the Damage Track as they occur, but don't let your opponent know the exact status of your forces.

Let your opponent roll for Critical Hits as usual, but don't let him know the exact results. No matter how good a player's memory, specific details of each Critical Hit may be forgotten.

Here are some things which you must tell your opponent:

- Your vessel's *current* Drive value remember, this value may fall and rise dramatically in the case of certain Critical Hits.
- When your vessel has been destroyed obviously.

STARCRAFT CREWS

Since the displays will be hidden, crew values will be too. In the case of scenarios where crew values are set, it will be best to hide the real identities of vessels so that an opponent will not know which ship contains which crew. Do this by applying numbered stickers to the bottoms of the miniature bases, or painting ID numbers there. Number-code your crews and you'll be set.

Players may secretly roll their Initiative D10, add their current best pilot's score, and just tell their opponent the final modified Initiative Roll.

This section is dedicated to answering questions which have arisen during the play of *Silent Death* and *Overkill*.

SILENT DEATH

6.1 Target Speed Restrictions: When figuring out whether a target can be hit by a weapon with a target speed restriction, do you use the target's current Drive number, or the number of movement points it expended during the preceding Movement Phase? As stated on page 11 of the **Silent Death** rules, you use the target's current Drive number. Any unused movement points are assumed to be expended in automatic, computer-controlled evasive maneuvering which can not be represented by the scale of the map.

10.2 Full Stop and Target Speed Restrictions: If a fast target has declared a Full Stop, can it then be hit by weapons with Target Speed Restrictions? *Yes.*

Overkill

D.1 Spending Luck Points: Can a Pilot with Luck points spend them to reroll a poor Critical Hit that he inflicts on an opponent? *No.*

Counter Sheet: Why were the exploding vessel counters provided on the Overkill counter sheet? We've always found it rather unsatisfying to just remove a miniature when it has been destroyed. Therefore, the exploding vessel counters have been provided so that a victor can make a silly exploding sound effect and mark the demise of his victim with a tacky, and psychologically devastating visual aid. If you want a real use for these counters, use them to mark the positions of destroyed vessels: the resulting debris will generate a 3D6 attack scoring Low damage to any starcraft or torp flying into the hex. **:** *Silent Death* **• Rules Annex #2**

Z.O CONSOLIDATED TABLES (Annex #2)

Range Increments Base (To Hit Modifiers) Target						
Weapon Type	Attack Dice	Short (+1)	Mid (0)	Long (-1)	Speed Restrictions	Damage
Mass Driver Cannons						
Minigun	2D6+ADB	1-2	3-5	6-12	None	Low †
Autocannon	2D6+ADB	1-3	4-10	11-24	Target Drive ≤10	Medium †
Railrepeator	2D6+ADB	1-4	5-15	16-36	Target Drive ≤6	High †
aser Cannons						
Pulse Laser	2D8+ADB	1-3	4-9	10	None	Low
Meld Laser	2D8+ADB	1-6	7-18	19-20	Target Drive ≤12	Medium
Turbo Laser	2D8+ADB	1-9	10-25	26-30	Target Drive ≤8	High
Blast Cannons					,	
Splattergun	2D6+ADB	1-2	3-6	7-10	None	Medium
Blatgun	2D6+ADB	1-4	5-10	11-15	Target Drive ≤13	High
Disruptor Cannons					•	· · · · · · · · · · · · · · · · · · ·
Disruptorgun	2D8+ADB	1	2	3-6	None	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Target Drive ≤11	High §
on Cannons						
Impuisegun	2D8+ADB	1-3	4-8	9-10	None	High
Ion Ram	2D8+ADB	1-5	6-13	14-15	Target Drive ≤15	All
Plasma Cannons						• • • •••• Walay Walay 3. (. (
Plazgun	2D6+ADB	1-2	3-4	5-10	None	All ¥
Heavy Plazgun	2D6+ADB	1-4	5-8	9-15	Target Drive ≤11	Allx2 ¥
Energy Bolt Projectors						
Protobolt	2D6+ADB	5-8	9-12	13-16	Target Drive ≤14	s.10/m.8/1.6
Narheads						
Missile	1D6		1-10*	_	None	High
Stnd Mk10 Torp	1D12	N/A	N/A	N/A	None	All
Stnd Mk20 Torp	2D12	N/A	N/A	N/A	None	All
Stnd Mk30 Torp	3D12	N/A	N/A	N/A	None	All
Stnd Mk40 Torp	4D12	N/A	N/A	N/A	None	All
Stnd Mk50 Torp	5D12	N/A	N/A	N/A	None	All

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

§ If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

Y if the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.

