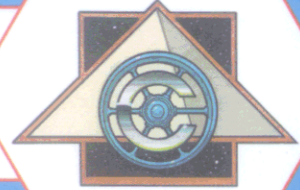## Hounds of Annubis
33rd Independent Ptolemean Fighter Wing

Charioteers
102nd Ptolemean Carrier Wing

Hope's Constellation
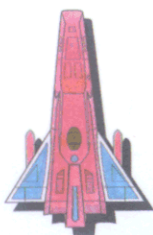### 1241st Home Defense Wing

Great Zenith
3447th Ptolemean Interceptor Group

Mighty Thunder
20th Colosian Strike Fighter Wing

Satan's Fulcrum
139th Colosian Carrier Wing

OVERKILL:
THE PTOLEMEAN WARS ™

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1.0 INTRODUCTION

From the cockpit of Major Krag-Jensen's Salamander TMAC, it seemed that the stars bobbed indiscriminately. The sight was disorienting, but the Major knew why. He was altering course for the intercept of an incoming Ptolemean raid. Other Salamanders in the Major's flight kept astern of their leader. Colosian warlords had always led by example and Krag-Jensen was not about to break tradition. It was an action that commanded respect. And considering recent squadron losses, he would take respect by any means.

"Skate Leader to Skate Flight," Major Krag-Jensen's descrambled transmission crackled metallic over seven other sets of comm links. "Enemy flight coming up on tac scan four. I count six plus marks." Collectively, Skate Flight knew they were outnumbered again. How was it that their wing control staff could never match forces, never mind bringing superior elements to bear? No wonder the Colosian line troops were becoming disgruntled. Morale was dropping. Would their masterfully planned invasion of Ptolemean space fail? Doubting thoughts raced through the minds of Skate Flight's pilots and gunners.

Krag-Jensen focused his attention. This would be a tough fight.

Incoming data now indicated they were up against two full flights of Ptolemean Blizzards. So it would be four on eight. At least their opponents were smaller — that evened things up a bit.

"Red-line reactors. Accelerate to attack velocity." The Major's voice was calm and steady. "Arm primary weapon systems. Check in."

One after another, Krag-Jensen's pilots came back, "Skate Two running at one hundred." ... "Skate Three, got a converter flare up, but OK." ... "Skate Four, I'm all there."

The Major knew he was flying with good men. After five weeks of sustained operations, that's all who remained. Green replacements were filling out other Colosian fighter wings more seriously mauled than his own. It was hard to believe.

"Light-up trailing bandit and target two standard. Launch on my mark." Krag-Jensen was instructing the Salamanders' first torp salvo to be directed against the Ptolemean squadron leader. They usually shepherded their pilots into battle from the rear and sometimes a volley of warheads could end a raid before it started. Sometimes.

The Ptolemean fighters began turning into their attackers. "Estimate engagement in twenty seconds." That was Krag-Jensen's weapon officer in the Salamander's back seat.

"Check that," the Major replied over the intercom, then switched to the Flight's tactical band. "Launch torps. Pick your targets and have at them!"

The four Salamanders broke out of their formation and cut a swath through the Ptolemean Blizzards. Impulseguns and lasers unleashed a lightning fury as numerous torpedoes streaked towards their targets. The battle was on.

— Campaign for Kneset's World —

THE PTOLEMEAN WARS

Welcome to *Overkill: The Ptolemean Wars*, a dark and savage campaign in the *Silent Death* universe.

House Ptolemus, long despised by many members of the Empire's Provincial community, has finally received their due: a Imperially sanctioned invasion by House Colos, supported by Houses Thaan and LeGrange. These three Great Families, bound by a pact known as the *Band Of Iron*, work the Emperor's own will upon the dissident Ptolemeans. As if that were not bad enough, Ptolemean space has also been invaded by militaristic factions of House Dneprodzerkutsk, an unstable Provincial coalition looking for new systems to conquer and so expand their domain.

But what were originally conceived of as a lightning blows to knock Duke Ptolemus and his hoard back into the deep nether-reaches of the galaxy have ground down into brutal wars of attrition.

What happened? How did things go wrong for the invaders Colos and Dneprodzerkutsk? Why are the Ptolemeans now receiving aid from once-hostile Inner Provinces. *The Ptolemean Wars* lets you in on the answers, and allows you to campaign through the great starfighter battles which have marked this war as one of the bloodiest to mar the Empire in decades.

PRONUNCIATIONS

Here is a list of names you'll find *Overkill*, and their common pronunciations.
- Colos — KO-los
- Colosian — KO-LO-sian
- Dneprodzerkutsk — ne-PROD-zer-KUTSK
- Modestinus — mo-DES-ti-NUS
- Ptolemean — tol-e-ME-an
- Ptolemus — TOL-e-mus
- Triptolemus — tri-TOL-e-mus

1.1 WHAT YOU GET

"All pilots and weapon officers will find that they have been provided with a standard survival pack, should a planetary crash landing occur. In it you will find the following: Concentrated food rations — five days. Water condenser and purifier. Filter mask with oxygen supplement. Homing beacon. Cyanide tablet.

"That is all. Man your fighters."

— Dneprodzerkutsk Wing Leader to his Flying Officers —

Overkill provides you **Silent Death** players with Starcraft Displays for six new fighter designs, but there's a lot more in here than that.

Overkill is a grand campaign for the **Silent Death** *Metal Express* game. You get a background of the conflict, information on the campaign's most notable flight leaders, and a unit-by-unit breakdown for many of the squadrons involved in the war.

For **Silent Death** rules grognards, there's a selection of new playing guidelines in *Rules Annex #1*, found at the end of this module. Here we give you information on new weapons, torpedo loads, life pods, gunboats and pilot luck. There is also a set of guidelines provided for generating Starcraft Displays for other starfighter miniatures you may own.

As you've probably already noticed, there's a full counter sheet shuffled into *The Ptolemean Wars*. These are the latest game markers and ship counters you'll need for playing the scenarios in this module. We've given you more torps and missiles to supplement your **Silent Death** counter mix, particularly when you're playing large multi-player games or **Silent Death** demo derbies.

WHAT'S BEEN LEFT OUT

The Ptolemean Wars gives you a lot to chew on, but there was one thing we couldn't put in a book — the metal miniatures. This module highlights six of the latest **Silent Death** miniatures, which should be available at your local game store. Just ask for the following **Silent Death** blister packs: Blizzard, Kosmos, Hell Bender, Death Wind, Glaive and Drakar. If your local dealer doesn't carry these miniatures, you can always order them directly from ICE. Ordering info can be found on the last page of this module.

If you have utterly no inclination to get these miniatures (maybe you hate painting the things), never fear; that's one of the reasons we've included the counter sheet. On it you'll find all the fighters you need to play any of the scenarios in *The Ptolemean Wars*, provided you have the **Silent Death** counter sheet too. Who needs miniatures anyway, right?

THE SILENT DEATH BOXED SET

Many of the scenarios in *The Ptolemean Wars* use some of the starfighters originally presented in **Silent Death**. You'll need the Starcraft Displays from that game and, as already mentioned, the counters. **Silent Death** miniatures have been released for all Starcraft Displays published to date.

BUT WHAT ABOUT THE CAPITAL SHIPS?

All of the scenarios provided in *Overkill* focus on starfighter battles. This is not supposed to make you think that only fighters fought during the Ptolemean Wars. Far from the truth! There were many full fleet engagements, ground battles, and more. But **Silent Death** is, after all, a game of starfighter combat, so that is viewpoint from which the story of the Ptolemean Wars is told.

Perhaps future expansions of the *Metal Express* line of games will bring other arenas of combat into the spotlight.

1.2 SOME BACKGROUND ON THE EMPIRE

There is no state whose leader does not wish to secure permanent peace by conquering all the universe...

— Immanuel Kant, Prelmp 9850 —

On page 30 of the **Silent Death** rules you found some background on the Terran Empire and the natural order of influence that the various socio-political units exert. What follows is some more detail on the history of the Empire, and why things have developed the way they have.
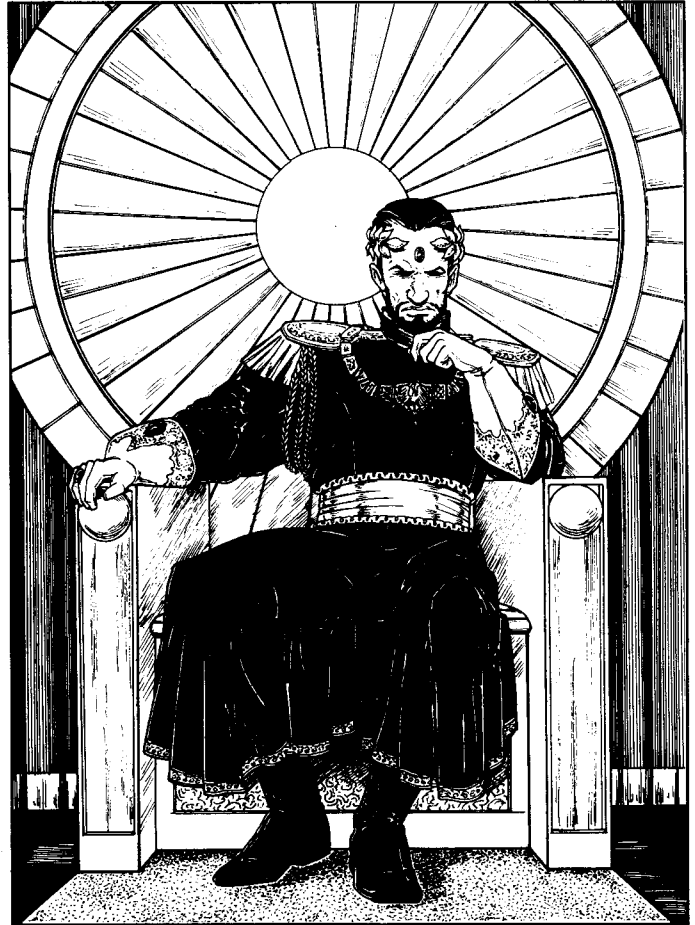
A SHORT HISTORY

The **Silent Death** future is our own, over 9000 years from now. Space travel is common for those who hold the technology, and humans have come to live on hundreds of worlds.

The intervening centuries have granted many changes to man and his society. New environments have mutated planetary settlers; cultures have drifted further and further from their origins, and strange, alien races have been contacted. Of course, technology has become more sophisticated, but rebellions against automation and the forsaking of Data have brought about numerous technological recessions. In some places, men live even more primitively than they do now. The splintering of the human race into often isolated communities among the stars brought fortune, despotic tyrants, exotic governments, and in many cases, hopeless despair.

It was not until the development of an instantaneous interstellar communication system, the Tachyon Beam Dictor, that the means was at hand to bring humans closer together as a unified culture once again. But many of the new human civilizations preferred their autonomous existence. They didn't care for being "unified" with their long lost brothers, regardless of the benefits. Hundreds of years had past and many planet-nations wanted nothing to do with foreign "off-worlders".

The first effort to unify mankind resulted in the Terran Federated Democracy. A great parliament was formed with representatives from every human culture still accepting outside contact. Unfortunately, this body lacked direction. Within a few short generations, the Federation was crushed under its own weight as the bureaucracy it spawned was massive, and expenditures far outstripped taxation receipts from the member worlds. The Democracy's underpinnings dissolved away as whole races seceded when their specialized needs went unfulfilled.

But there were ambitious men who foresaw the riches that could be had if all humans, no matter how distant, were working toward common goals; goals determined for them by strong rulers. Pre-eminent leaders of the Federation realized that totalitarian leadership was required to govern mankind. Soon, great fleets of deep space war vessels were constructed and the drive for the Empire was on.

Hundreds of horrible years scarred by wars, revolutions, uprisings and hard politicking finally brought the First Terran Star Empire into existence. At its head was the Emperor, Macedon Gaius Triptolemus I.

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

Holocaustic Attack Ban

In order to help insure the security of his new realm, the first Emperor declared that the use of holocaustic weapons was to be completely banned. This ban effectively ended the production and use of nuclear and matter/antimatter warheads until modern times. During the 47th Imperial decade, these devastating weapons are starting to be used again, though never overtly.

The current Emperor fears a widespread outbreak in the use of these weapons of terror, particularly during times of interprovincial war.

The Situation Today

The Ptolemean Wars start in the 474th year of Imperial Reckoning (noted as Imp 474), almost five centuries after the Imperial Dynasty Throne came into existence. Today there are nearly a hundred Inner and Outer Provincial territories, each run by one of the Great Houses. These Houses operate autonomously, but are still closely tied to the Imperium since they all recognize the Emperor as the ultimate ruler of colonized space.

All Provincial leaders guard their status jealously, and most attempt to curry favors from the Imperial Dynasty Throne at every turn. But like many statesmen of the past, rulers of the Great Houses are petty individuals who crave ever more power. Not foolish enough to challenge the huge Imperial State for new worlds to settle, most Provinces struggle amongst themselves to acquire planets from one another. The Royal Families also gather Minor Clans (less influential Houses) to their cause, for these Clans often hold the balance of power between evenly matched Great Houses.

Although most Provincial powers fight over habitable or mineral-rich worlds, there are other reasons for military clashes: pride, honor, and vendetta are all considered valid cause for conflict outside the bounds of the Imperium. And today, the Ptolemean Wars are no exception.

1.3 A NOTE ON DATES

This was a time when it was equally good to live or die.
— Winston Leonard Spencer Churchill, c. PreImp 9690 —

Marking the passage of time has been an obsession with man from his very beginnings. Old Earth's twenty-four hour day was abandoned as a practical galactic clock shortly after man became a spacefaring race. Now an imaginary twenty-five (Old Earth) hour day and a three hundred and sixty day year are synchronized and registered on every Homeworld and colony in the Empire.

Imperial Reckoning is the standard by which years are counted. Year 0 marks the consecration of the Empire and the rise of the Imperial Dynasty Throne. That is now some 475 years ago. Positive (more recent) dates are noted as, for example, Imp 100 (the 100th year of the Imperial Dynasty Throne). Negative (less recent) dates are noted as, for example, PreImp 100 (one hundred years before the Imperial Dynasty Throne came into being).

Dates can also incorporate the specific day in the year being referenced. This is done by placing the day number right after the year number and a colon. For instance, Imp 100:050 is the 50th day of the one hundredth year of the Empire. Since there are only 360 standard days in a year, the day number will never exceed 360. Imp 475:360 is the last day of the 475th year, while Imp 476:001 is the first day of the next year.

These conventions form the basics of Imperial Standard Time.

2.0 THE PTOLEMEAN WARS

Three more Dneprodzerkutsk Spirit Riders streaked past Proaltern Annu's Blizzard interceptor. The threat indicator buzzed a soft tone in his ear: two incoming warheads. Automatically he pounded his controls into evasive maneuvers.

Bone jarring shudders wracked an already exhausted body. His eyelids fluttered.

Damage sensors lit up on the Proaltern's HUD display. Annu could smell smoldering synthetics coming up through his oxygen feed. Toxins!

The SMAC pilot ripped his face mask off, losing his Head's-Up at the same time.

The cockpit's illuminated readouts started blowing-out in showers of blue-green sparks.

"Annu. Annu! Respond Atep Four!" The voice of the Proaltern's flight leader was distant in his ringing ears.

Flashes of bright red lightning bolted past Annu's failing starfighter. The pilot shook his head to clear the fog, and was surprised by the splattering of blood this showered across the inside of his canopy.

Hellish bolts tracked closer to the SMAC's fuselage.

Proaltern Annu grappled desperately for the transceiver dangling useless on his chest. *"Atep Four..."* the pilot rasped, *"to Atep One. Have sustained... serious damage. Am preparing to..."* A deafening blast marked the end of his transmission.

Not far away, a Dneprodzerkutsk pilot chocked-up another confirmed kill.

— *Battle for Scion* —

2.1 PTOLEMEAN SPACE

He who has land will have war.

— *Universal Proverb* —

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 such, Ptolemean space is large, as Inner Provinces go, but that is due to House Ptolemus' auspicious past.

The Ptolemean Family produced the first line of Emperors to ascend the Imperial Dynasty Throne. The first Emperor, Macedon I held the family name of Triptolemus, and was the forebearer of the Ptolemeans. When the Triptolemean Imperial line ended in Imp 134, the Family changed its name to Ptolemus and took control of a sizable Provincial holding at the bequest of the new Emperor (who arose from House Aramae). Today, the Ptolemeans retain all eleven of those star systems originally granted to them in Imp 134, and have added three more since.

House Ptolemus, with its Imperial legacy, has always felt that it could judge those Emperors who have followed. Over the last ten years Duke Ptolemus has been quite outspoken, criticizing the current Emperor, Modestinus III, along with members of the major Provincial alliances. The Duke has damned the Emperor's plans for Imperial expansion into the Frontier, and has openly challenged the practice of alien race subjugation. Noble efforts to be sure, but Duke Ptolemus has been brash and insulting, often stepping outside of the accepted bounds of Imperial Senate protocol during his rantings.

In addition, the Duke has undertaken certain questionable activities on his own Provincial worlds. Genocide, suppression of citizen's rights, extortion, and economic mismanagement have all been attributed to Duke Ptolemus. These activities leave him far from the moral high ground when he makes his public pontifications against the Emperor.

Emperor Modestinus III has deemed the time right to bring about the fall of House Ptolemus. This would serve as an example to other upstart Provincial powers and it would rid the Empire of one of its most outspoken and embarrassing critics.

SYSTEM LISTING

The following is a listing of House Ptolemus' Provincial holdings, from most significant to least. Each star system is rendered as a graphic. The stars are labeled by spectral class (A-S), relative temperature (0-9), and stellar type (i-v). Planets are shown in order of their orbits and are labeled with the following letters: r — rock planet, g — gas planet, and a — asteroid belt.

HATHOR

G3v ● ● ● ● ● ⠿ ⬤ ⬤ ● ●
r r r r r a g g r r

System: Hathor

Habitable Worlds: Ptolemae (Hathor III), Heliopolis (Hathor IV's moon)

Resource Worlds: Mendes (Hathor IV), Cusae (Hathor V), Abydos (a Hathor VII moon)

Notes: House Ptolemus Provincial capital. Ptolemae is their Homeworld and center of government. ≈50% of the Ptolemean population can be found in-system.

LEBANSTAR

G4v ● ● ● ⠿ ⬤ ⠿ ⬤ ⬤ ⬤ ⬤
r r r a g a g g g g

System: Lebanstar

Habitable Worlds: Kneset's World (Lebanstar III)

Resource Worlds: Plagioclase (Lebanstar II)

Notes: Kneset's World is a beautiful, rich planet which produces a wealth of agricultural and mineral goods. It is also the Province's "showcase" world, boasting fine architecture, high culture, and the House's greatest libraries.

ASCENSION

K4v • • • • • • • ●
r r r r r r g

System: Ascension

Habitable Worlds: Marish (Ascension II)

Resource Worlds: Kameron (Ascension III),
Boulder (Ascension IV), Konrad (Ascension VI)

Notes: Ascension system has long been inhabited by human colonists. By the time it had been absorbed by the surrounding Province, Ascension's mineral-rich worlds had already been producing for hundreds of years. With radioactives, titanium, platinum, gold and gems, there are few more valuable star systems in the region.

ANEB-HET

F0v • ∷ ∷ • ● ∷ ● •
r a a r g a g r

System: Aneb-Het

Habitable Worlds: Men-Nefes (Aneb-Het IV)

Resource Worlds: Sekhet's Ring (Aneb-Het III),
Belt of Ptah (Aneb-Het VI)

Notes: Aneb-Het is a valuable system due to its numerous asteroid fields which yield large quantities of the basic ores required by Ptolemean industry. Men-Nefes is home to a large population of fanatical Ptolemean patriots.

DIOS PROVANIS

F1v ∷ ● • ● ∷ ●
a g r g a g

System: Dios Provanis

Habitable Worlds: Necromus (Dios Provanis III)

Resource Worlds: Seker's Lot (moons of Dios Provanis IV)

Notes: Necromus is perhaps the most inhospitable world in the Province which can still sustain human life. Scorched by the sun's rays and ravaged by cruel winds, agriculture tends to be artificially sustained. The total population of miners among Seker's Lot rivals that of the colonists who live near the poles of Necromus.

SCARAB

G9iv ● ● ● ∷ • ●
g g g a r g
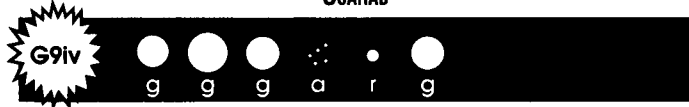
System: Scarab

Habitable Worlds: None

Resource Worlds: Scarab V

Notes: Scarab's worth to the Ptolemeans is not measured by its abundance of raw materials, but rather its evolution as the Province's military stronghold. Scarab V is home to House Ptolemus' largest deep space shipyards and professional military academies. Although the planet is not rated as habitable, an extensive artificial subterranean environment has been created for the populace to live in.

HEXAD

M6v • • ● ● • ●
r r r r r r

System: Hexad

Habitable Worlds: None

Resource Worlds: Hexad II, Hexad III, Hexad IV

Notes: Hexad is another old system, long-occupied by human colonists. Unfortunately, there are no habitable worlds here so inhabitants must live in the mining domes scattered across the system's rocky worlds.

BETA KYNON

A1iv **M0v** ● ● ● ●
g g g g

System: Beta Kynon

Habitable Worlds: None

Resource Worlds: The Flock (Beta Kynon IV's moons)

Notes: Beta Kynon is a binary star system with four large gas giants orbiting around the stellar primaries at a great distance. The Ptolemeans have opened several mining operations and research stations on the ten moons (The Flock) which orbit Beta Kynon IV. These installations must be heavily shielded from the intense rays of the system's Type A blue star.

VIRNAK

K2v ● ● ● ● ● ⦂ ●
r r r r g a r
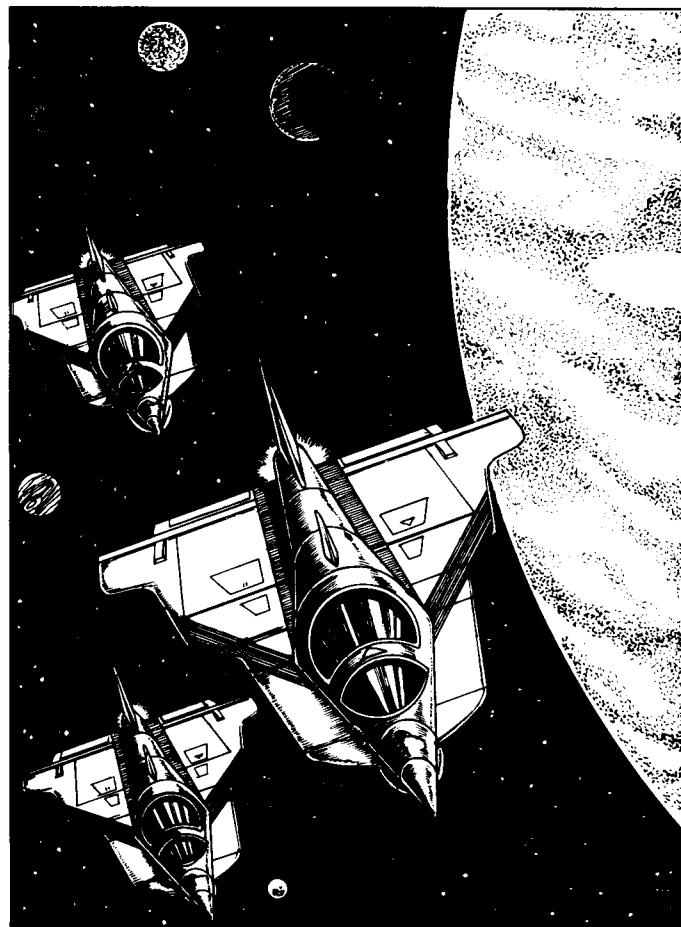
System: Virnak
Habitable Worlds: None
Resource Worlds: Seb's Anvil (Virnak III)
Notes: Virnak is a relatively young star and Seb's Anvil appears that it may some day be able to support life, but for the time being its atmosphere is still quite primitive. Nevertheless, Virnak III and several of the system's other worlds supply their Ptolemean rulers with numerous rare and valuable metals.

PTOL 23 (WHITE STAR)

F9ii ● ● ● ● ● ● ● ●
r r g g g g g r

System: Ptol 23
Habitable Worlds: None
Resource Worlds: Far Station (Ptol 23 IX)
Notes: Far Station is best known for its incredible factory complexes. Totally self-contained, these structures have churned-out more Ptolemean manufactured goods than any of the Province's other industrial centers. The workers of Far Station are a proud and tenacious people who have prospered over the years.

LOTANUS MINORA

K3v ● ● ●
r r r

System: Lotanus Minora
Habitable Worlds: None
Resource Worlds: Lotanus Minora II
Notes: Lotanus Minora II is home to a progressive mining society which has tried to distance itself from Provincial political matters over the past decade. When it looked like the planet might try to secede from the Province in Imp 470, Duke Ptolemus opened a small military base in the system which remains to this day. Rumors of atrocities committed against the local populace are widespread.

PROGENY

K6iii ⦂ ● ● ● ●
a r r g g
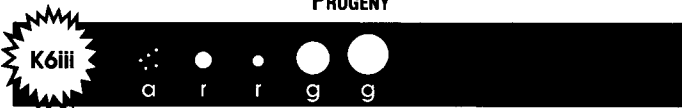
System: Progeny
Habitable Worlds: None
Resource Worlds: Scion (Progeny III)
Notes: Besides the mining interests here, Scion is a major transportation thoroughfare. It is best thought of as a gateway to the Province's other systems. Progeny, an orange giant star, "anchors" the end of the Province closest to the Imperial core worlds.

PTOL 27 (SEKHEM)

A3iv ● ● ⦂ ● ● ●
r g a g g g
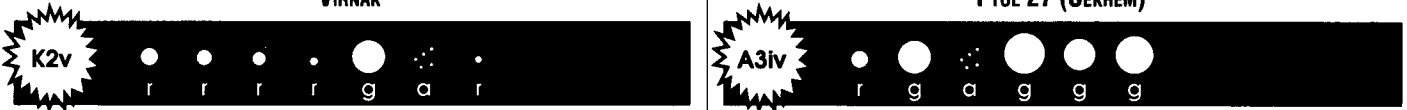
System: Ptol 27
Habitable Worlds: None
Resource Worlds: Osirium (Ptol 27 VI's moons)
Notes: Sekhem's industrial centers are located on the moons of the out-lying gas giant. Ptolemean workers are circulated through here on year-long stands of duty. It is not a popular assignment because the facilities are old and the management is notoriously oppressive.

PTOL 34 (DARKHOME)

M7v ● ● ● ● ● ⦂ ●
r r r r r a g

System: Ptol 34
Habitable Worlds: None
Resource Worlds: Darkhome IV (Ptol 34 IV)
Notes: Darkhome lies on the outer fringe of the Province's domain. The biodome workers who live here have formed a somewhat distinct society which, as a rule, does not partake in Provincial politics.

2.2 DNEPRODZERKUTSK EXPANSIONISM

He who is the author of war lets loose the whole contagion of hell and opens a vein that bleeds a nation to death.
— *Thomas Paine, c. PreImp 9865* —

Note: *The name "Dneprodzerkutsk" is the singular, plural, and collective term for the people, House and Province of Dneprodzerkutsk.*

The Dneprodzerkutsk people are a poor and splintered coalition of societies who have managed to keep just enough unity and power to maintain their Great House status. Centralized control of their province is, however, practically nonexistent. Though senators and parliamentarians are sent from Dneprodzerkutsk to the Empire's governing institutions, they rarely represent the House as a whole.

Dneprodzerkutsk has evolved into a clannish, warrior culture, and it is the various "Warbands", led by their "Warleaders" who wield the real power in the Province, and outside its borders.

Being cursed by too few planets and numerous worthless client states, the Dneprodzerkutsk are constantly searching for new star systems to claim for their own. Horrible politicians, the Dneprodzerkutsk Warleaders usually try to take what they want through force of arms.

In Imp 472, two of the largest Warbands, Black Plague and Behemoth formed a joint plan for the acquisition of planets from their closest Provincial neighbor, House Ptolemus. Without an Imperial sanction on the invasion, the two Dneprodzerkutsk Warleaders knew theirs would have to be quick and decisive strikes, forcing local Ptolemean capitulation before the Imperium intervened on behalf of the besieged House.

THE PROVINCE OF GREAT HOUSE PTOLEMUS

Ptol 34 (Darkhome)
(+2)

Hexad (-7)

Ascension (+16)

Lotanus Minora
(+4)

Hathor ■
(+21)

Aneb-Het
(+29)

Lebanstar (-11)

Beta Kynon
(+33)

Dios Provanis
(+27)

Ptol 27 (Sekhem)
(+18)

Scarab (+24)

Ptol 23
(White Star)
(+31)

Virnak (+19)

Progeny
(+15)
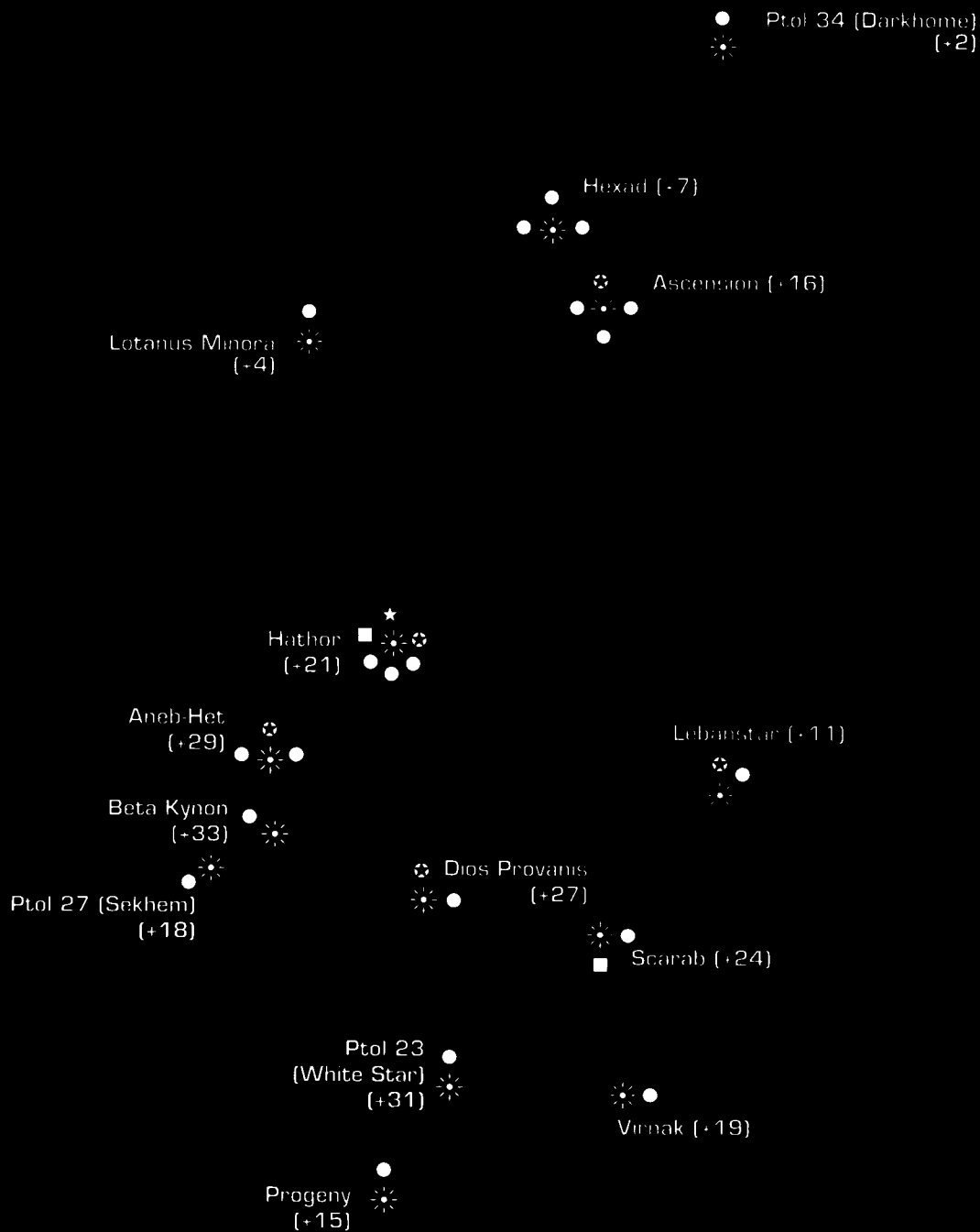
KEY

☼ Star System

Hathor (+21) — Star System Name (# of light years above the plane of Sol)

★　Provincial Capital

✪　Habitable World

●　Resource/Industrial World

■　Major Military Base

0　　　　　　　5 Light Yeras

To throw the Ptolemean command into disarray and facilitate their invasion, Dneprodzerkutsk spy-assassins who had already infiltrated the Ptolemean command structure were assigned their termination orders. Their primary target was to be Duke Ptolemus.

The opening of Dneprodzerkutsk hostilities was set for the end of the Imperial Year 474. Neither of the Warleaders were aware of the Colosian plot to invade Ptolemean space at the same time.

2.3 BAND OF IRON

Any alliance whose purpose is not the intention to wage war is senseless and useless.
— Adolf Hitler, c. PreImp 9720 —

In the Imperial Year 464, House Colos joined with a pair of staunch allies, Houses Thaan and LeGrange, to form the *Band Of Iron*. Ostensibly, their purpose was to counterbalance the *Provincial Powers Alliance*, a coalition of Houses Devon, Jade-London and Carlisle. However, as far as Colos was concerned, another prime function of the Band was to give the Emperor a stronger Provincial tool for working his will on dissidents.

The Colosians had always curried favor from the Emperor by undertaking his more "questionable" missions and calling them their own. They succeeded only as often as they failed, but this was enough to satisfy the Imperial Dynasty Throne. Colos came to enjoy more and more of the Emperor's good will, and the House prospered because of it. But recently, the Provinces have come to wield greater power and Colos has not been up to the new Imperial tasks set for them. An alliance with two other strong Inner Provinces was necessary, and Thaan and LeGrange jumped at the chance to increase their own stature. So came about the *Band Of Iron*.