* A missile's target must be within 10 hex range only at the beginning of the Missile/Torp Launch Phase.

		Z	.2 IN1	EGR/	TE	d tor		BLE
Torp Type	Speed	Duration	Damage Delivered	Defensive Value	Pit Skill	Tracking Cone	Homing System	Notes
Mk10 Torp Loads								
Standard Mk10 Torp	12	10	1D12	10	5	360°	ALH	
Express-110 Torp	18	10	1D12	10	3	360°	ALH	
Sentinel-210 Torp	12	10	1D12	10	4	180°	FTH	Torp remains stationary after discharge, then activates when a target is within 10 hexes
DFWH-310 Torp	8/15	10	1D12	12	2	180°	DTH	at the beginning of a Movement Phase. Speed is 8 while flight is directed by firer or
	0,10	10			2		5111	during unguided flight, and increases to 15
Review-410 Torp	10	10	1D12	8	4	180°	CSH	the turn after guidance goes terminal.
Relock-510 Torp	15	5	1D12	11	2	180°	IFH	
Deadlock-610 Torp	18	2	1D12	10	2	360°	IFH	
Remote R-10 Torp	8	3	1D12	8	2	_	DXH	
Mk20 Torp Loads Standard Mk20 Torp	12	10	2D12	10	5	360°	ALH	
Express-120 Torp	16	10	2D12 2D12	10	3	360°	ALH	
Review-420 Torp	10	10	2D12 2D12	8	4	180°	CSH	
Relock-520 Torp	14	5	2D12 2D12	0 11	2	180°	IFH	
Deadlock-620 Torp	16	2	2D12 2D12	10	2	360°	IFH	
Mk30 Torp Loads					_			
Standard Mk30 Torp	12	10	3D12	10	5	360°	ALH	
Express-130 Torp	14	10	3D12	10	3	360°	ALH	
Sentinel-230 Torp	12	10	3D12	10	3	180°	FTH	Torp remains stationary after discharge, then activates when a target is within 10 hexes at the beginning of a Movement Phase.
Relock-530 Torp	13	5	3D12	11	2	180°	IFH	
Deadlock-630 Torp	14	2	3D12	10	2	360°	IFH	
Remote R-30 Torp	8	4	3D12	8	2	_	DXH	
Mk40 Torp Loads	40	10	4040	40	_	0000		
Standard Mk40 Torp	12	10	4D12	10	5	360°	ALH	
DFWH-340 Torp	8/12	10	4D12	12	2	180°	DTH	Speed is 8 while flight is directed by firer or during unguided flight, and increases to 12 the turn after guidance goes terminal.
Review-440 Torp	9	10	4D12	9	4	180°	CSH	and tarrenter guidenou guob torrinidi.
Deadlock-640 Torp	18	2	4D12	10	2	360°	IFH	
J40 Decoy-X Torp	12	ī	_	10	2		DXH	Negates the effect of one anti-torp decoy dispensed by an enemy fighter or gunboat. Player who launched the J40 decides which decoy to negate that turn.
Mk50 Torp Loads	40	40	6640	10	-	0000		
Standard Mk50 Torp	12	10	5D12	10	5	360°	ALH	
Ex50 (surplus) Torp*	10	10	5D12	10	5	60°	FTH	
Relock-550 Torp	11	5	5D12	11	2	180°	IFH	This is a model constant of the state of the
Mayhem-750 Torp	10	2	_	10	2	_	DXH	This is a multi-warhead drone which carries 5 <i>Relock 510</i> Torps. At the beginning of the Movement Phase following its last turn of flight these torps are deployed with each
Remote R-50 Torp	8	5	5D12	8	2	_	DXH	facing a separate hexside (except rear).

Key

Torp Type: The common designation of the torp.

Speed: The number of movement points which can be expended by the torp each Movement Phase. Only DXH homing system torps may expend fewer movement points than their listed Speed value.

Duration: The maximum number of game turns that the torp may continue to move. If at the end of its Duration a torp has not detonated, it is removed from the playing surface.

Damage Delivered: If a torp hits its target, roll the dice indicated and deliver All damage. Defensive Value: The number is the Defensive Value of the torp against cannon, projector or missile attacks while in flight.

Plt Skill: This is a measure of the ability of the torp to dodge incoming torps.

Tracking Cone: This indicates the angle through which the torp can track its target. See Section B.2

Homing System: Entry indicates the type of homer the torp uses. See Section B.1.

Notes: Indicates special rules for torp use.

*: Torp has severe disadvantages. Scenario Special Rules will indicate when this torp type is to be used.