With the increasing problem created by Duke Ptolemus in the Imperial Senate, the Emperor started entertaining thoughts of eliminating this worrisome House. In Imp 469 the Emperor's agents approached Colos with a preliminary invasion proposal. The plan was for Colos to take on the Ptolemean forces in an all-out, Imperially-sanctioned war. In exchange for their effort and the downfall of House Ptolemus, Colos would receive all planetary systems conquered and the entire Ptolemean labor pool as a slave force. All was to be divided amongst Colos and its allies as they saw fit.

House Colos was eager for the challenge, but Thaan and LeGrange balked when they were let in on the plans in Imp 472. Destroying an entire House was a little more than they were willing to commit to, but their treaty was at stake. The two Houses pledged support (in the form of materiel) for the invasion, however, they let Colos know that no military personnel would be forthcoming. Colos agreed. The campaign was set to begin in early Imp 474. This allowed for a few years of preparatory propaganda, disinformation and troop mustering. Unfortunately, House Colos was becoming embroiled in several other conflicts with Houses Devon, Jade-London and Kubischev-Lloyd. The invasion of House Ptolemus was put off again and again while Colos tried to focus its strength. In the end, a date at the beginning of Imp 475 was selected for the opening of hostilities.

The House Colos invasion was pre-empted by a mere 11 days. An unforeseen Dneprodzerkutsk force was the first to land on a Ptolemean world.

2.4 THE INVASIONS

The right of conquest has no basis except in the right of might.
— Jean-Jacques Rousseau, c. PreImp 9883 —

The Imperial Intelligence Directorate lent its support to the Colosian propaganda campaign against House Ptolemus. Despite their reputation as bumbling Imperial lackeys, House Colos was largely successful in turning the opinion of many Provincial powers against the Ptolemeans. Duke Ptolemus added to his own problems by continuing his scathing orations on Imperial ill-will and scandalous Inner Provincial treaty violations.

Preparations for the Colosian invasion were slowed due to other conflicts, but were finally completed near the end of Imp 474. As the House Colos military mobilized its vast mustering of deep space forces and began deploying to the selected forward staging area, news came of the coordinated Dneprodzerkutsk attack on two Ptolemean worlds.

Black Plague and Behemoth, the two invading forces of House Dneprodzerkutsk, had maintained the element of surprise and shocked the entire Empire with their bold move on Ptolemus. Expecting aggression from some quarter, a standing Ptolemean Task Force was rushed to counter the Dneprodzerkutsk intrusions. The Colos invasion fleet was now waiting at its assigned Imperial Outstation for the command to commence hostilities. However, the Colosians had to quickly revamp their plans to best take advantage of the developing situation.

No members of the *Band Of Iron* were on friendly terms with Dneprodzerkutsk, so an improvised fusion of effort was out of the question. Colos would first have to take care of the Ptolemeans, then turn against any Warband forces that remained in the Province. Still fully confident in achieving total victory, the Colosian leadership gave the final word to invade.

But even as the first Colosian fleet elements were entering hyperspace, Duke Ptolemus, the focus of the Empire's enmity, was assassinated by a Dneprodzerkutsk infiltrator. With a state of emergency in effect, the Duke's son took the House rulership immediately. A much more moderate individual, and well-liked by many of Ptolemus' current detractors, the new Duke put out a plea for help against the unprovoked Dneprodzerkutsk aggression.

News of this latest development reached House Colos just as the Imperial Dynasty Throne announced the sanctioned invasion and Colosian ground assault forces were landing on a key Ptolemean world. The combined effect of all these events was disastrous for House Colos.

Sympathy for House Ptolemus culminated "overnight" in a general condemnation of the Colosian invasion by a vast assemblage of Provincial and Clan leaders. Rumor had it that the Colosians had a hand in the assassination of the elder Duke Ptolemus. Accusations of collusion with Dneprodzerkutsk were rampant, and it seemed as though many articles of interprovincial law were breached by the commanders of the invading forces.

Aid flowed in to House Ptolemus just as it was crumbling under the weight of the double invasion. Intelligence information was provided by House Jade-London, while Houses Red Star and Logos sent humanitarian aid and war materiel. Refugees were extricated and granted temporary asylum on several Provincial worlds, while mercenary troops were shipped in to fight the invading forces. Dneprodzerkutsk and Colosian campaign timetables soon went awry.

DEVELOPMENT OF THE CAMPAIGN

The Dneprodzerkutsk Warbands sought to first seize control of the Ptolemean transportation center in the Progeny system and the industrial warehouses at White Star. Warbands tend to be fairly self-sufficient, autonomous units, always on the lookout to exploit enemy supply centers for their own use. Progeny and White Star, being closest to Dneprodzerkutsk space, were prime targets. On Imp 474:351, Black Plague took the transportation nexus on Scion, while Behemoth started the struggle for Far Station's industrial complexes.

Ptolemus directed a quick counterattack against Black Plague on the Ptolemean holiday, First Emperor's Day: Imp 475:001. Though inflicting heavy casualties on the invading Warband, they were not able to liberate the planet Scion.

While Behemoth was embroiled in the battle for Far Station at White Star, Black Plague raided Seb's Anvil at Virnak to test Ptolemean strength there. Resistance was weak, but as the Plague shifted their main forces to exploit the gain, Ptolemean fleet elements based at Scarab V counterattacked. The ensuing battle brought death to the Plague's Warleader and shut the Dneprodzerkutsk out of Virnak for good.

House Colos, like the Warbands, had also decided on a two-pronged attack. The main thrust was focused on Kneset's World at Lebanstar, but the defenders there were alerted to the impending attack at the last possible moment by House Jade-London intelligence. Though Colosian ground forces landed on the planet in strength, Ptolemean fighter units tied down a good portion of the invasion fleet. Kneset's World would become the sight of the bloodiest and most protracted fighting of the Ptolemean Wars.

The second Colosian attack forced its way into the Ascension system which held several key Ptolemean worlds. Ascension would become the base of all future Colosian attacks against the Ptolemean Homeworld in the Hathor system. As Imperial confidence in the Colosian efforts failed, the Emperor cut the supplies and support he had been granting. Still intent on the fall of Ptolemus, Colos opened their own supply routes and continued the war.

As the campaigns dragged on, nearly every Ptolemean system was touched by war. Behemoth took Far Station and the supply stores there, then pressed-on to Dios Provanis. Black Plague's main fleet units and leadership were broken at Virnak, so the Warband could do little more than muster a few more raids for the balance of the war.

After the battle for Ascension, Colosian forces took the Hexad worlds and mounted no fewer than seven major raids against Hathor, the Ptolemean home system. From their new base at Necromus in the Dios Provanis system, Behemoth attempted to take Aneb-Het and Beta Kynon away from the Ptolemeans. Also, during their raids into Ptol 27 and Lebanstar, Behemoth units clashed with their Black Plague counterparts and Colosians, as well as their Ptolemean foes.

More Ptolemean counterattacks struck from Scarab V and the Lotanus Minora system. Through sheer tenacity, House Ptolemus was able to maintain a grasp on Kneset's World, and repulsed every attempt made to take Ptolemae, their Homeworld.

A year of constant battle has wreaked havoc on the worlds of House Ptolemus, but the people have refused to give up their homes and lands.
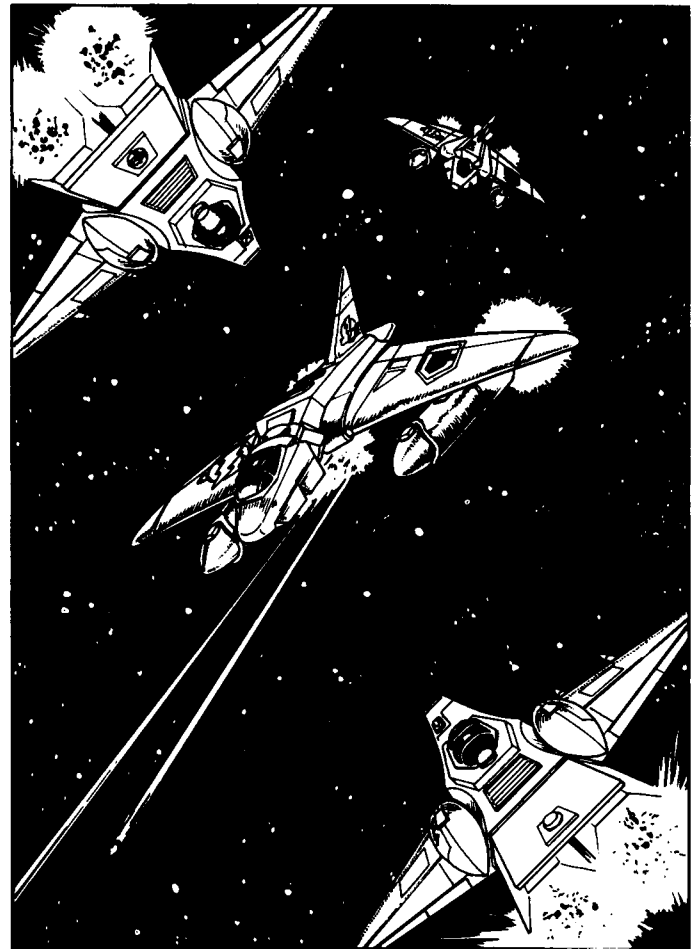
THE INVASIONS OF GREAT HOUSE PTOLEMUS

Ptol 34 (Darkhome)
(+2)

Hexad (+7)

9 **7**

475:022

Ascension (+16)

5

Lotanus Minora
(+4)

475:081

475:019
475:050
475:092
475:131
etc.

Colos

Hathor
(+21)

Aneb-Het
(+29)

Lebanstar (+11)

4

Beta Kynon
(+33)

10

475:100

475:187

475:099

12 **11**

Dios Provanis
(+27)

Ptol 27 (Sekhem)
(+18)

475:184

8

Scarab (+24)

475:033

475:233
475:261

475:009

475:185

Ptol 23
(White Star)
(+31)

2

474:351

475:001

Virnak (+19)

3

6

Behemoth

475:002

Black Plague

474:351

1 Progeny
(+15)

KEY

☀ Star System

▲ Invasion Jump-Off Point

475:002 ──► Main Thrust with Date

475:085 ──► Major Raid/ Understrength Thrust

475:009 ┈┈► Counterattack

⟨⟨ Rebuff/ Heavy Resistance

1 Scenario Location

2.5 EPILOGUE

In war, which ever side may call itself the victor, there are no winners, but all are losers.

— Neville Chamberlain, PreImp 9707 —

The scenarios of *The Ptolemean Wars* take **Silent Death** players through nearly a year of campaigning. By the end of Imperial Year 475, long past the projected end of the struggle, neither of the three sides in the war can claim to have an upper hand.

Supported by Jade-London, Red Star and Logos, House Ptolemus retains control of their capital, and the cultural center of Kneset's World.

After capturing four systems, the Dneprodzerkutsk Warbands have spent themselves. Afraid to call on other Warbands, suspecting that their own gains would be taken away by a fresh Warleader, Black Plague and Behemoth are forced to continue to make minor raids against the Ptolemeans.

Ground to a halt at Lebanstar, the Colosian military has concentrated their effort at Ascension, but few gains have been made from there due to a deteriorating supply situation.

THE FINAL WORD

The Ptolemean Wars continue into Imp 476 with no end in sight.

2.6 CHARACTERIZING THE COMBATANTS

The Scythian soldier drinks the blood of the first man he overthrows in battle.

— Herodontus, c. PreImp 12,100 —

Each side in the Ptolemean Wars conflict engages in both morally void and universally honorable activities. While certain combat units are more prone to one form of action than the other, it would be wrong to assume that one side in the war most often takes the moral high ground.

Despite this, each of the nationalities in the Ptolemean struggle can be identified by certain characteristic traits.

THE PTOLEMEANS

Ptolemean citizens are fervently nationalistic and shun people from the Imperium as well as those from the other Provinces. Their House leadership up until now has reinforced these feelings with a strong, elitist propaganda campaign.

House Ptolemus maintains an almost purely civilian conscript military force, and in times of peace, both ground army and space forces are quite small. Combat leaders are drawn from civil government during national emergencies, and although this produces a large officer cadre, the quality of the leadership is mediocre at best. Ptolemean special units (e.g., commandoes, anti-terrorist squads, etc.) are adequate, but rarely exceptional. The Province relies on hired mercenaries to bolster their regular armed forces in times of crisis.

With respect to wartime Starfighter Forces, pilots and flight officers are drawn from the Province's merchant marine and commercial space flight industry. Hasty training programs have also brought numerous low quality pilots into the Ptolemean Fighter Wings. Main space fleet units draw their flight personnel from the same pool.

The average pilot is proudly nationalistic and a fairly brave fighter. He would most likely rather die than see his family's land taken by an invader, though this ultimate sacrifice is often delayed until a struggle is lost beyond all hope.

THE DNEPRODZERKUTSK

House Dneprodzerkutsk is an anomaly among Provincial Families. As a shaky coalition of poor worlds, their meagre wealth is "acquired" for the upkeep of the House's "Warbands". Clannish and rivalry-minded, Dneprodzerkutsk Warbands are wandering armies (or space forces) who hoard equipment and are constantly in conflict with whomever is willing to put up a fight.

Each Warband, which can encompass upwards of 10,000 warriors, is led by a totalitarian "Warleader" who has the final say in all the doings of the band.

Two separate Dneprodzerkutsk Warbands have become embroiled in the Ptolemean Wars. If their efforts had been coordinated to achieve a common goal, House Ptolemus may have fallen early in the conflict. As it is, some elements of these Warbands are fighting between themselves more than their Ptolemean foes.

Each Warband generally fields one or more Starfighter Forces composed of several fighter Regiments each. Regimental leaders and squadron leaders are strong and charismatic individuals who often take on a mission without higher authority. Success in battle brings quick promotions and commendations while failure bears disgrace or even execution. Warband Starfighter Forces are tended and overseen by powerful main fleet elements which usually consist of battlecruisers, fleet escorts and numerous, smaller carriers.

Dneprodzerkutsk warriors are ruthless, if somewhat inept. Generally, their fervor compensates for a critical lack of training.

The average pilot hates his superiors as much as he loaths his opponents in battle. However, since the only way for him to advance is to perform well, he rises to the challenge of any assignment, no matter how absurd. He will kill indiscriminately and exploit his gains with a vengeance.

THE COLOSIANS

The Colosians are, as a "race", aggressive and militaristic. Due to the Imperial favor they enjoy, most citizens have a high standard of living. This is maintained at the expense of a large slave population garnered from oppressed subject races and conquered foes.

House Colos military structure focuses on a rigid chain of command where unauthorized individual action is discouraged and even penalized. Unfortunately, this often leads to ineptness, delay, waste, and a general inability to exploit an opposing force's developing weaknesses. Unimaginative tactical doctrine often has a stifling effect on Colosian battle groups.

Despite this, the Colosians have a rich fighting heritage and they honor the spirits of great warriors who have fallen in past battles. Ancestor worship is common among many Colosian sub-cultures.

Women are not denied access to military service. They have proven themselves worthy on many occasions and are fierce fighters.

House Colos claims a few allies, but most despise the name of Duke Colos and his Province. Colosians have often been baited into undertaking ill-conceived military expeditions. These end in utter failure and do harm to the Provincial leadership. However, through sheer determination the Colosians easily win as many conflicts as they lose.

The Colosian Starfighter Forces are well tended and have a high priority resupply status. Small personality cults have arisen around ace pilots, while those with distinguished family service histories are hailed as heros on the home front. Leaders of main fleet elements are even more widely renowned.

The average pilot is a mere tool of the state. He has a strong sense of duty, but he realizes that his loss means little to those in command. This often causes morale problems which are rectified through intense "political reorientation" programs. As a rule, he harbors an extreme dislike of his opponents.

Role Playing Note: *For players who like to get into the personas of their pilots, you can use the following **loose** national analogies for the antagonists in The Ptolemean Wars: Ptolemeans — Ancient Egyptians; Dneprodzerkutsk — Mongols; and Colosians — Communist (Cold War) Russians.*

FIGHTER AND GUNBOAT AVAILABILITY

The following published starcraft types are available to the various antagonists during the first year of the Ptolemean Wars.

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

3.0 PTOLEMEAN FIGHTER UNITS

"I gave my life ten times over during the first week of the war."
— Anonymous Ptolemean Fighter Pilot —

This section details four of the several hundred Ptolemean fighter wings committed to battle during the first year of hostilities. Squadron compositions are given for the units just before first contact with the enemy.

Note: *Use of the Pilot Luck stat is optional as per Section D.0 in Rule Annex #1.*

3.1 HOUNDS OF ANUBIS

There is only one tactical principal which is not subject to change. It is: to use the means at hand to inflict the maximum amount of wounds, death and destruction on the enemy in the minimum of time.
— George Smith Patton Jr, c. Prelmp 9698 —
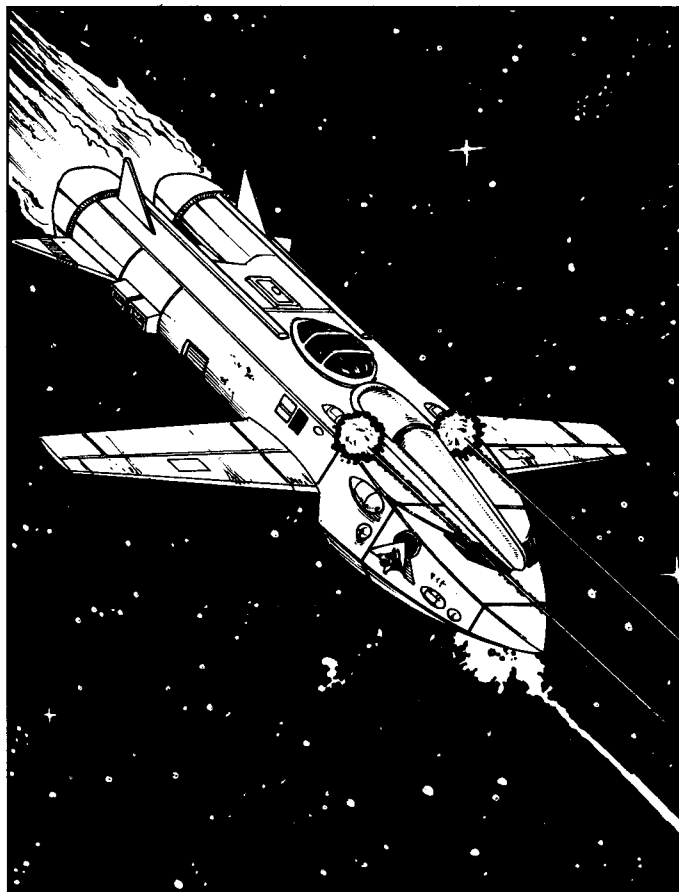
33rd INDEPENDENT PTOLEMEAN FIGHTER WING

Dubbed "Hounds of Anubis"
Commanding Officer: Gorum Amhut Aziz

The Hounds of Anubis are one of House Ptolemus' few professional, full-time military units. As such, its flight officers are well trained, highly motivated, and have good morale. The maintenance staff is top grade, so few of the wing's fighters are ever down for extended repairs, even during peacetime

The 33rd Independent is trained in a wide array of combat operations, including ground attacks, fleet strikes, and rear area raids. In fact, they were just coming off an extended training mission when Ptolemus went on Province-wide alert in Imp 474:340. They expected immanent aggression from some quarter, but it wasn't clear who would attack, or when. This uncertainty was due to extensive disinformation efforts on the part of House Colos before war was to commence.

At the time of the Provincial alert, the "Hounds" were just passing through the Progeny transport nexus. They were ordered to stand-to in orbit around the planet Scion far from their regular station in the Scarab system.

When hostilities opened with the House Dneprodzerkutsk invasion, the Hounds were one of the first units engaged. Though they extracted a heavy toll from the Black Plague Warband, Scion fell quickly and the 33rd beat a hasty retreat to their base on Scarab V. From there they were involved in the Virnak offensive against Black Plague, and later they battled the Behemoth Warband at White Star.

Late in the year 475, remnants of the Hounds of Anubis, filled out with conscripted replacement pilots, saw action in the liberation of the Lebanstar system. Here they finally faced Colosian foes.

Atep **Squadron**

Squadron Leader: Demoss Amenophis (Plt 10, Gnr 8, *Luck 4*)

Assets: 12 x Blizzard

Typical Pilot (Plt 7, Gnr 6)

Bast **Squadron**

Squadron Leader: Marem Tuthmol (Plt 9, Gnr 9)

Assets: 12 x Death Wind

Typical Pilot (Plt 7, Gnr 5)

Typical Gunner (Gnr 7)

Khensu **Squadron**

Squadron Leader: Hig Shepsut (Plt 9, Gnr 7, *Luck 1*)

Assets: 8 x Death Wind

  2 x Glaive

  2 x Epping

Typical Pilot (Plt 6, Gnr 6)

Typical Gunner (Gnr 8)

By the end of Imp 475, the 33rd Independent became one of the Province's most decorated fighter wings. Though only three of the unit's original flight officers remained on active duty by the end of the war's first year, the Hounds of Anubis fighting spirit lived on in its dedicated new members. Their's has been a proud tradition.

3.2 CHARIOTEERS

The most solid moral qualities melt away under the effect of modern arms.

— *Ferdinand Foch, PreImp 9726* —

102nd PTOLEMEAN CARRIER WING

Dubbed "Charioteers"
Commanding Officer: Apu Aphrod Nagomi

The Ptolemean National Space Defense organization is like a standing militia formed by part-time pilots and astrogators. The PNSD (sometimes referred to simply as the "Ptolenspad") fills out the ranks of several Ptolemean military units, most of which have strong regional biases. The 102nd Carrier Wing is a just such a unit. Manned by House Ptolemus National Space Defense personnel drawn from Far Station in the Ptol 23 star system, the 102nd has been based at White Star since Imp 470.

When the House Dneprodzerkutsk Behemoth Warband invaded the White Star system, the Charioteers, as they liked to call themselves, went on full-time operational status.

The Behemoth forces were pressing towards Far Station's Industrial complexes and supply depots during the opening portion of their campaign. The Charioteers were instrumental in delaying the Dneprodzerkutsk hoards long enough to allow for a general evacuation, and subsequent widespread demolition of usable facilities.

Badly mauled in their first few battles, the Charioteers were withdrawn to the Sekhem system. There they received a quick refit and were thrown into the First Emperor's Day counteroffensive against Black Plague in the recently captured Progeny system.

Unfortunately, coordination among units involved in the First Emperor's Day counteroffensive was poor, and many were totally wiped out in the face of stiff Black Plague resistance. The Charioteers

avoided mortal damage, but were knocked out of commission for several weeks because their own carrier, the *Bold Horizon*, was destroyed in a major fleet action at the height of the battle.

Escaping back to Sekhem on another wing's carrier, the Charioteers reformed and were sent to Dios Provanis just in time for the Behemoth offensive there. Once again in combat with the enemy that had conquered their home system of White Star, the Charioteers were bent on revenge and gave a good account of themselves during the battle. However, Dios Provanis fell to Behemoth too, forcing the 102nd to retreat to the Aneb-Het system.

The Behemoth Warband came for Aneb-Het a few weeks later, but there they were stopped cold. The Charioteers were in the thick of the struggle for Aneb-Het, fighting alongside conscript units from that system's bold citizenry. At the cost of most of their remaining fighters and flight officers, the 102nd was able to see the end of Behemoth's serious deep space strike capability.

Squadron Summary
As of Imp 474:351

Thrust **Squadron**

Squadron Leader: Mut Taharqa (Plt 9, Gnr 8)

Assets: 6 x Blizzard

  4 x Pit Viper

Typical Pilot (Plt 5, Gnr 6)

Parry **Squadron**

Squadron Leader: Saiyd Djer (Plt 8, Gnr 8)

Assets: 10 x Death Wind

Typical Pilot (Plt 5, Gnr 4)

Typical Gunner (Gnr 5)

Guard **Squadron**

Squadron Leader: Unis Udimi (Plt 7, Gnr 8)

Assets: 8 x Glaive

  2 x Seraph

Typical Pilot (Plt 4, Gnr 5)

Typical Gunner (Gnr 4)

By the end of the battle for Aneb-Het in Imp 475:140, the Charioteers ceased being an effective fighting force. They sustained over 90% casualties in manpower and equipment. However, the unit was never decommissioned and was completely reformed later in the campaign.

3.3 HOPE'S CONSTELLATION

I am for peace: but when I speak, they are for war.

— *Psalms 120.vii* —

1241st HOME DEFENSE WING

Dubbed "Hope's Constellation"
Commanding Officer: Haffar "Hope" Aman

Prewar Ptolemean defense analyses indicated that if interprovincial war was to break out, Kneset's World in the Lebanstar system would be a prime economic, political and military target. With that in mind, the Ptolemean Home Defense Force began mustering units there in mid Imp 474. When the Province went on alert in Imp 474:340, Home Defense fighter wings around the Province took station in orbits around their respective planets. The 1241st was one of several such units based on Kneset's World.

The flight officers of this wing were drawn from a pool of Kneset's World civilian spacefarers. Unskilled and untested in combat, the 1241st took a baptism under fire as Colosian forces invaded the Lebanstar system in Imp 475:002. Half of the wing was wiped out in their first engagement with the professional Colosian warriors, but those who survived learned quickly. They had to. Kneset's World quickly became a hellish cauldron of death. House Ptolemus decided that the Lebanstar system would become their main point of resistance against the invasion, and it would not be forfeited, regardless of the cost.

With instructions to fight to the last man, every Ptolemean military unit at Kneset's World took to their bloody task with a grim and steely determination. Extracting a heavy toll from the Colosians nearly proved to be the undoing of their defense. At several times during the battle, Ptolemean manpower and equipment were reduced to critically low levels. Fortunately, resupply efforts were always successful and the Kneset's World defenders fought on.

The key to Kneset's World's defense was mastery of orbital space. As long as the Ptolemeans could hold space supremacy, the Colosians would not be able to resupply the ground forces they landed at the start of their campaign. The strategy has worked well.

Hope's Constellation turned out to be a key unit in the space supremacy battle over Kneset's World. Once they rebounded from their initial loses, the pilots galvanized and helped turn the tide against the invaders. In one crucial battle, elements of the 1241st inflicted a 5-1 casualty ratio against a Colosian second line replacement wing which allowed a Ptolemean strike force to penetrate deep into a Colosian convoy group and stop a critical resupply effort.

Though shattered by combat losses no fewer than seven times during the campaign so far, the 1241st has been continually reformed. Again and again they have been thrown into the desperate fighting over Kneset's World.

Squadron Summary
As of Imp 475:002

Capital Squadron

Squadron Leader: Dendra Yasut (Plt 7, Gnr 7)

Assets: 8 x Blizzard

Typical Pilot (Plt 4, Gnr 3)

Khanut Sea Squadron

Squadron Leader: Anjibra Seskaf (Plt 6, Gnr 6)

Assets: 8 x Thunder Bird

Typical Pilot (Plt 3, Gnr 3)

Lake Tem Squadron

Squadron Leader: Bib Wadji (Plt 6, Gnr 7)

Assets: 4 x Death Wind

        4 x Glaive

Typical Pilot (Plt 4, Gnr 2)

Typical Gunner (Gnr 3)

Great Isthmus Squadron

Squadron Leader: Yasohtep Ay (Plt 6, Gnr 4)

Assets: 4 x Death Wind

        2 x Seraph

        2 x Epping

        2 x Shryak Shuttle

Typical Pilot (Plt 3, Gnr 2)

Typical Gunner (Gnr 4)

The unit's commanding officer, Haffar Aman, was lost early in the fighting, but his nickname was given to the wing, thereafter known as Hope's Constellation. After a year of fighting, statistics indicate that the 1241st has had an eightfold turnover in flight officers. None of the Wing's original equipment or personnel remain, though a fair percentage of the staff is still drawn from Kneset's World natives.

3.4 GREAT ZENITH

When an inferior general is to be detached upon an expedition, be sure to send the most ignorant; for he stands most in need of a lesson.

— Francis Grose, PreImp 9863 —

3447th Ptolemean Interceptor Group

Dubbed "Great Zenith"
Commanding Officer: Kemu Terothath

Great Zenith could have been more accurately named Great Flop. As a conscripted unit mustered shortly after the Colosian invasion, the 3447th was poorly trained and pathetically led.

Morale at the time of the unit's inception was critically low. The Ptolemeans had lost three systems and several more were threatened. In those dark days there was much defeatist talk. It was widely held that House Ptolemus should cut its losses and capitulate rather that sacrifice more of its youth to the maelstrom of war. Such was the thinking of Great Zenith's recruits.

The situation wasn't helped by Kemu Terothath, Great Zenith's commanding officer. With a high position in regional government, he demanded a battlefield command. But he was a complete incompetent, and that would tell when the unit first went into battle.

The 3447th Interceptor Group was attached to a main fleet task force forming at Lotanus Minora to counterattack the Colosian forces which had recently taken the Hexad system. Ill-prepared and inexperienced, the Ptolemean forces involved in the Hexad strike brought a complete debacle onto themselves.

Actually, the counterattack started well, but as the battle developed the Colosians recovered from their surprise and started taking the fight to the Ptolemeans. Unable to interpret confused battle reports or respond to increased enemy pressure, the Ptolemean tactical command structure collapsed, leading to a complete rout.

The indecision showed by the 3447th was particularly decisive in the overall defeat of the Hexad liberation effort.

The task force battle plan called for Great Zenith to spearhead a diversionary raid against an orbital station; an action which was intended to draw off crucial fighter protection over the system's principal planet, Hexad III. This would allow the Ptolemean task force to land ground assault elements and begin the system liberation in earnest. However, the 3447th and its adjuncted diversionary units, led by Kemu Terothath, lost their nerve and disengaged the enemy. Terrified by actual combat conditions, Terothath was the first to leave. All Colosian units were back to their positions in time to intercept the main Ptolemean task force and ruin the attack.

Efforts over the next few days to salvage the counterattack failed utterly. Again and again, the Ptolemean units displayed indecision and sheer incompetence. The 3447th lost all of its operational fighters before the counterattack was finally called off. Few of the interceptor group's flight officers survived the campaign.

Squadron Summary
As of Imp 475:081

Pole Star Squadron
Squadron Leader: Mi'a Semerkhet (Plt 5, Gnr 6)
Assets: 12 x Blizzard
Typical Pilot (Plt 5, Gnr 2)

Spica Squadron
Squadron Leader: Ali Mentuhotep (Plt 5, Gnr 4)
Assets: 12 x Thunder Bird
Typical Pilot (Plt 2, Gnr 2)

Nadir Squadron
Squadron Leader: Bes Khaba-Mentu (Plt 6, Gnr 4)
Assets: 8 x Glaive
Typical Pilot (Plt 3, Gnr 1)
Typical Gunner (Gnr 2)

The 3447th Interceptor Group is an ignominious fighter wing which was raised and decimated inside of a hundred days. Their fate was the result of inadequate training, poor motivation and awful leadership.

4.0 DNEPRODZERKUTSK FIGHTER UNITS ▬▬

"I give you the words of a great warrior from the past: 'Happiness lies in conquering one's enemies, in driving them in front of oneself, in taking their property, in savoring their despair, in outraging their wives and daughters.'

"This is the legacy of Genghis Khan, and it is left to us on the eve of a great day.

"In ten hours we fly our first mission against the Ptolemean scum, and though dirt they may be, from what I have heard, their wives and daughters are worth outraging!"
— Warleader Vlachat Unverzagt,
to his assembled Black Plague Warband —

Here are the descriptions of four Dneprodzerkutsk wing-sized fighter units. Two belong to the Black Plague Warband, while the others fly for Behemoth. Squadron compositions are given for the units just before first contact with the enemy.

Note: *Use of the Pilot Luck stat is optional as per Section D.0 in Rule Annex #1.*

4.1 REIGN OF DESPAIR

The wings of man's life are plumed with the feathers of death.
— Sir Francis Drake, c. PreImp 10,060 —

4th BLACK PLAGUE FIGHTER WING
Dubbed "Reign of Despair"
Commanding Officer: Yu Xiao-Ming

Black Plague's 4th Fighter Wing is their most highly trained and disciplined interceptor unit. Though their equipment is largely outdated, Reign of Despair's flight officers are skilled enough to take on comparable enemy units flying much more modern fighters.

When Black Plague's Warleader, Vlachat Unverzagt, revealed his plans for an invasion of the Ptolemean-held Progeny system, the 4th Wing was given "first right of engagement", a great honor among the Dneprodzerkutsk warrior caste. On Imp 474:351, Reign of Despair was at the forefront of the attack, tangling with hastily scrambled Ptolemean Home Defense units and a few of their more professional squadrons.

The lightning Black Plague strike saw the quick fall of the Progeny system, and pilots of the 4th Wing had amassed an impressive kill tally. 'Despair was soon slotted for the Virnak offensive, which turned out to be a great setback for the Dneprodzerkutsk forces when Ptolemean main fleet units counterattacked them there. The 4th Fighter Wing lost half its strength in a single battle over Seb's Anvil, the third planet in the Virnak system.

As a result, Reign of Despair was pulled off of front line duty for a quick reformation, but this was not completed before Black Plague was thrown back to Progeny, leaderless and crippled.

A new Warleader emerged to control Black Plague after the Virnak system was lost, but the Warband's casualties in men and equipment could not be replaced. It took several months to reform an effective fighting force, but once done, the 4th Wing was back up to strength and a new Ptolemean target was selected for conquest: the Sekhem system.

When the Black Plague task force entered the Sekhem system, Reign of Despair, along with many other fighter units were deployed to battle the Ptolemean defenders. To their surprise, Black Plague found their Dneprodzerkutsk counterpart, Behemoth, already engaged with Ptolemean forces for control of the Sekhem worlds.

This caused an immediate problem, since only a shaky alliance bound Black Plague and Behemoth, and the Sekhem system was earmarked early on in the campaign as a Black Plague acquisition.

A snap decision was made by the Black Plague Warleader to confront Behemoth units already there. When they should have been fighting Ptolemeans, pilots of the 4th Fighter Wing engaged their own countrymen for the right to take the Sekhem worlds.