SILENT DEATH RULES ANNEX #2

Z.3 ANTI-TORPEDO CAPABILITIES TABLE

Decoy Vessel Type Availat	
BLIZZARD 2 DART 1	+ 1-7 [6] 1-6 [1]
Death Wind 2 Drakar 4 Epping 4	1-4 [2] 1-6 [6] 1-7 [3]
GLAIVE 4 Hell Benden 2 Kosmos 2	
Lance Electra 2 Night Hawk 2 Pharsh II 3	1-4 [2] 1-3 [1] 1-6 [2]
Pit Viper 1 Revence 5 Salamander 2 Sentry 4	1-6 [3] 1-7 [2] 1-7 [3]
SERAPH 4 SHRYAK SHUTTLE 2 SCREATER III	1-6 [2] 1-4 [4]
0	1-7 [4] 1-5 [2]
Teal Hawk 2 Thunder Bird 2	1-3 [2] —

Z.4 DAMAGE CONTROL TABLE

Damage Control Vessel Type Success Spread (1D10)
BEZZAND BLZZAND DANT 1-2
DEATH WIND 1-5 DRAKAR 1-8 Epping 1-7
GLANE 1-8 Hell Beiner 1-3 Kosmos 1-2
Lance Electra 1-5 Night Hawk 1-3 Pharsh II 1-5
PTT VIPER 1-2 Revence 1-5 Salamander 1-6
Sentry 1-4 Seraph 1-6 Shryak Shuttle 1-7 Somenete III 1-3
SPIRIT RIDER 1-3 Star Raven 1-7 Talon 1-3
TEAL HAWK 1-3 Thunder Bird 1-3

Z.6 ALTERNATE RANGE EFFECTS TABLE

		Range Increments (To Hit Modifiers)							
Weapon Type	Point Blank (+2)	Short (+1)	Mid (0)	Long (-1)	Very Long (-2)	Extreme (-4)			
Mass Driver Canno	ns 👔	2	3-5	6-10	11-12				
Astocasson Railwpeator		2-3 2-4	4-10 5-15	11-20 16-30	21-22 31-33	23-24 34-36			
Laser Cannons Puise Laser Meid Laser Turbo Laser	1-2 1 1	3 2-6 2-9	4-8 7-15 10-19	9 16-17 20-25	10 18-19 26-28	 20 29-30			
Blast Cannons Spinitergen Blatgen	1	2 2-4	3-4 5-7	5-6 8-10	7-10 11-13	14-15			
Disruptor Cannons Disruptorgun Disintegrator		1 1	2 2-3	3-4 4-6	5-6 7-12	× · · ·			
<i>ion Cannons</i> Impelsegun Ion Ram	1	2-3 2-5	4-6 6-13	7-8 14	9 -10 15	÷			
<i>Plasma Cannons</i> Plazgun Heavy Plazgun	1 1	2 2-4	3-4 5-8	5-6 9-10	7-8 11-12	9-10 13-15			
Energy Bolt Project Protobolt	lors —	5-8	9- 12	13-16		_			

Z.5 LUCK GAIN/LOSS TABLE

Luck Points	Condition (See Section D.1)
+5	Single-handedly destroy an enemy MMAC (4+ man)
+3	gunboat. Single-handedly destroy an enemy TMAC (2 or 3 man) fighter.
+2	Single-handedly destroy an enemy SMAC (1 man) fighter.
+1	Deliver at least half of the hits which destroy an enemy vessel.
-1	Force opponent to reroll 1 attack die (your choice).
-2	Force reroll of a critical hit result.
-3	Force opponent to reroll 2 attack dice (your choice).
-5	Dodge a torpedo of your choice.

Z.7 EXPANDED TURN SEQUENCE

- Missile Launch Phase
 - i) Attempt lock-ons, then launch.
- Torp Launch Phase
 - i) Allocate attacks, then launch.
- Initiative Phase
 - i) Roll 1D10, modified by best pilot.
- Movement Phase
 - i) Alternate movement of vessels. ii) Torps move after their targets do.
- Torp Results Phase
 - i) Attempt dodging, or fire pointdefense system.
 - ii) Resolve any torp damage.
 - iii) Attempt jamming, or deploy decoys.

Cannon/Projector Fire Phase

- i) Gunners, in order, fire their weapon systems.
- ii) Pilots, in order, fire their weapon systems.
- Missile Results Phase
 - i) Resolve missile attacks. ii) Asteroids drift.

SILENT DEATH RULES ANNEX #2

DESIGNER'S NOTES

Hello. Glad to see you made it through to the end of *Black Guard*. Hopefully you found it satisfying and enjoyed the six new members of the growing **Silent Death** miniature range.