Battles with Behemoth units and the Ptolemeans whittled-down Reign of Despair until it was no longer an effective fighting force. The few remaining pilots, gunners and fighters were eventually transferred to other units.

The Thunder Birds of *Cobra* Squadron are modified to carry three (3) Mk20 torps instead of the normal five torpedo load.

Squadron Summary
As of Imp 474:351

Asp Squadron

Squadron Leader: Jarik Koontz (Plt 8, Gnr 7, *Luck 4*)

Assets: 12 x Spirit Rider

Typical Pilot (Plt 7, Gnr 6, *Luck 2*)

Boa Squadron

Squadron Leader: Misha Bakoyinnan (Plt 9, Gnr 7, *Luck 5*)

Assets: 14 x Thunder Bird

Typical Pilot (Plt 6, Gnr 7, *Luck 1*)

Cobra Squadron

Squadron Leader: Hugo Khun (Plt 7, Gnr 8, *Luck 3*)

Assets: 10 x Sorensen III

2 x Thunder Bird (modified)

Typical Pilot (Plt 6, Gnr 6, *Luck 1*)

Typical Gunner (Gnr 7)

In Imp 475:240, the 4th Black Plague Fighter Wing was disbanded. The dispersed members of Reign of Despair fought on, performing infrequent and rather ineffective raids.

4.2 SACRIFICIAL TERROR

There is no instance of a country having benefited from prolonged warfare.

— Sun Tzu, c. PreImp 12,135 —

DNEPRODZERKUTSK FIGHTER ATTRITION UNIT 77-A

Dubbed "Sacrificial Terror"
Commanding Officer: Bok Zhiding

"Fighter Attrition Unit" sums up the use of this wing-sized group. Assigned to the Black Plague Warband by the Dneprodzerkutsk Central Authority two years before the Plague's invasion, Unit 77-A was used as a garrison force after the fall of the Progeny system. That put the unit on the front line when the Ptolemeans undertook their First Emperor's Day counteroffensive. Though the House Ptolemus forces were not able to liberate the planet Scion during their counterattack, they extracted heavy casualties from the system's Black Plague defenders, including Attrition Unit 77-A. In that one battle, Sacrificial Terror lost a third of their fighters outright while another third were down for weeks as combat damage was repaired.

Fortunately there were no other Ptolemean attacks against Progeny and the 77th was able to scrounge enough parts to regain operational status. The unit was later absorbed into the Warband's

strike force sent to the Sekhem system in Imp 475:185, one day after Behemoth Warband units attacked the same location.

Unit 77-A's fighters were not directed to attack Behemoth forces, and so concentrated their effort on eliminating Ptolemean defenders flying over the gas giant Ptol 27 VI. The battles there were desperate, with Sacrificial Terror expending most of its effort to make way for Black Plague's few remaining ground assault ships. In the end, Unit 77-A, like most of its sister wings faltered under mounting casualties and had to call off their attacks. With their hardware shattered and the officer cadre gone, Sacrificial Terror broke up and dispersed.

All through the Ptolemean campaign, the fighters of Attrition Unit 77-A are considered to suffer from Poor Mechanical Reliability. See *Section F.0* in *Rules Annex #1* for the effects of this.

Squadron Summary
As of Imp 474:351

Hunger Squadron

Squadron Leader: Mummar Chawla (Plt 6, Gnr 9, *Luck 1*)

Assets: 16 x Thunder Bird

Typical Pilot (Plt 4, Gnr 6, *Luck 1*)

Thirst Squadron

Squadron Leader: Cali Kunhar Krishnan (Plt 7, Gnr 5, *Luck 2*)

Assets: 16 x Night Hawk

Typical Pilot (Plt 5, Gnr 5, *Luck 1*)

Though they helped to turn back the Ptolemeans during their First Emperor's Day attack at Progeny, Sacrificial Terror was doomed during the invasion of the Sekhem system. The unit was officially declared destroyed on Imp 475:197.

4.3 THE WINGED LEGION OF DEATH

Cowards die many times before their deaths:
The valiant never taste of death but once.
— William Shakespeare, c. PreImp 10,050 —

89th BEHEMOTH HEAVY INTERCEPTOR GROUP

Dubbed "The Winged Legion of Death"
Commanding Officer: Markus Huynh

The 89th Interceptor Group is one of the Behemoth Warband's more free-willed units. Famous for disregarding orders and taking matters into their own hands, the Winged Legion has achieved its success through luck and daring. The unit's flight officers are known for their brashness and a flagrant disrespect of friends and foes alike.

With this in mind, Po Kwak Lauman, the Behemoth Warleader, allowed the 89th to act as an autonomous fighter group during the assault on Far Station. Though this battle dragged on much longer than Behemoth planners had anticipated, the Warband eventually captured Far Station and the White Star system. The 89th distinguished itself with an accumulated tally of forty-seven kills against a mere fifteen permanent losses. These losses were quickly replaced and the Winged Legion set out with the bulk of the Behemoth main fleet to take Dios Provanis.

The struggle for Dios Provanis proved to be difficult, and although the Warband won again, a heavy toll was taken from their fighting strength. The 89th avoided grievous hardware losses, but their skirmishes with Ptolemean fighter groups left the Winged Legion without a single surviving squadron leader.

Petty internal power struggles ensued after the battle and the 89th's command structure began falling apart.

When the Winged Legion was ordered to take part in the Behemoth attack on the Beta Kynon system, some squadron members refused. A few discrete executions took care of the problem until the 89th deployed once more for battle against the Ptolemeans. In their first contact with the defenders of Beta Kynon, two of the Winged Legion's squadrons pulled out and failed to support the attack, which had disastrous effects on those who remained to fight.

The elements of the 89th which remained after the Beta Kynon battle, which Behemoth lost, deserted and began operating as independent raiders.

Squadron Summary
As of Imp 474:351

Undertaker Squadron

Squadron Leader: Forrest Smychynsky (Plt 8, Gnr 8, *Luck 8*)

Assets: 10 x Salamander

Typical Pilot (Plt 7, Gnr 4, *Luck 2*)

Typical Gunner (Gnr 6)

Grave Squadron

Squadron Leader: Ram Shaswat (Plt 7, Gnr 8, *Luck 4*)

Assets: 10 x Sorensen III

Typical Pilot (Plt 5, Gnr 5, *Luck 0*)

Typical Gunner (Gnr 5)

Last Rights Squadron

Squadron Leader: Sturkie Das Gokul (Plt 8, Gnr 6, *Luck 2*)

Assets: 8 x Pharsii II

Typical Pilot (Plt 6, Gnr 7, *Luck 1*)

Typical Gunner (Gnr 6)

Reaper Squadron

Squadron Leader: Gyrlin Arganza (Plt 7, Gnr 6, *Luck 2*)

Assets: 4 x Pharsii II
4 x Epping

Typical Pilot (Plt 5, Gnr 4, *Luck 1*)

Typical Gunner (Gnr 6)

In Imp 475:101, the 89th Behemoth Interceptor Group lost its ability to act as a cohesive fighting force. The remaining elements of the Winged Legion deserted with their carrier and fought on against Behemoth and Ptolemean forces until the last of them were hunted down later in the campaign.

4.4 OVERKILL

Wild animals never kill for sport. Man is the only one to whom the torture and death of his fellow-creatures is amusing in itself.
— James Anthony Froude, Prelmp 9751 —

1ST AERIAL ATROCITY REGIMENT
Dubbed "Overkill"
Commanding Officer: Hark Shapka

Overkill is one of a handful of House Dneprodzerkutsk Aerial Atrocity Regiments. As an atrocity unit, these fighters are usually assigned tasks like laying waste to defenseless civilian settlements or slaughtering the starving members of bypassed points of resistance.

Granted to Behemoth for their assault on House Ptolemus, the 1st Aerial Atrocity Regiment was assigned to the main battle group's reserve force. During the first stages of the campaign, Overkill was called on numerous occasions to undertake certain specialized tasks, as well as fight as a front line unit when Behemoth casualties started building up.

During the battle for Far Station, Overkill was sent on a number of raids against the planet's factories. Some of these factories continued to produce replacement fighters for the Ptolemean defenders as the main conflict raged overhead. But after the 1st Regiment was finally through with them, over half of the civilian workers in the target areas had perished.

Overkill flew during the Dios Provanis offensive and played a critical role in shattering planetary government personnel and their command infrastructure on Necromus.

The unit was then sent as a front line wing to Aneb-Het, and although the Behemoth battle group was turned back, Overkill made a good accounting of itself.

Overkill also took part in a raid on the Lebanstar system. Here they fought Colosians as well as the hard-pressed Ptolemean defenders, and took their worst casualties to date.

When the Behemoth offensive faltered, 1st Atrocity was recalled by the House Dneprodzerkutsk Central Authority for a "refit". In actuality, the Central Authority withheld Overkill from further operations and were never returned to Behemoth.

Squadron Summary
As of Imp 474:351

Dominator Squadron

Squadron Leader: Urgi Asami (Plt 10, Gnr 9, *Luck 6*)

Assets: 4 x Spirit Rider
4 x Thunder Bird
4 x Revenge

Typical Pilot (Plt 6, Gnr 6, *Luck 3*)

Typical Gunner (Gnr 5)

Beast Master Squadron

Squadron Leader: Hama Vladomov (Plt 9, Gnr 9, *Luck 4*)

Assets: 8 x Pharsii II
4 x Revenge

Typical Pilot (Plt 5, Gnr 6, *Luck 4*)

Typical Gunner (Gnr 4)

Terminator Squadron

Squadron Leader: Yin Khun Wu (Plt 8, Gnr 7, *Luck 3*)

Assets: 8 x Epping
4 x Revenge

Typical Pilot (Plt 5, Gnr 5, *Luck 2*)

Typical Gunner (Gnr 6)

Overkill was recalled to Dneprodzerkutsk space on Imp 475:235. There, losses were replaced and the unit received an equipment upgrade. They took part in no further operations against House Ptolemus.

5.0 COLOSIAN FIGHTER UNITS

"They performed well. Too bad all that remains of our fighter escort now is radioactive debris."
— Commander of the Colosian Battlecruiser "Bearcat" —

Here is the description of four fighter wings. Note that two of them are actually Millennia Warrior sub-units flying for the Colosians.

Squadron compositions are given for the fighter wings just before first contact with the enemy.

Note: *Use of the Pilot Luck stat is optional as per Section D.0 in Rule Annex #1.*

5.1 MIGHTY THUNDER

To brave men, the prizes that war offers are freedom and renown.
— Lycurgus of Sparta, c. PreImp 12,000 —

20th COLOSIAN STRIKE FIGHTER WING

Dubbed "Mighty Thunder"
Commanding Officer: Urnst Faulconer

Like many other Colosian Fighter Wings, Mighty Thunder loaded their equipment onto their designated fleet carrier in late Imp 474.

Well-briefed, the pilots knew of the key role that surprise would play in insuring a quick victory over House Ptolemus. That is why the pre-emptive House Dneprodzerkutsk invasion forced the Colosians to revamp their attack plans while already based at their forward staging area. The Ptolemeans were on full alert and weren't about to be surprised by anyone.

To adapt to the developing situation, the Colosians decided to counterbalance their loss of tactical surprise conditions by committing more of their reserve units to the first attack wave.

This put Mighty Thunder into action well before they were scheduled, but the unit's pilots wanted a crack at first blood. Assigned to the task force invading the Lebanstar system, they had no idea of the bitter, desperate struggle that lay ahead.

Lebanstar became the meat grinder of the Colosian and Ptolemean fleets, and the 20th Strike Wing was caught up in it from the very beginning. For no fewer than seven months, the 20th Wing was forced to engage a continually reinforced enemy day after day. And while the Ptolemean defenders kept getting fresh supplies, those for the Colosians and the 20th Wing dwindled. The Emperor had withdrawn his support for the Colosian invasion which left them facing horrendous resupply barriers. Forced to ship replacement equipment and personnel all the way in from their own home territory (rather than their forward Imperial base), units like the 20th Wing suffered terribly.

By Imp 475:060, two months into the campaign, Mighty Thunder was down to fifteen operational fighters, and most of those were scrounged from shattered sister fighter wings.

To their credit, Mighty Thunder fought well, regularly inflicting a 3-1 casualty ratio.

Squadron Summary
As of Imp 475: 002

Bolt **Squadron**
Squadron Leader: Keri Tagtmeyer (Plt 8, Gnr 8, *Luck 3*)
Assets: 12 x Kosmos
Typical Pilot (Plt 6, Gnr 5, *Luck 1*)

Crusher **Squadron**
Squadron Leader: Herman Zydanowicz (Plt 10, Gnr 6, *Luck 2*)
Assets: 12 x Kosmos
Typical Pilot (Plt 5, Gnr 6, *Luck 1*)

Hurler **Squadron**
Squadron Leader: Mac Wroblewski (Plt 6, Gnr 5, *Luck 1*)
Assets: 8 x Hell Bender
        4 x Revenge
Typical Pilot (Plt 5, Gnr 5)
Typical Gunner (Gnr 7)

The 20th Colosian Strike Fighter Wing ceased combat operations on Imp 475:199. The few fighters and flight crews which remained boarded evacuation vessels and left for their home Province where they underwent a complete reformation. They returned to the Ptolemean Wars early in Imp 476.

5.2 2175th MILLENNIA WARRIOR MED. SMAC REGIMENT

In order to have good soldiers, a nation must be always at war.
— Napoleon Bonaparte, PreImp 9821 —

2175th MILLENNIA WARRIOR MED. SMAC REGIMENT

SMAC Fighter component of the "Plasma Squad"
Commanding Officer: Harald Van Rensselaer

The 2175th is an elite SMAC regiment which has been stripped away from its parent Millennia Warrior unit (the Plasma Squad, engaged elsewhere) for use in the Ptolemean campaign. The members of the regiment were not pleased to be transferred by the Colosian military who had only purchased the Plasma Squad a few years before. Most components of any Millennia Warrior unit prefer to stay together for mutual support, but considering the size of their undertaking, the Colosians decided to strip as many of their engaged MW divisions as possible.

Having accepted their fate, the officers of the 2175th dedicated themselves to perform at optimum efficiency.

Unfortunately, that wasn't enough. Sent into the Kneset's World cauldron, the 2175th went on a sustained, high-intensity operational status. Day after day they fought on with no glimmer of hope to defeat their more numberable opponents. Their fate was inevitable.

Squadron Summary
As of Imp 475:002

Discus Squadron

Squadron Leader: Alex Shackman (Plt 9, Gnr 10, *Luck 8*)

Assets: 12 x Kosmos

Typical Pilot (Plt 8, Gnr 8, *Luck 3*)

Javelin Squadron

Squadron Leader: Pietor Gies (Plt 8, Gnr 8, *Luck 4*)

Assets: 12 x Hell Bender

Typical Pilot (Plt 7, Gnr 7, *Luck 2*)

Shot Squadron

Squadron Leader: Yardfellow Macklin (Plt 8, Gnr 7, *Luck 3*)

Assets: 10 x Night Hawk
        2 x Teal Hawk

Typical Pilot (Plt 7, Gnr 6, *Luck 2*)

Typical Gunner (Gnr 6)

The 2175th Medium SMAC Regiment was completely destroyed; officially as of Imp 475:240. The unit was eventually reformed in Imp 479 and readjuncted to their parent Millennia Warrior unit, the Plasma Squad.

5.3 4155th MILLENNIA WARRIOR TMAC REGIMENT

War is a biological necessity of the first importance.
— Friedrich van Bernhardi, PreImp 9734 —

4155th MILLENNIA WARRIOR TMAC REGIMENT

Heavy Fighter component of "Avalanche"
Commanding Officer: Martin Eismann

Unlike the 2175th, the 4155th Regiment was committed to the Ptolemean campaign along with their entire Millennia Warrior Division, the "Avalanche". Under the command of their Colosian overseers, Avalanche was committed to the assault on Ascension, which went pretty much according to plan.

Few losses were taken by the 4155th, thanks in part to the addition of Drakar class gunboats to this TMAC unit shortly before the opening of hostilities. Several squadrons of Drakars had been granted to House Colos by their producer, House LeGrange, in Imp 474. The inclusion of this "strong arm" gunboat squadron was much appreciated by the 4155th, which was, after all, just a TMAC fighter wing.

After the battle for Ascension, Avalanche was destined to fight for the Hexad system. The division was integrated into the main fleet assault force mustered for that particular attack. Again, another victory was at hand. But while the Colosian effort was doing well on this front, Kneset's World refused to fall and Imperial support for the entire House Colos effort started to wane.

With the Hexad campaign an unqualified success, Avalanche was moved back to Ascension system. There they prepared for the main focus of the Colosian invasion, the assault on Hathor, capitol of House Ptolemus. As preliminary raids were getting underway, the Emperor withdrew his support for the Colosian's war. His confidence had completely failed. This spread panic through the Colosian forces, but nowhere as acutely as in the Millennia Warrior formations. They weren't Colosian to begin with, and they suddenly found themselves fighting for what was perceived to be a losing cause. Though professional and dedicated, a Millennia Warrior's first duty was to the well-being of his own unit.

Near the end of Imp 475, with no imminent victory over the Ptolemeans in sight, Avalanche's own leaders mutinied. The division deserted from their Colosian parent corps *en mass.*

Squadron Summary
As of Imp 475:005

Mercy Squadron

Squadron Leader: Arthur Mendicino (Plt 9, Gnr 8, *Luck 6*)

Assets: 12 x Seraph

Typical Pilot (Plt 6, Gnr 7, *Luck 4*)

Typical Gunner (Gnr 6)

Angel **Squadron**

Squadron Leader: Helmut Buchholz (Plt 9, Gnr 7, *Luck 4*)

Assets: 10 x Pharsii II

Typical Pilot (Plt 7, Gnr 5, *Luck 2*)

Typical Gunner (Gnr 6)

Deliverance **Squadron**

Squadron Leader: Jiles LeClare (Plt 8, Gnr 7, *Luck 6*)

Assets: 10 x Drakar

Typical Pilot (Plt 5, Gnr 5, *Luck 1*)

Typical Gunner (Gnr 6)

The 4155th, along with the rest of Avalanche, withdrew to the Imperium after they deserted the Colosian invasion fleet. Their actions were eventually absolved by the Emperor and subsequently they received a complete refit.

5.4 SATAN'S FULCRUM

Fanaticism is not the cause of war. It is the means which helps savage people to fight.
— Winston Leonard Spencer Churchill, PreImp 9746 —

139th COLOSIAN CARRIER WING

Dubbed "Satan's Fulcrum"
Commanding Officer: Leonid Podolak

The 139th Carrier Wing was a Colosian reserve unit called up for action once the decision was made to invade the Hexad planets. Along with their carriers and escorts, Satan's Fulcrum did very well against the Ptolemeans.

After the failed Ptolemean main fleet counterattack at Hexad III, the 139th was transferred to Ascension where they made ready for the upcoming assault on Hathor. Though they participated in several raids and other fleet-level efforts, several months of campaigning failed to result in the fall of the Ptolemean capitol.

Squadron Summary
As of Imp 475:022

Jade **Squadron**

Squadron Leader: Vladimir Gregor (Plt 7, Gnr 7, *Luck 1*)

Assets: 10 x Hell Bender

Typical Pilot (Plt 5, Gnr 6, *Luck 1*)

Topaz **Squadron**

Squadron Leader: Sergi Yasenchak (Plt 8, Gnr 6, *Luck 3*)

Assets: 10 x Salamander

Typical Pilot (Plt 5, Gnr 5, *Luck 1*)

Typical Gunner (Gnr 6)

Aquamarine **Squadron**

Squadron Leader: Kyle James Worsky (Plt 7, Gnr 6, *Luck 1*)

Assets: 8 x Drakar

Typical Pilot (Plt 4, Gnr 5)

Typical Gunner (Gnr 4)

The 139th Colosian Carrier Wing, having been run into the brick wall at Ptolemae again and again, crumbled under the pressure of sustained action and severe combat losses. Satan's Fulcrum was pulled from line duty late in Imp 475.

6.0 SCENARIOS

This section includes twelve scenarios set in chronological order. They cover many aspects of the fighter battles which took place during the Ptolemean Wars and at some point involve every fighter unit described in *Sections 3.0* to *5.0*.

Note that these scenarios are *representative vignettes* of the more wide-sweeping battles which occurred during this time period. 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 the Ptolemean Wars.

REINFORCEMENTS

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

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

EXITING STARCRAFT

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

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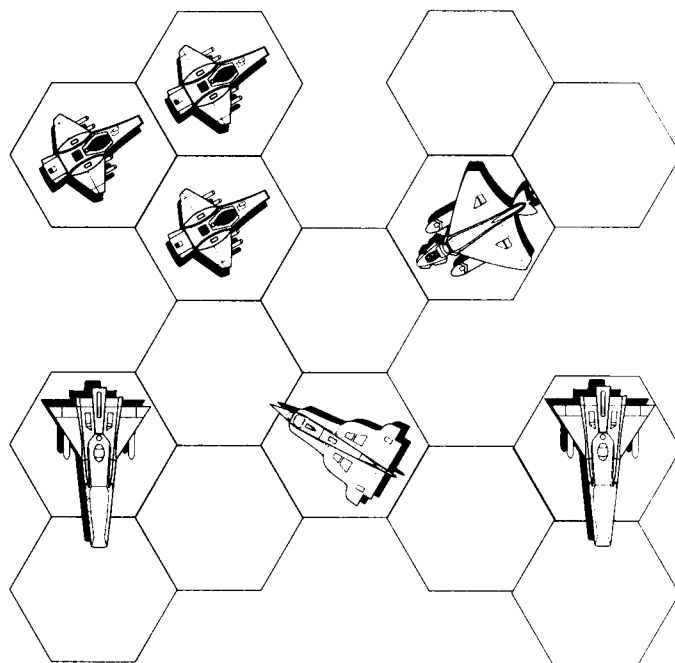
6.1 OPENING MOVES

War is the father of all things.
— *Heraclitus, c. PreImp 12,200 —*

Excerpt from "Hounds of Anubis: Chronicles from a Dark Time"

For eleven days, the Hounds of Anubis flew high-state-of-alert patrol missions over the planet Scion in the Progeny star system. Routine set in, and some began to doubt that House Ptolemus was in any danger at all. Other rumors persisted that any number of Provincial neighbors are on the verge of declaring war on the Ptolemeans.

The House had its guard up against many potential enemies. Naphtali, Moskava, Dneprodzerkutsk, Colos and Klatus were all likely candidates for aggression.

Then it happened.

A wave of electromag pulses jammed communications, sensor displays flickered, civilian space traffic was thrown into chaos, then the first orange fireballs detonated over key Ptolemean command centers. House Ptolemus was invaded.

BLACK PLAGUE VS PTOLEMUS

Date: Imp 474:351
Location: High orbit over Scion; Progeny system.
Situation: Mixed units from the 4th Black Plague Fighter Wing (Reign of Despair) on full combat release engage patrol elements of the 33rd Independent Ptolemean Fighter Wing (Hounds of Anubis). Reign of Despair is attempting to disrupt enemy fighter formations to allow a fleet task force to breakthrough and land Dneprodzerkutsk ground control units on the planet below. A small portion of the action is detailed below.

FORCES

PTOLEMEAN PLAYER. Patrol Element from *Atep* Squadron, 33rd Independent Ptolemean Fighter Wing: Set up first in Area F.

Blizzard A —	Pilot (Plt 6, Gnr 6)
Blizzard B —	Pilot (Plt 5, Gnr 5)

BLACK PLAGUE PLAYER. Flight from *Asp* Squadron, 4th Black Plague Fighter Wing: Set up second along Edge 1.

Spirit Rider A —	Jarik Koontz (Plt 8, Gnr 7, *Luck 4*)
Spirit Rider B —	Pilot (Plt 8, Gnr 6, *Luck 3*)
Spirit Rider C —	Pilot (Plt 7, Gnr 7)
Spirit Rider D —	Pilot (Plt 4, Gnr 5)

REINFORCEMENTS

PTOLEMEAN PLAYER. Lead Element from *Khensu* Squadron, 33rd Independent Ptolemean Fighter Wing: Enter on **turn 3** from Edge 3.

Death Wind A —	Hig Shepsut (Plt 9, Gnr 7, *Luck 1*)
	Gunner (Gnr 9)
Death Wind B —	Pilot (Plt 6, Gnr 5)
	Gunner (Gnr 7)

BLACK PLAGUE PLAYER. Element from *Cobra* Squadron, 4th Black Plague Fighter Wing: Enter on **turn 4** from Edge 1.

Sorensen III A —	Pilot (Plt 7, Gnr 9)
	Gunner (Gnr 7)
Sorensen III B —	Pilot (Plt 5, Gnr 7)
	Gunner (Gnr 6)

SPECIAL RULES

1) Due to the suddenness of their surprise attack, the Black Plague player automatically has the initiative for the first two turns of the game. Squadron Leader Hig Shepsut then appears, stabilizing the situation. Starting on turn 3 when he enters the playing surface, Hig can use his Plt skill to influence the initiative die roll.

VICTORY CONDITIONS

At the end of game turn 10, the Black Plague player tallies up the TPV of all enemy vessels destroyed. To this total add the following bonus points.

- +10 points — if Hig Shepsut is killed or his fighter is destroyed.
- +5 points — for each Black Plague fighter which received fewer than 5 hits of damage.
- +2 points — for each Mk20 torp from a Sorensen III that has not been fired.

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

116+ points →	Decisive Black Plague victory
76-115 points →	Marginal Black Plague victory
66-75 points →	Draw
26-65 points →	Marginal Ptolemean victory
0-25 points →	Decisive Ptolemean victory
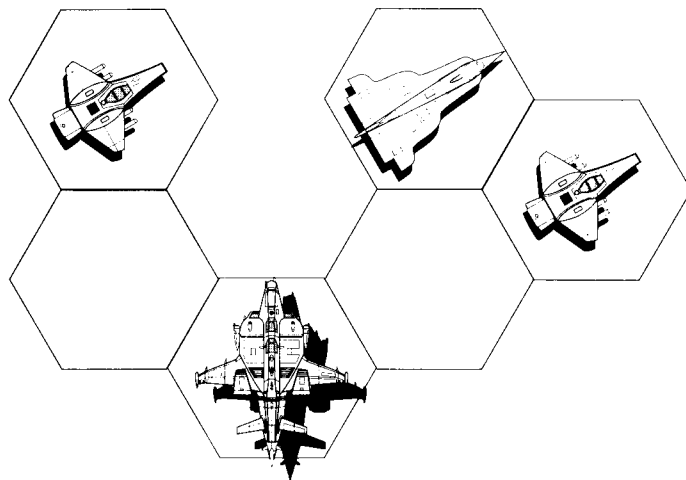
BATTLEFIELD REPORT

The arrival of a Ptolemean squadron leader gave the 4th Black Plague Fighter Wing an opportunity to deliver a telling blow against their rival's command structure. Every leader they took out of action was one fewer left to organize a cohesive defense against the onrushing Dneprodzerkutsk task force.

Unfortunately for the Reign of Despair elements engaged in this particular dogfight, Hig Shepsut was an exemplary commander more than able to hold his own under a concentrated enemy effort.

In the end it didn't matter how well the Hounds of Anubis fought. Scion fell quickly and the 33rd Independent Ptolemean Fighter Wing beat a hasty retreat to their base at Scarab V.

6.2 CLASH AT WHITE STAR

War prefers its victims young.
— *Sophocles, c. PreImp 12,060* —

Excerpt from "Intruder Alert".

The communications relay center was dark and claustrophobic. Red and green diodes traced iridescent codes across dimmed screens.

"We're getting garbled TBD transmissions from..." the comm-tech officer checked his display again, "I think its Progeny system, sir."

"Well?" The Far Station communications nexus commander prompted his subordinate.

"They're on a priority channel, and a broad-band. But they're being jammed at the source. I think they're warning about an attack. Forces unknown." A few moments passed. "Sorry sir, the relay station has gone down. We won't get anything now."

"Raise comm central at Hathor. See if we can get a verification, and then I want..." The nexus commander was cut short as another technician piped-up.

"Commander, In-system Scanning reports unidentified fleet elements dropping out of hyperspace just outside our gravity well."

As the nexus commander was about to order a general alert transmission, his bunker was rocked by an explosion which cut power and destroyed the center's backup generators. Dneprodzerkutsk suicide agents at Far Station had begun their grim task.

BEHEMOTH VS PTOLEMUS

Date: Imp 474:351

Location: Deep space approach to Far Station; White Star system.

Situation: The 89th Heavy Interceptor Group (Winged Legion of Death), flying as an autonomous fighter wing for the Behemoth Warband, engage young and inexperienced pilots of the 102nd Ptolemean Carrier Wing (Charioteers) during the initial attempt to take Far Station. The following scenario depicts a small preliminary action in what would become a long battle for the White Star system.

FORCES

PTOLEMEAN PLAYER. Patrol Element from *Parry* Squadron, 102nd Ptolemean Carrier Wing: Set up first along Edge 3.

> Death Wind A — Pilot (Plt 4, Gnr 5)
> Gunner (Gnr 6)
> Death Wind B — Pilot (Plt 3, Gnr 5)
> Gunner (Gnr 5)

BEHEMOTH PLAYER. Scout Element from *Undertaker* Squadron, 89th Behemoth Heavy Interceptor Group: Set up 2nd along Edge 1.

> Salamander A — Pilot (Plt 7, Gnr 8)
> Gunner (Gnr 8)
> Salamander B — Pilot (Plt 6, Gnr 6)
> Gunner (Gnr 7)

SPECIAL RULES

1) Both fighter elements have nearby combat support craft. To represent this, a single Standard Mk20 Torp will enter the playing surface during the Missile/Torp Launch Phase of every turn. Every time such a torp is to appear, roll 1D10. On a roll of 1-7 it is a Behemoth torp and is placed on an edge hex along Edge 1. On a roll of 8-10 it is a Ptolemean torp and is placed on an edge hex along Edge 3. Entering torps are placed by their owning player and targeted as desired.

2) The Ptolemean Death Winds have had their torpedo pylons modified to carry Standard Mk10 torps instead of their usual Mk20s. Therefore note that each Death Wind carries 4 Standard Mk10 torpedoes.
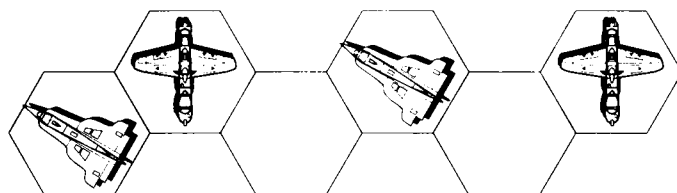
VICTORY CONDITIONS

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

- +20 points — for the first Death Wind destroyed.
- +10 points — for another Death Wind destroyed.
- +5 points — for each Salamander that survives the scenario.
- +1 point — for each Ptolemean torp which entered the map according to Special Rule 1.

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

40+ points →	Decisive Behemoth victory
30-39 points →	Marginal Behemoth victory
20-29 points →	Draw
10-19 points →	Marginal Ptolemean victory
0-9 points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

The patrol element from the Charioteers sped off to meet their two hostile contacts even as the bulk of the Behemoth main fleet was still dropping out of hyperspace. Though eager to finally engage a real enemy, the Charioteer crews were young and untested in battle. Their Dneprodzerkutsk counterparts, on the other hand, were seasoned warriors and despite having weaker craft, were well equipped to handle the pair of Death Winds.

Fire support from a nearby Charioteers fighter tender was insufficient to turn the skirmish.

By eventually bringing overwhelming force to bear, the Behemoth fleet won through to Far Station, and the scattered fighter battles which ushered in the invasion proved to be nothing more than a minor inconvenience for the attacking capital ships.

Though the Battle for White Star dragged on for some time, the Charioteers were pulled out early. They underwent a hasty refit and returned for the First Emperor's Day counteroffensive at Progeny.

6.3 FIRST EMPEROR'S DAY

No plan survives contact with the enemy.
— Helmuth von Moltke, c. PreImp 9800 —

Excerpt from "Intruder Alert".

Duke Ptolemus, his eyes ringed black from lack of sleep, held the attention of his shaken central command staff. "Progeny has fallen with White Star not far behind, and you tell me that we are controlling the Dneprodzerkutsk *incursion?*" The adviser-general he was addressing shrunk back. "First of all, this is not an *incursion*— by the stars, they're *invading!* We're losing citizens and our deep space forces are reeling back from the onslaught. Secondly, we are not controlling their advance. They are orchestrating our defeat! We have reports that their barbarous raiding groups have struck deep into our territory."

"Surely the Emperor will come to our aid," offered another advisor-general. "We are blameless in this."

"Fool," the Duke spat. "The Emperor wants us to fall. Now he tends his dogs or his gardens, and walks under his gentle, yellow sun. His beneficent eyes are cast away from Ptolemus.

"No, we must face this threat alone. Soon the first day of the new year will be upon us. A Ptolemean holiday since the time of our first Emperor, Macedon Triptolemus I. That is our First Emperor's Day. On that day we will unleash such a powerful counter-stroke against the Dneprodzerkutsk hoards — we will knock them senseless, back into their mean, dark hovels. They will pay."

BLACK PLAGUE VS PTOLEMUS

Date: Imp 475:001
Location: Outer reaches of the Progeny system.
Situation: Conscripted into the First Emperor's Day counteroffensive, the 102nd Ptolemean Carrier Wing (Charioteers) deploys for a general sweep and advance into the Progeny star system. However, coordination is poor and several Ptolemean units get separated, or never link-up with their assigned support elements. Black Plague defenders in the system are alerted and sortie to make preemptive strikes against the disorganized, but advancing House Ptolemus forces. In the small, representative fighter action detailed below, flights from Dneprodzerkutsk Attrition Unit 77-A (Sacrificial Terror) make way for strike craft attempting to disable the 102nd Ptolemean Wing's carrier, the *Bold Horizon.*

FORCES

PTOLEMEAN PLAYER. Mixed Elements from the Charioteers, 102nd Ptolemean Carrier Wing: Set up first in Areas H, I and/or J.

Glaive A —	Pilot (Plt 6, Gnr 7)
	Gunner (Gnr 7)
Death Wind A —	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 6)
Pit Viper A —	Pilot (Plt 4, Gnr 5)
Pit Viper B —	Pilot (Plt 3, Gnr 4)

BLACK PLAGUE PLAYER. Flight from *Hunger* Squadron, Attrition Unit 77-A: Set up second along Edge 1.