Along with *Overkill* and the original *Silent Death* boxed set, there are now miniatures and displays for 24 *Metal Express* starfighters. In the process of putting these ships together I've tried to give each a balance of unique strengths and weaknesses. Many players remarked early on in the evolution of the series that it seemed like several of the *Silent Death* vessels were designed to combat ships larger than those provided in that original set. Hopefully, with the introduction of larger, slower gunboats, you and they are now realizing the potential of many fighters.

It is perhaps **Silent Death's** greatest strength that certain fighters can easily decimate particular foes, while being susceptible to others sometimes half their size. The various mixes of weapons, armor and speed have telling effects on the **Silent Death** battlefield, but no matter how well-balanced the design, it always seems that an Achilles' heel can be found by a cunning opponent.

FIGHTER AND GUNBOAT REVIEW

Here is a listing of the *Metal Express* starfighter range and an analysis of their particular roles in *Silent Death*.

Betafortress: What can be said? Huge, plodding and very, very deadly, the *Betafort* defines the upper limits of *Silent Death* gunboat parameters. Any half-decently crewed *Betafort* will cost over 100 points; too expensive for many low-valued force purchases. Tactical limitations will prevent its arrival in all but the largest design-yourown scenarios. Its torp attacks can be glorious and should not be ignored. Bank on the *Betafort* being able to cripple or destroy two enemy ships per turn of engagement.

Blizzard: Characteristic of the smaller fighters, the *Blizzard* is fast and lightly armored. Fortunately, it holds its weapon for 12 hits. That weapon, the Disruptorgun is best suited for close-quarters fighting. To ensure maximum effectiveness, a flight of *Blizzards* demand a good squadron leader so that the initiative will bring late-moving fighters right up to their targets for point-blank shots. The 4-torp load gives the *Blizzard* great flexibility, as few opponents can afford to laugh-off a complete salvo.

Dart: The *Dart* may not take much damage, but it's the toughest fighter to hit and holds its speed up to the very end. Without torpedoes, the *Dart* is best used against small opponents like the *Pit Viper* and *Blizzard*.

Death Wind: One of many *Silent Death* medium fighters, the *Death Wind* is distinguished by the impressive lon Ram. In conjunction with the Minigun, Splatterguns and a Drive of 14, the *Death Wind* can hold its own against light and medium opponents. Note that after some initial armor is overcome, the *Death Wind* falls apart rapidly and is apt to lose its main armament shortly after the shooting starts.

Drakar: Though it initially strikes one as being very powerful, the Drakar is susceptible in many areas. The Pulse Lasers and small Missile Launchers aren't powerful enough to fend off hoards of attrition fighters, and the Heavy Plazgun, though completely devastating, can only engage other gunboats. Support each Drakar with a few smaller fighters if you want to keep it around.

Epping: If you've ever wondered why the Epping is so cheap (given that it carries those three Missile Launchers), just consider how easy it is to defeat. A single Pit Viper can take out an Epping manned by poor gunners. Even when the gunners are good, this gunboat has to get in close to be effective. Many of its potential targets can easily engage it from beyond 10 hexes. But when the range is right and all three of those launchers lock-on, watch out. Best keep the Epping on very small opponents.

Glaive: Stock heavy fighter. Good match for the *Pharsii* since its powerful Plazgun helps make up for only having one gunner. Here the shortcoming is poor close-in dogfighting capability. Without a Point-Defense system, the *Glaive* becomes susceptible to proximate torp releases. Its strength lies in its size, which helps it absorb considerable damage; assuming the first crit is weathered.

Hell Bender: In no other case is a pilot afforded so many weapon options as aboard a *Hell Bender*. Optional Rule X.2 increases the effectiveness of this design against larger opponents. The *Bender's* bane is a crit on the eighth hit; therefore, it should be used to draw fire from opposing light fighters while maneuvering for shots against primary targets. The torps are effective, and should be used wisely: discharge them close-up and personal.

Kosmos: An enigma in fighter designs, the *Kosmos* relies completely on ammunition-dependant armaments. Its combat staying power is woefully short-lived, so use it to make a quick strike with the Missile Launcher, then dance around with the smaller opponents for Minigun shots, and pray for doubles. Don't waste your time sending Kosmos fighters in against the heavy hitters — they won't get the job done.

Lance Electra: Think of the *Electra* purely as a strike fighter. Close with the target, unleash two full spreads of Protobolts and the Mk30s, then "Get the Hell out of Dodge". The Missiles are best used for self defense while inbound and outbound from the target. The low-powered Pulse Laser is only useful under very limited circumstances — it's nothing to be relied upon. The *Lance Electra* isn't keen for a dogfight, so don't get embroiled in one.

Night Hawk: Ah, the *Night Hawk!* How many players have that reaction when they discover they'll be flying one? Most, I suspect. It's those devastating "Medium + 10" Splatterguns that really get the adrenaline flowing. The psychological damage you inflict on your opponent when you fire this weapon is as important as their effect in game terms. But there is a good reason why the *Night Hawk* is only a measly 23 points: susceptibility to torp attacks. The Night Hawk's Splatterguns force a headlong rush towards enemy ships, but that is quickly curtailed by three or four torps dropped head-on at 15-20 hex range. Oddly enough, the best counter to a *Night Hawk* is the lowly *Thunder Bird* or a pair of *Spirit Riders*.

Pharsii II: The *Pharsii* is a real power house, but its expense will deter most purchasers. The BPV of 51 is justified by the design's potential to launch missiles, torps, and take three quality gun shots, all in one turn. The second gunner will come in handy during close quarters fighting, while the generous Damage Track will keep it in the battle after weaker opponents have fallen to the Splatterguns. A superb dogfighter.

Pit Viper: Purely a nuisance fighter. Don't plan to bring the house down with these little guys. Pit Vipers are useless against any vessel with an armor value greater than 2, so keep that in mind when you're allocating their attacks.

SILENT DEATH RULES ANNEX #2

Revenge: If ever there was a design with a single purpose, the *Revenge* is it. Purely a warhead carrier, the *Revenge's* ten Mk50s will kill what they're fired at. Think of it as a strike fighter which has to release its salvo before it starts taking too much damage.

Salamander: All things considered, the *Salamander* has to be the best all-purpose fighter currently available in the *Silent Death* universe. With a moderate price tag, good mix of weapons, that all-important gunner, and a good torp load, the *Salamander* should be your vehicle of choice when a scenario's objective is unclear at the time of force purchases.

Sentry: "Flying brick with a hefty throw weight" is the best way to describe this heavy point-defense fighter. Tactically, the *Sentry* is very limited. Move it to the area you have to defend and keep it there 'till you die — that's about it. The *Sentry's* greatest enemy is a Heavy Plazgun, though a couple of Ion Ram shots will ruin its day too. Good anti-torp systems will eliminate warheads as a threat until it's too late to matter. Expensive, but warranted in certain situations.

Seraph: Tough machine. Use the *Seraph's* Pulse Lasers against light opponents, its torps against medium foes, and the Turbo Laser against heavy gunboats and the like. Because the *Seraph* is undergunned for its size, you must play to its singular strength: durability. Use the *Seraph* to draw enemy fire away from your more crucial units. Because it strikes such an imposing figure in a game, your opponent may forget that its bark is worse than its bite.

Shryak Shuttle: This is an odd design. The *Shryak* is best used as a moving fire base. The 360° quad Pulse Lasers are the primary armament, and given this shuttle's incredibly tough armor, the guns keep firing to the bitter end. Use the Shr*yak* to defend against intruding flights of small fighters.

Sorensen III: The *Sorensen* is a very weak craft; be careful with it. At the beginning of a battle it should be used to manipulate your opponent's moves by sending out harassing salvos of torpedoes. Near the end of a battle, send the *Sorensen* in to finish-off cripples with the Blatguns. However, during the height of a battle keep this vessel far away — it's not a dogfighter, and will not survive if pressed into that role.

Spirit Rider: A wonderfully cheap, but effective craft. It's obvious strength lies in a good set of guns which should penetrate any armor. But don't forget those two Mk10s, which are the fighter's greatest asset. A swarm of *Riders* can overwhelm most defenders by sending out waves of small torps and following them up with concentrated Splattergun fire. A late crit and weapon hit add to the *Spirit Rider's* appeal.

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Star Raven: Though not armed with the Plazgun armaments of other gunboats, the *Star Raven* is still an effective design. Engage more threatening gunboats at long range with the Meld Lasers, then use the *Raven's* superior speed to close for a close range shot with the Disintegrator, which ignores enemy armor. The Pulse Lasers can be used offensively when concentrated forward, or defensively against pesky light fighters.

Talon: The *Talon* bridges the gap between light and medium fighters. Its high Defensive Value should help ward off some crucial closing defensive fire as it maneuvers for its point-blank Disruptorgun shot. Use small groups of *Talons* to corral and intimidate your foe, but save your best pilot for a sturdier mount.

Teal Hawk: Despite its bad press, the *Teal Hawk* is a great fighter to have waiting in the wings. As a battle progresses, use the *Teal Hawk* to swoop in and pick-off damaged opponents. Its excellent speed ensures that it will escape torps and hounding fighters whenever necessary. Because there is only a 20% chance that you will have to switch gunners after the first crit, it is generally a good idea to give the Pilot or Gunner a Gnr value of 1 to save on points.