Thunder Bird A —	Pilot (Plt 6, Gnr 8, *Luck 1*)
Thunder Bird B —	Pilot (Plt 4, Gnr 6)
Thunder Bird C —	Pilot (Plt 3, Gnr 5)
Thunder Bird D —	Pilot (Plt 2, Gnr 4)

REINFORCEMENTS

BLACK PLAGUE PLAYER. Flight from *Thirst* Squadron, Attrition Unit 77-A: Enter on **turn 2** along Edge 1.

Night Hawk A —	Cali Krishnan (Plt 7, Gnr 5, *Luck 2*)
Night Hawk B —	Pilot (Plt 5, Gnr 5)
Night Hawk C —	Pilot (Plt 4, Gnr 4)
Night Hawk D —	Pilot (Plt 3, Gnr 3)

PTOLEMEAN PLAYER. Ad Hoc Reserves from the *Charioteers*, 102nd Ptolemean Carrier Wing: Enter on **turn 4** along Edge 4.

Blizzard A —	Pilot (Plt 5, Gnr 7)
Blizzard B —	Pilot (Plt 3, Gnr 2)

BLACK PLAGUE PLAYER. Black Plague Strike Fighter Element: Enter on **turn 6** along Edge 1.

Revenge A —	Pilot (Plt 4, Gnr 1), Gunner (Gnr 7)
Revenge B —	Pilot (Plt 4, Gnr 1), Gunner (Gnr 6)

PTOLEMEAN PLAYER. Ad Hoc Reserve from the *Charioteers*, 102nd Ptolemean Carrier Wing: Enter on **turn 7** along Edge 2.

Seraph A —	Pilot (Plt 2, Gnr 2), Gunner (Gnr 6)

SPECIAL RULES

1) Both Black Plague Revenge strike fighters must be loaded with 10 Standard Mk50 Torps.

2) Both Black Plague Revenge strike fighters are attempting to make an attack run on the *Bold Horizon*, the Charioteer's carrier vessel which is nearby, off-board. Therefore, before the end of the scenario, the Revenge fighters should attempt to exit the playing surface from Edge 3 with as many of their loaded torps as possible. No other units may exit the playing surface.

3) Fighters from the two flights of Dneprodzerkutsk Attrition Unit 77-A suffer from Poor Mechanical Reliability. See *Section F.0.*

4) The Thunder Birds are loaded with Standard Mk20 and Standard Mk10 Torps only.

VICTORY CONDITIONS

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

- +10 points — each torp-armed Revenge exited off of Edge 3.
- +5 points — for each torpedo carried by a Revenge off of Edge 3.
- +5 points — for each Ptolemean vessel destroyed.
- +2 points — for each undestroyed Ptolemean vessel reduced to Drive 5 or less.

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

140+ points →	Decisive Black Plague victory
100-139 points →	Marginal Black Plague victory
80-99 points →	Draw
70-79 points →	Marginal Ptolemean victory
0-69 points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

The Black Plague forces defending Progeny system were able to force enough of their strike fighter groups through the hastily arranged Ptolemean screen to cripple a number of carriers and support vessels. With the *Bold Horizon* lost, the Charioteers were ultimately forced to withdraw from the battle in another Wing's carrier vessel.

6.4 A SECOND FRONT

The outcome of battle depends not upon numbers, but upon the united hearts of those who fight.

— Kusunki Masashige, c. PreImp 10,300 —

Excerpt from "The Almighty Thunder".

Two Colosian flight officers, both wearing livery from the 20th Strike Wing, lay awake in their assigned bunks. Smoke from too many extinguished cigarettes lay thick on the stale air in their close-walled quarters. The man in the top bunk rolled onto his side and spoke a hoarse whisper, "Four interminable days — that's how long we have been here, comrade. What do you think the delay has been? Do the Ptolemeans know we are waiting at this pathetic Imperial base, ready to strike?"

The man in the bottom bunk checked his chronometer. He had just entered his nineteenth waking hour. "I cannot sleep. We will kill ourselves before the Ptolemeans ever get the chance."

"But why haven't we left for our carrier yet?"

"Planning for war is the art of generals, comrade — an art which they keep to themselves. They will never let us know why a thing is done a certain way when it seems plain to us that it should be done another."

"They infuriate me. Our task force leader says nothing. Our wing leader says nothing. Our squadron leader says, 'Be patient, soon we'll hear from our wing leader or the task force leader.' They're all idiots."

The pilot in the lower bunk was about to speak again when the outstation's mustering klaxons went off in a deafening roar. A light flashed red as the room's door slid open. Rushing footsteps and frantic voices could be heard in the corridor beyond.

The man in the top bunk jumped to the floor. "Well comrade, I think we'll have our answers now."

COLOS VS PTOLEMUS

Date: Imp 475:002

Location: Outer reaches of the Lebanstar gravity well.

Situation: As the House Colos invasion fleet enters the Lebanstar system, fighters from the 20th Colosian Strike Wing (Mighty Thunder) are deployed forward of the capital ships to help lead the assault. Opposing them are numerous alerted defenders, including the squadrons of the 1241st Home Defense Wing (Hope's Constellation). The following scenario details a small portion of the overall fighter engagement.

FORCES

PTOLEMEAN PLAYER. Defensive Elements from *Hope's Constellation*, 1241st Ptolemean Home Defense Wing: Set up first in Areas E and/or F.

Blizzard A —	Pilot (Plt 5, Gnr 6)
Blizzard B —	Pilot (Plt 5, Gnr 5)
Death Wind A —	Pilot (Plt 3, Gnr 4)
	Gunner (Gnr 2)
Death Wind B —	Pilot (Plt 2, Gnr 3)
	Gunner (Gnr 1)

COLOSIAN PLAYER. Forward Elements from *Mighty Thunder*, 20th Colosian Strike Fighter Wing: Set up second along Edge 2.

Kosmos A —	Pilot (Plt 7, Gnr 8, *Luck 3*)
Kosmos B —	Pilot (Plt 5, Gnr 7)
Hell Bender A —	Pilot (Plt 6, Gnr 6)
Hell Bender B —	Pilot (Plt 5, Gnr 5, *Luck 1*)

REINFORCEMENTS

COLOSIAN PLAYER. Follow-on Element from *Hurler* Squadron, 20th Colosian Strike Fighter Wing: Enter on **turn 3** along Edge 2.

Hell Bender C —	Pilot (Plt 4, Gnr 6, *Luck 1*)
Hell Bender D —	Pilot (Plt 4, Gnr 5)

SPECIAL RULES

1) At this early stage of the campaign, the Ptolemeans are interested in conserving their forces as well as inflicting casualties. Therefore, starting on turn 6, Ptolemean fighters are allowed to withdraw from the battle (i.e., exit the playing surface from Edge 4 without penalty) provided two conditions are met: i) Only one Ptolemean fighter may be withdrawn for every Colosian fighter destroyed, and ii) At the moment of its withdrawal, a Ptolemean fighter must have a Drive value ≥10. Colosian fighters may not exit the playing surface.

VICTORY CONDITIONS

At the end of game turn 10 the scenario is over and both sides tally up the TPVs of enemy fighters destroyed. To his total the Colosian player adds modifiers according to the following schedule:

- +15 points — for each Ptolemean fighter left with a Drive value <10.
- +10 points — for each friendly fighter which has taken fewer than 5 hits of damage.
- -10 points — for each Ptolemean fighter withdrawn.

Subtract the Ptolemean player's TPV kill total from the Colosian player's point total (as modified above). Take the result and compare it to the following outcomes:

180+ points →	Decisive Colosian victory
100-179 points →	Marginal Colosian victory
0-99 points →	Draw
(-60)-(-1) points →	Marginal Ptolemean victory
-(-61) points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

The 1241st's first contact with the enemy proved to be an overwhelming experience. All tolled, Hope's Constellation lost half of its strength on the first day of the invasion. The wing's commanding officer was killed, and most of the unit's surviving hardware was seriously damaged.

Battlefield experience was certainly a deciding factor for the Colosian forces. As the screens of Ptolemean fighters fell back with their tenders to new lines of resistance, the invaders kept pressing home their attack.

The Colosians quickly grabbed the initiative and landed huge dropships on Lebanstar's principal planet, Kneset's World. However, the Ptolemeans had conserved enough of their force to engage in sustained combat operations over the besieged planet.

6.5 DEEP STRIKE

Air power is a thunderbolt launched from an eggshell invisibly tethered to a base.

— Hoffman Nickerson, Prelmp 9700 —

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

The second prong of the Colosian offensive was to strike at Ascension, a highly productive, industrialized Ptolemean center.

The defenders were alert, waiting, and scared. Reports of new Dneprodzerkutsk and Colos victories were coming in hourly. It would only be a matter of time before the invaders had their crack at Marish, Kameron, Boulder and Konrad: the key planets of the Ascension system.

COLOS VS PTOLEMUS

Date: Imp 475:005

Location: Approach to Konrad; Ascension system.

Situation: Despite a high state of readiness, Ascension's Ptolemean defense fleet is overwhelmed during the opening stage of the battle. Small groups of attacking vessels then fan out across the system to strike numerous Ptolemean mining facilities. In this scenario, a single Drakar from Deliverance Squadron, attached to the Avalanche Millennia Warrior Division fighting for House Colos, makes its way through scattered defenders to attack a remote mining supply center on the planet Konrad.

FORCES

COLOSIAN PLAYER. Single Strike Vessel from *Deliverance* Squadron, 4155th MW TMAC Rgt: Set up each time along Edge 1.

Drakar A — Pilot (Plt 7, Gnr 7, *Luck 2*)
Gunner A (Gnr 6), Gunner B (Gnr 9)
Gunner C (Gnr 8), Gunner D (Gnr 5)

PTOLEMEAN PLAYER. Various fighter units from the Konrad Civil Defense Network: Enter according to Special Rule 3 along the Edges indicated below.

Force #1: Set up/enter along Edge 2.
Blizzard A — Pilot (Plt 3, Gnr 5)

Force #2: Set up/enter along Edge 3.
Blizzard B — Pilot (Plt 2, Gnr 5)

Force #3: Set up/enter along Edge 4.
Thunder Bird A — Pilot (Plt 1, Gnr 2)

Force #4: Set up/enter along Edge 4.
Pit Viper A — Pilot (Plt 2, Gnr 7)

Force #5: Set up/enter along Edge 5.
Death Wind A — Pilot (Plt 5, Gnr 8)
Gunner (Gnr 5)

Force #6: Set up/enter along Edge 6.
Epping A — Pilot (Plt 7, Gnr 1)
Gunner A (Gnr 10), Gunner B (Gnr 9)
Gunner C (Gnr 8)
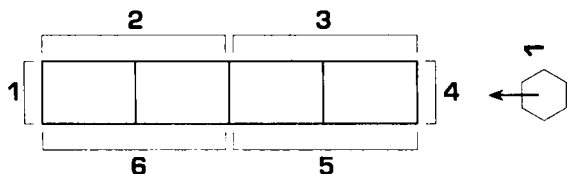
SPECIAL RULES

1) Do not use the standard map configuration for this scenario. Instead, use the map configuration indicated above.

2) The Konrad Civil Defense Network has been thrown into disarray and can no longer effectively direct its widely dispersed interceptor starcraft. As a result, the Ptolemeans are searching for the Colosian intruder using their own limited tactical scanners. To simulate the random Ptolemean interception of the Drakar, this scenario is played in six discrete "encounter periods". Each encounter period is played as its own mini-scenario, with the Drakar entering the playing surface, encountering intercepting Ptolemeans, and trying to cross the map. When the Drakar exits the map along Edge 4, the encounter period ends and a new one is started at game turn 1 with the Drakar setting up again along Edge 1. Only Edge 4 may be exited, and then only by the Drakar. After six encounter periods are played, the scenario is complete.

3) At the beginning of each encounter period, the Ptolemean player rolls 1D6 and matches the result against the six forces available to him as listed above. He takes the force shown by the die roll and sets it up along the indicated Edge. Play then proceeds normally. If the Drakar does not exit from Edge 4 by the end of turn 8, the Ptolemean may roll for another force to enter as a reinforcement along its assigned Edge at the beginning of turn 9. Additional reinforcement groups can be brought in, using the same method, every other game turn from then on (e.g., at the start of turns 11, 13, 15, etc.). However, the Ptolemean forces represent specific individual searching units, so once in play, the same force may not appear again in the same encounter period. If a force called for by the die roll is already in play or has previously been destroyed, no new force is added at that time. If the roll at the beginning of an encounter period indicates that no starting force is taken, no Ptolemeans appear until (possibly) the beginning of turn 9: proceed as usual.

4) All accumulated damage and munition expenditures for all vessels are held over to subsequent encounter periods. Damage Control (if used at all) may only be used successfully once by each vessel during the course of this entire scenario, not once per encounter period.

VICTORY CONDITIONS

At the end of six encounter periods the scenario is over and the Colosian player tallies up the TPVs of enemy fighters destroyed. To this he adds modifiers according to the following schedule:

- +50 points — if the Drakar has a Drive value ≥5.
- -50 points — if the Drakar survives with a Drive value ≤3.
- -100 points — if the Drakar is destroyed or ends with Drive 0.

Take the modified result and compare it to the following outcomes:

150+ points →	Decisive Colosian victory
100-149 points →	Marginal Colosian victory
50-99 points →	Draw
0-49 points →	Marginal Ptolemean victory
-(-1) points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

The Ptolemean defenders of Konrad had to resort to vectoring in interceptors by microfrequency transmission after getting an confirmed sensor contact. However, the effort meant little in the overall scheme of things as House Colos quickly conquered the Ascension system.

6.6 BROKEN ON SEB'S ANVIL

The nation that secures control of the air will ultimately control the world.

— Alexander Graham Bell, PreImp 9736 —

Imperial Net News Dispatch —
Dateline Ptolemus Prov Imp 475:010

Today, Virnak system, recently captured by House Dneprodzerkutsk forces, fell to a swift and decisive Ptolemean counterattack. Reports are still incomplete, but it appears that the core fleet element of the Black Plague Warband was broken in a pitched battle over the planet known as Seb's Anvil.

There is now an unconfirmed declaration by the victorious Ptolemean task force commander that Vlachat Unverzagt, the Warleader of Black Plague, was captured and slain during the height of yesterday's fighting.

Obviously an important development in the escalating Ptolemean Wars, the Virnak battle did not go unnoticed by Imperial observers. A declaration of support for House Ptolemus was made by the joint members of the Corillian Combine in the Imperial Senate just before the close of today's session.

PTOLEMUS VS BLACK PLAGUE

Date: Imp 475:009

Location: High orbit over Seb's Anvil; Virnak system.

Situation: Issuing forth from their bases in the Scarab star system, a strong Ptolemean task force has left to counterattack Black Plague in the Virnak system. During this decisive battle, members of the 33rd Ptolemean Wing (Hounds of Anubis) engage fighters from the 4th Black Plague Wing (Reign of Despair) in a reprise of their struggle in the Progeny system only 18 days before.

FORCES

BLACK PLAGUE PLAYER. Element from *Boa* Squadron, 4th Black Plague Fighter Wing: Set up first in Area G.

> Thunder Bird A — M. Bakoyinnan (Plt 9, Gnr 7, *Luck 2*)
> Thunder Bird B — Pilot (Plt 7, Gnr 7, *Luck 1*)

BLACK PLAGUE PLAYER. Element from *Cobra* Squadron, 4th Black Plague Fighter Wing: Set up second in Area B.

> Sorensen A — Pilot (Plt 7, Gnr 6)
> Gunner (Gnr 8)
> Sorensen B — Pilot (Plt 6, Gnr 5)
> Gunner (Gnr 7)

PTOLEMEAN PLAYER. Elements from *Khensu* Squadron, 33rd Wing: Set up third, Death Winds in Area D and Glaives in Area J.

> Death Wind A — Pilot (Plt 7, Gnr 6, *Luck 2*)
> Gunner (Gnr 6)
> Death Wind B — Pilot (Plt 6, Gnr 5)
> Gunner (Gnr 4)
> Glaive A — Pilot (Plt 7, Gnr 6)
> Gunner (Gnr 8)
> Glaive B — Pilot (Plt 4, Gnr 3)
> Gunner (Gnr 7)

REINFORCEMENTS

BLACK PLAGUE PLAYER. Element from *Asp* Squadron, 4th Black Plague Fighter Wing: Enter on **turn 3** along Edge 3.

> Spirit Rider A — Pilot (Plt 8, Gnr 9, *Luck 2*)
> Spirit Rider B — Pilot (Plt 7, Gnr 6)

PTOLEMEAN PLAYER. Element from *Atep* Squadron, 33rd Ptolemean Fighter Wing: Enter on **turn 5** along Edge 4.