Thunder Bird: Everyone knows that the *Thunder Bird* is basically a piece of junk, but if you can avoid enemy attention for a few game turns, it's easy to exploit this design's advantages. First of all, it's fast, and second, it carries five torps. Use the *Thunder Bird* to outflank opponents, then launch torps to drive foes into the guns of your better ships. Taking a crit after four hits is this craft's bane, but the key to using the *Thunder Bird* is not taking fire until after its job is done.



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Silent D	eath Miniatures (F	Price is for each	Blister Pac	k, which conta	ins 2-3 starfigl	hters)		 \$4.00
Stock Number	Starcraft Name	Hits To Kill	Drive Value	Defensive Value	Damage Reduction	Avg Cann/Msl Dmg Inflicted*	Torp Load	Basic Point Value
#901	Spirit Rider SMAC	14	15	14	3	7.2	2	12
#902	Thunder Bird SMAC	21	16	14	1	5.9	5	19
#903	Night Hawk SMAC	39	15	13	4	15.2	0	23
#904	Seraph TMAC	100	15	12	4	23.9	5	49
# 905	Salamander TMAC	45	16	12	3	14.2	5	30
#906	Epping MMAC	60/56/50	11	8	2/1/0	47.2	0	28
#907	Teal Hawk TMAC	39	18	14	4	8.1	1	22
#908	Sorensen III TMAC	69	14	10	2	11.0	7	34
<i>#</i> 909	Revenge TMAC	90	13	12	3	5.5	10	35
<i>#</i> 910	Pharsii II TMAC	113	14	11	4	40.4	3	51
#911	Pit Viper SMAC	10	19	15	2	2.9	0	9
<i>#</i> 912	Shryak Shuttle TMAC	33	8	10	5	14.9	0	24
#913	Blizzard SMAC	16	18	14	1	5.5	4	14
#914	Kosmos SMAC	26	17	14	2	23.7	0	15
#915	Hell Bender SMAC	37	14	12	4	5.5	2	21
#916	Death Wind TMAC	40	14	13	4	19.7	4	36
#917	Glaive TMAC	100	12	11	4	26.7	1	46
#918	Drakar MMAC	72/60/54	8	12	4/3/2	59.8	2	53
#919	Dart SMAC	15	19	16	1	3.9	0	14
#920	Talon SMAC	36	15	14	3	5.5	1	21
#921	Lance Electra TMAC	50	12	12	3	51.0	4	33
#922	Sentry TMAC	85	10	11	4	30.5	0	44
#923	Star Raven MMAC	80/60/43	11	11	4/2/2	35.9	6	52
<i>#</i> 924	Betafort MMAC	108/78/62	7	10	4/4/3	77.5	15	75

* Assumes 1 full turn of optimum attack opportunities, average gunners, and successful lock-ons and To Hit rolls.

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Short Range: 1-3 hexes (+1 To Hit) Medium Range: 4-9 hexes

PULSE LASER SPECS

Long Range: 10 hexes (-1 To Hit)

ى œ G 5 ധ N 10 I l - Reactor hit. Power generato · Pilot dazed. Pit Viper may not Hull breached. Reduce Engines destroyed. Pit Viper Pilot killed. Pit Viper may of the next game turn. move or fire until after the end end of next game turn, Pit Electronic Warfare knocked Engines severely damaged Evade Thrusters hit. Reduce Defensive Value by 3. Shields damaged. Reduce perform no further actions out. Pit Viper may no longer Value by 7. Pit Viper reduced to a Drive Maneuver Thrusters hit. Pit detonates; vessel is destroyed destroyed. Viper will disintegrate and be Defensive Value by 5. At the Defensive Value to 5. may not move or turn. Value by 5. jam torps. Reduce Defensive value of 1. Reduce Defensive Tight Turns. Defensive Value by 4. Viper may no longer make CRITICAL HITS Reduce

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Shields damaged. Reduce

 Defensive Value by 2.
 Evade Thrusters hit. Reduce Defensive Value by 4.

 Major Structural Damage inflicted. Blizzard takes 1D4 more hits.

 4 — Hull compromised. Reduce Defensive Value by 5.

5 — Electronic Warfare knocked out Blizzard may no longer jam

torps. Reduce Defensive Value by 3. — Engines damaged. Blizzard

7 — Torp Loads jettison. Remove

any remaining torp loads. — Pilot dazed. Blizzard may not move or fire until after the post

move or fire until after the next game turn. 9 — Pilot killed. Blizzard may

perform no further actions. Defensive Value drops to 5. **10 — Reactor hit.** A blizzard of scrap metal is all that remains.

IDISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit). Medium Range: 2 hexes. Long Range: 3-6 hexes (-1 To Hit). § If target's Defensive Value has not been reduced by a critical hit, add

been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving

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GAME TURN RECORD TRACK

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Long Range: 6-12 hexes (-1 To Hit) Medium Range: 3-5 hexes.

N Missile Launcher jams momentarily. Missiles may not Defensive Value by 2.

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Shields damaged. Reduce

CRITICAL HITS

turn. Minigun jams momentarily. be fired until after next game

ω atter next game turn. Minigun may not be fired until

S off 3 more hits. Forward Hull cracks. Reduce Defensive Value by 3 and mark

Electronic Warfare knocked out torps. Reduce Defensive Value Kosmos may no longer jam

One Engine sputters. Reduce by 4

6 One Engine destroyed. Reduce after next game turn. current Drive value by 3 until

Defensive Value by 3. ignore fractions. Reduce current Drive value by half,

8 Pilot dazed. Kosmos may not move or fire until after the next game turn.

9 Pilot killed. Kosmos may perform no further actions

10 - Reactor detonates. Gruesome Defensive Value drops to 5.

vessel. flash erupts from destroyed

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit). + Whenever two of the Attack Dice roll

doubles, multiply base damage by 2



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Maneuver Thrusters damaged. All turns, including Tight Turns, cost one extra movement point Pulse Lasers may not be fired until after the next game turn. Laser Targeters damaged.

forp Load jettison. Thunder Bird loses 1D4 torps of the

Electronic Warfare knocked out. Thunder Bird may no longer jam torps. Reduce

points next game turn. Reduce Engines sputter. Thunder Bird may only use 2 movement

Defensive Value by 6 due to Engines severely damaged additional damage.

Pilot killed. Thunder Bird may not move or fire until after the

--- Reactor hit. Craft detonates perform no further actions.

PULSE LASER SPECS and is destroyed.

Short Range: 1-3 hexes (+1 To Hit). Long Range: 10 hexes (-1 To Hit). Medium Range: 4-9 hexes.





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Blatgun weapon system may be Gunner, and the firer may change fired by either the Pilot or the from turn to turn. Use the appro-Special Note: The Teal Hawk's

Drive value must be ≤13

Target Speed Restriction: Target's





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1 — Shields damaged. Reduce

- Shields damaged. Reduce Defensive Value by 2.
 Splattergun Targeters
- damaged. Splatterguns may not be fired until after the next game turn.
 3 Maneuver Thrusters damaged.
- All turns, including Tight Turns, cost one extra movement point to perform.
 - 4 Hull compromised. Reduce Defensive Value by 4.
- Electronic Warfare knocked out. Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 6 Severe structural damage. Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
 - 7 Engines sputter. Night Hawk may only use 3 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
 - Pilot dazed. Night Hawk may not move or fire until after the next game turn.
 - 9 Pilot killed. Night Hawk may perform no further actions.
- 10 Reactor hit. Vessel explodes and is utterly destroyed.

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

Medium Range: 3-6 hexes. Long Range: 7-10 hexes (-1 To Hit).

MELD LASER SPECS Short Range: 1-6 hexes (+1 To Hit). Medium Range: 7-18 hexes. Long Range: 19-20 hexes (-1 To Hit) Target Speed Restriction: Target's

Drive value must be ≤12.

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- 1 Shields damaged. Reduce CRITICAL HITS
- Torp Targeting Scanner Defensive Value by 2. damaged. No torpedoes may

N

- game turn. be fired until after the next
- ယ | Maneuver Thrusters damaged to perform. cost one extra movement point All turns, including Tight Turns
- 4 choice Detensive Value by 4. Also Hull buckles. Reduce lose one torpedo of the pilot's
- G Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce
- 5 Laser or Splatterguns. may no longer use the Pulse Gunner killed. Salamander Defensive Value by 3.
- 7 Engines sputter. Salamander additional damage. may only use 3 movement Defensive Value by 5 due to points next game turn. Reduce
- g 00 still fire while the pilot is dazed Pilot dazed. Salamander may game turn. The gunner may pulsegun until after the next not move or fire the Im-
- I Crew killed. Salamander may perform no further actions
- 10 - Reactor hit. Starcraft explodes and passes into
- oblivion

- IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit)

Medium Range: 4-8 hexes

Long Range: 9-10 hexes (-1 To Hit)

Short Range: 1-3 hexes (+1 To Hit)

PULSE LASER SPECS

Medium Range: 4-9 hexes

.ong Range: 10 hexes (-1 To Hit)

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

Medium Range: 3-6 hexes.

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



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8 — Pilot dazed. Sorensen III may 6 S 7 - Engines sputter. Sorensen III 4 ယ ၂ 1 — Shields damaged. Reduce N --- Electronic Warfare knocked I not move or fire the Blatguns additional damage. may only use 2 movement Laser. may no longer use the Pulse Gunner killed. Sorensen III points next game turn. Reduce Defensive Value by 2. out. Sorensen III may no to perform. game turn. Defensive Value by 3 due to pilot's choice. lose two torpedoes of the Defensive Value by 3. Also Hull breached. Reduce All turns, including Tight Turns, Maneuver Thrusters damaged longer jam torps. Reduce cost one extra movement point be fired until after the next **Torp Targeting Scanner** Defensive Value by 1. damaged. No torpedoes may I CRITICAL HITSE

the pilot is dazed. until after the next game turn The gunner may still fire while

9 | perform no further actions Crew killed. Vessel may

10 — Reactor hit. Sorensen III

space junk

BLATGUN SPECS

PULSE LASER SPECS

Drive value must be ≤13

bursts into an array of dust and





.**D**.I

NEAE

2

GAME TURN RECORD TRACK

BPV: 35

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-ong Range: 10 hexes (-1 To Hit).





ICRITICAL HITS

1 — Shields damaged. Reduce — Torp Targeting Scanner damaged. No torpedoes may Defensive Value by 1.

N

- be fired until after the next game turn.
- ω to perform. cost one extra movement point All turns, including Tight Turns, Maneuver Thrusters damaged
- missiles. Lose 1D10 of remaining Missile Launcher damaged
- G Electronic Warfare knocked jam torps. Reduce Defensive out. Pharsii II may no longer Value by 3.
- 5 after the next game turn. Gunner A dazed. Gunner A may not fire his weapons until
- I Gunner B dazed. Gunner B after the next game turn. may not fire his weapons until
- ∞ **Turbo Laser performance** rating to Medium. impeded. Reduce Damage
- ى I Pilot dazed. Pharsii II may not move or fire the Turbo Laser the pilot is dazed until after the next game turn The gunners may still fire while
- 10 - Reactor hit. With a blinding stroyed flash, the Pharsii II is de-

Medium Range: 10-25 hexes Short Range: 1-9 hexes (+1 To Hit) TURBO LASER SPECS Long Range: 26-30 hexes (-1 To Hit) Target Speed Restriction: Target's Drive value must be ≤8

SPLATTERGUN SPECS

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



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135th Colosian Carrier Wing *Gale Force*



ТН

197th Colosian Carrier Wing *Monsoon*

BLACK GUARD: THE PTOLEMEAN WARS CONTINUE TM

"Let Operation Hurricane Begin!"

With these words, Marshal Beznikov ushered in the final Colosian assault on the Ptolemean Homeworld.

As chronicled in the first *Silent Death* expansion, *Overkill*, the dire Ptolemean Wars began with invasions from Houses Colos and Dneprodzerkutsk. Now, after nearly a year of desperate fighting, the Colosian Fleet is ready to take the capital of House Ptolemus in one final, cataclysmic battle.

Is the fate of House Ptolemus sealed? Will it pass into the void, cast out of the Imperium as a depleted renegade power?

Not if their last few fighter pilots have anything to say about it!

Black Guard chronicles the climactic battle which closes out Imperial Year 475 and marks a significant turning point in the Ptolemean Wars. Black Guard, designed for use with the **Silent Death** TM Metal Express TM game, includes the following:

- Starcraft Displays for four new fighters and two new gunboats: including the Dart[™], Talon[™], Lance Electra[™], Sentry[™], Star Raven[™], and the awesome Betafortress[™]. *
- Revised and reissued Starcraft Displays for every fighter and gunboat which has appeared in *Silent Death* and *Overkill*. These new updated displays incorporate Optional Rule material, such as the number of Decoys carried and the quality of each vessel's Point-Defense munition system.
- Historical Summaries and Orders of Battle for four new fighter wings: Black Guard and the Brothers Of Enmity fly for House Ptolemus, while Gale Force and Monsoon fight for the invading Colosians.
- Four new scenarios pit Ptolemean and Colosian forces against one another deep in the crucial Hathor system.
- Rules Annex #2 for Silent Death provides guidelines for playing this game in 3-D, using Point-Defense systems against Missile Salvos, and more.
- Color renderings of unit badges and more starcraft paint schemes.

Note: *Black Guard* is not a complete game — a copy of *Silent Death* is required, and a copy of *Overkill*, the first *Silent Death* expansion, is necessary to use *Black Guard's* campaign material, gunboats, and some weapon systems. * Look for these *Silent Death* miniatures at better hobby and game stores.



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