> Blizzard A — D. Amenophis (Plt 10, Gnr 9, *Luck 5*)
> Blizzard B — Pilot (Plt 8, Gnr 6)

SPECIAL RULES

1) In this confused battle, both of the fighter wings involved have lost their Battle Directors (the fleet tactical controllers who direct the various units to battle locations and clear free weapons use). Also, the tremendous influx of electromagnetic and neutrino sensor jamming in the area has rendered each fighter's tactical scanners temporarily inoperative, while intership communications are virtually impossible. As a result, each individual fighter must "identify" a target before any weapons are fired at it. To "identify" a target vessel, a fighter must end a completed Movement Phase within 2 hexes of it and then roll 1D10 with a result equal to or less than the spotting crewmember's Gnr value. Only one spotting attempt can be made by each individual crewman per game turn (e.g., SMACs can make one spotting roll, TMACs can make two). Spotting attempts by all pilots and gunners can be made in any order as agreed to by the players. Once a target is identified by a fighter, it remains identified by that fighter (but not automatically by other fighters on the same side) for the remainder of the scenario, regardless of subsequent separation. Players should keep a side record of which enemy vessels have been identified by each of their own fighters.

2) Due to severe electromagnetic interference, roll 1D6 for every torpedo that has not reached its target by the end of a Movement Phase. On a roll of 1-3 the torp's guidance system is scrambled — remove the torp from the playing surface. Make these rolls at the end of every Movement Phase for all torps still in-flight.

3) Again, due to confusion, no torpedoes may be fired at by cannons or missiles during the scenario.

4) The Black Plague Thunder Birds are only armed with 2 Mk10 torps each.

VICTORY CONDITIONS

At the end of game turn 12 the scenario is over and both sides tally up the TPV's of enemy fighters destroyed. To his total the Ptolemean player adds modifiers according to the following schedule:

• +20 points — if Misha Bakoyinnan is killed or his fighter is destroyed.

• -10 points — for each Black Plague fighter which remains unidentified by a surviving Ptolemean vessel.

Subtract the Black Plague player's TPV kill total from the Ptolemean player's point total (as modified above). Take the result and compare it to the following outcomes:

100+ points →	Decisive Ptolemean victory
60-99 points →	Marginal Ptolemean victory
0-59 points →	Draw
(-30)-(-1) points →	Marginal Black Plague victory
-(-31) points →	Decisive Black Plague victory

BATTLEFIELD REPORT

The bulk of Black Plague's main fleet strength was shattered over Seb's Anvil, and their fighter units fared no better. The Hounds of Anubis were vindicated as they decisively won their second major engagement with the Reign of Despair.

6.7 DEATH OF A HERO

No pain is felt from a wound sustained in the moment of victory.
— Publilius Syrus, c. Preimp 11,690 —

Transcript of 4155th Tactical Frequency Monitor 843694:x27-x36

Angel 101: Register multiple hostiles on tac-scan four. Confirm.

Angel 102: Confirm.

Angel 101: Diamond One to Diamond Flight, deploy combat formation.

(garbled communications)

Angel 103: Diamond One, check six — you've got a trailer. Firing.

(garbled communications)

Angel 101: Taking hits. Can't shake him. *(garbled)* Punch mark-tens. Max, take him out.

Angel 102: Seth, am engaged. Take Diamond One bandit.

Angel 101: Come on.

(garbled communications)

Angel 103: He's gone. Angel Leader is down.

PTOLEMUS VS COLOS

Date: Imp 475:024

Location: High orbit over Hexad II; Hexad system.

Situation: At the height of the battle for the Hexad worlds, squadrons from the 4155th Millennia Warrior TMAC Regiment (members of Avalanche) engage fighters sent up from Hexad II below. This scenario depicts a small portion of the dogfight in which Ptolemean forces are sent to knock out Helmut Buchholz, leader of Angel Squadron and hero of the Avalanche MW division.

FORCES

COLOSIAN PLAYER. Diamond Flight from *Angel* Squadron, 4155th MW TMAC Rgt: Set up first in Areas E and/or F.

Pharsii II A —	Helmut Buchholz (Plt 9, Gnr 9, *Luck 2*)
	Gunner A (Gnr 9)
	Gunner B (Gnr 8)
Pharsii II B —	Pilot (Plt 8, Gnr 6)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
Pharsii II C —	Pilot (Plt 7, Gnr 4, *Luck 1*)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)
Pharsii II D —	Pilot (Plt 5, Gnr 3)
	Gunner A (Gnr 6)
	Gunner B (Gnr 5)

PTOLEMEAN PLAYER. Flight from Hexad II Home Defense Wing Gamma Six: Set up second along any Edge(s).

Glaive A —	Pilot (Plt 7, Gnr 9)
	Gunner (Gnr 7)
Glaive B —	Pilot (Plt 6, Gnr 7)
	Gunner (Gnr 6)
Glaive C —	Pilot (Plt 5, Gnr 6)
	Gunner (Gnr 6)
Glaive D —	Pilot (Plt 4, Gnr 5)
	Gunner (Gnr 5)

REINFORCEMENTS

PTOLEMEAN PLAYER. Element from Hexad II Home Defense Wing Gamma Two: Enter by Special Rule 1 along any Edge(s).

Blizzard A —	Pilot (Plt 2, Gnr 5)
Blizzard B —	Pilot (Plt 1, Gnr 4)
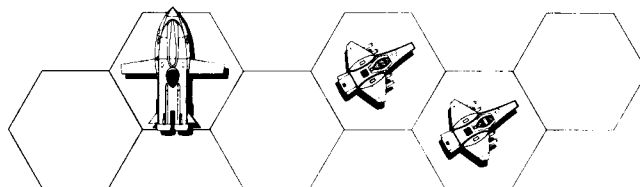
SPECIAL RULES

1) The Ptolemean player may call for reinforcements (the 2 Blizzards) during the course of the scenario. At the beginning of any game turn the Ptolemean may roll 1D6. The result is the number of game turns before the reinforcements arrive.

   Example: *at the beginning of turn 8 the reinforcement die roll is made. The result is a 4. The Blizzards will enter at the beginning of turn 12, the last turn of the game.*

2) If the roll in Special Rule 1 indicates that the reinforcements arrive after the end of the game (i.e., after turn 12), they do not appear in the scenario, but they are still considered to have been called for Victory Condition purposes (see below).

3) Helmut Buchholz is a heavily decorated and impelling leader. The crewmembers of friendly vessels within 2 hexes of Buchholz's Pharsii II are inspired and have their Gnr values temporarily raised by 1. This effect is lost when friendlies are out of the 2 hex influence radius. Helmut does not affect his own crew's skills.

VICTORY CONDITIONS

At the end of game turn 12 the scenario is over and the Ptolemean player tallies up the TPVs of enemy fighters destroyed. To the total, add modifiers according to the following schedule:

- +50 points — if Helmut Buchholz is killed or his fighter is destroyed.
- +40 points — if no Ptolemean vessels are destroyed.
- -40 points — if the reinforcements are called for.

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

200+ points →	Decisive Ptolemean victory
110-199 points →	Marginal Ptolemean victory
80-109 points →	Draw
0-79 points →	Marginal Colosian victory
-(-1) points →	Decisive Colosian victory

BATTLEFIELD REPORT

Neutralizing enemy leaders has always been a prime directive of forces at war. Over Hexad II, Squadron Leader Helmut Buchholz met his inevitable doom, but that did nothing to turn the tide in the Ptolemean's favor. The Hexad system, like Ascension before it, fell to Colosian main fleet elements, but not before the members of Angel Squadron had extracted a heavy toll from the Ptolemean defenders. The retribution for the loss of their leader, and a true Avalanche hero, would be dire.

6.8 A CASE OF OVERKILL

Soldiering is the coward's art of attacking mercilessly when you are strong, and keeping out of harm's way when you are weak. That is the whole secret of successful fighting. Get your enemy at a disadvantage; and never, on any account, fight on equal terms.
— George Bernard Shaw, Prelmp 9751 —

Excerpt from "Intruder Alert"

The Behemoth Warband task force commander gloated over the current development in his attack on Dios Provanis. His forces had just captured two shuttles containing important Ptolemean personnel. Monarchs, apparently. Worms, he thought. They were evacuating their own world, leaving their subjects behind to cruel fate: a fate which rested in his own hands. How could the Ptolemeans suffer such actions by their own leaders?

Well, he had them now, and the government of Necromus was negotiating with him for their safe passage. Idiots. He had his prisoners "at gunpoint", covered by units from his own Atrocity Regiment. Their doom was sealed, but if he could force the rulers of the planet below to capitulate without further losses to his own assault group, he would take it.

He was waiting for the Necromus response to his last cease-fire offer when a priority message came through on his comm display: the Ptolemeans had mounted a rescue effort.

PTOLEMUS VS BEHEMOTH

Date: Imp 475:035

Location: Low orbit over Necromus; Dios Provanis system.

Situation: During Behemoth's attack against Dios Provanis, the 1st Aerial Atrocity Regiment (Overkill) is called in to help speed the capitulation of the Necromus planetary government. Having captured the evacuation shuttles of resident Ptolemean nobles, Overkill threatens their deaths unless those on Necromus below agree to a cease-fire. Units from the 102nd Ptolemean Carrier Wing (Charioteers) stage a lightning raid to free the nobles while negotiations are still underway.

FORCES

PTOLEMEAN PLAYER. Captured Ptolemean Evacuation Shuttles: Set up first in Area E.

Shryak Shuttle A — Pilot (Plt 1)
Shryak Shuttle B — Pilot (Plt 1)

BEHEMOTH PLAYER. Guard Elements from *Dominator* Squadron, 1st Aerial Atrocity Rgt: Set up second in Areas E and/or F.

Spirit Rider A — Pilot (Plt 9, Gnr 8, *Luck 2*)
Spirit Rider B — Pilot (Plt 5, Gnr 5)
Thunder Bird A — Pilot (Plt 8, Gnr 7, *Luck 3*)
Thunder Bird B — Pilot (Plt 7, Gnr 6)
Revenge A — Pilot (Plt 5, Gnr 1), Gunner (Gnr 9)
Revenge B — Pilot (Plt 4, Gnr 1), Gunner (Gnr 8)

PTOLEMEAN PLAYER. Rescue Group from the *Charioteers*, 102nd Ptolemean Carrier Wing: Set up third along any Edge(s).

Death Wind A — Pilot (Plt 8, Gnr 5), Gunner (Gnr 8)
Death Wind B — Pilot (Plt 7, Gnr 6), Gunner (Gnr 4)
Glaive A — Pilot (Plt 6, Gnr 7), Gunner (Gnr 9)
Glaive B — Pilot (Plt 5, Gnr 5), Gunner (Gnr 5)

SPECIAL RULES

1) The shuttles hold the Ptolemean hostages. These starcraft took significant damage during their capture. To reflect this, mark off 21 hits on Shryak Shuttle A and 25 hits on Shryak Shuttle B. Do not roll for critical hits taken. Neither of the shuttles has any effective weapon system remaining — they may not make attacks during this scenario. They have no decoys available. The Ptolemean player places and controls these shuttles.

2) To reflect the value of the shuttles' occupants, the Behemoth player may not fire cannons or torps at either of the Shryaks until: i) one of the shuttles moves, ii) three of the Behemoth player's vessels are destroyed, or iii) four of the Behemoth player's vessels take at least five hits of damage each.

3) Only Ptolemean vessels may exit the playing surface, and then only from Edge 4. Any Ptolemean fighters from the Charioteers may not exit until at least one Behemoth fighter is destroyed.

4) The Revenge fighters are armed with 4 Standard Mk50 Torps each. They carry no other torps.

5) Neither the Spirit Riders nor the Thunder Birds are armed with any torps at all.

VICTORY CONDITIONS

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

• +50 points — for each Shryak exited.
• +10 points — for each Ptolemean fighter exited.
• +10 points — for each Revenge destroyed.
• +5 points — for each Spirit Rider or Thunder Bird destroyed.
• -3 points — for each hit of damage scored against a Shryak Shuttle during the scenario.
• -20 points — for each Shryak Shuttle destroyed (score in addition to damage victory points above).

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

100+ points →	Decisive Ptolemean victory
50-99 points →	Marginal Ptolemean victory
30-49 points →	Draw
0-29 points →	Marginal Behemoth victory
-(-1) points →	Decisive Behemoth victory

BATTLEFIELD REPORT

Having no intention of releasing the Ptolemean nobles, the Behemoth commander was not concerned about their inevitable demise. The timing of their deaths was somewhat more important, however. And the Charioteer's rescue effort had certainly put a wrench into his plans.

As it turned out, the Necromus government rejected Behemoth's cease-fire offer and decided to fight on. Truly, the doom of the nobles was a *fait accompli*.

Necromus ultimately fell, due in no small part to other actions undertaken by the 1st Aerial Atrocity Unit. The Charioteers withdrew along with many other Ptolemean forces to the Aneb-Het star system.

6.9 CAUGHT IN SATAN'S FULCRUM

The third peculiarity of aerial warfare is that it was at once enormously destructive and entirely indecisive.
— *Herbert George Wells, PreImp 9737* —

Excerpt from "The Crimes of Terothath"

Left to their own devises, members of the Ptolemean 3447th Interceptor Group and attached units were ill-equipped to handle the rapidly changing combat environment they found themselves in. Poorly organized, out of formation, and now with their leaders abandoning them, it was all many of the pilots could do just to avoid the slaughter wrought by disciplined squadrons of the 139th Colosian Carrier Wing.

COLOS VS PTOLEMUS

Date: Imp 475:081

Location: Approach to Orbital Station Iceman over Hexad III; Hexad system.

Situation: During a diversionary raid to draw off Colosian defenders of Hexad III, Commanding Officer Kemu Terothath deserts his attack force, the 3447th Ptolemean Interceptor Group (Great Zenith). Several other strike team leaders also abandon their flights, leaving the Wing's remaining pilots to fend for themselves. In this representative action, elements from the 139th Colosian Carrier Wing (Satan's Fulcrum) swarm a knot of Ptolemean fliers.

FORCES

PTOLEMEAN PLAYER. Partial Flight from *Pole Star* Squadron, 3447th Ptolemean Interceptor Group: Set up first (placed by Colosian player) in Area D.

Blizzard A —	Pilot (Plt 7, Gnr 3)
Blizzard B —	Pilot (Plt 3, Gnr 5)
Blizzard C —	Pilot (Plt 3, Gnr 2)

PTOLEMEAN PLAYER. Element from *Spica* Squadron, 3447th Ptolemean Interceptor Group: Set up second (placed by Colosian player) in Area C.

Thunder Bird A —	Pilot (Plt 2, Gnr 3)
Thunder Bird B —	Pilot (Plt 1, Gnr 1)

PTOLEMEAN PLAYER. Member of *Nadir* Squadron, 3447th Ptolemean Interceptor Group: Set up third (placed by Colosian player) in Area J.

Glaive A — Pilot (Plt 5, Gnr 6), Gunner (Gnr 5)

COLOSIAN PLAYER. Various Interceptors from *Satan's Fulcrum*, 139th Colosian Carrier Wing: Set up fourth along Edge 4.

Hell Bender A —	Vladimir Gregor (Plt 8, Gnr 8)
Hell Bender B —	Pilot (Plt 5, Gnr 6)
Salamander A —	Pilot (Plt 6, Gnr 6), Gunner (Gnr 6)
Salamander B —	Pilot (Plt 5, Gnr 5), Gunner (Gnr 7)

REINFORCEMENTS

COLOSIAN PLAYER. Interceptors from *Satan's Fulcrum*, 139th Colosian Carrier Wing: Enter on **turn 2** along Edge 4.

Hell Bender C —	Pilot (Plt 6, Gnr 5)
Hell Bender D —	Pilot (Plt 5, Gnr 5)

PTOLEMEAN PLAYER. Robotic Suicide Shuttle: Enter on **turn 3** along Edge 4. See Special Rule 3.

Shryak Shuttle — Pilot (Automated)

COLOSIAN PLAYER. Gunboat from *Satan's Fulcrum*, 139th Colosian Carrier Wing: Enter on **turn 4** along Edge 4.

Drakar A — Pilot (Plt 4, Gnr 5), Gunner A (Gnr 4) Gunner B (Gnr 5), Gunner C (Gnr 6), Gunner D (Gnr 4)

SPECIAL RULES

1) As noted above, the Colosian player places all starting forces in the game.

2) Though in disarray, some of the Ptolemeans may still press on with their mission to attack Orbital Station Iceman. After game turn 5, one Ptolemean fighter may exit the playing surface per turn. Only Ptolemean starcraft may exit the map, and then only along Edge 2; the direction in which the Orbital Station lies.

3) The plan to attack Orbital Station Iceman included the use of special robotic suicide shuttles packed with explosives. Mixed in with the main attacking force of fighters, the shuttles were programmed to fly towards the station and detonate on impact. One such shuttle flies through this particular dogfight. On turn 3, the Ptolemean player brings on a modified Shryak Shuttle. It has no crew, carries no weapons, and is restricted in its path of flight. At any time during a Movement Phase, the shuttle may only face directions 6, 1 and/or 2. It must use all of its available movement points every Movement Phase, and may only make one turn (facing change) per hex entered. It may not dodge torps or employ any other anti-torp measure. Its sole purpose, in terms of this scenario, is to cross the playing surface and exit along Edge 2. The shuttle does not count against the limit of Ptolemean fighters which may exit the map as restricted by Special Rule 2.

VICTORY CONDITIONS

When all of the Ptolemean vessels have been destroyed and/or exited the playing surface, the scenario is over and the Colosian player tallies up victory points according to the following schedule:

- +10 points — for each Ptolemean fighter or shuttle destroyed.
- +5 points — for each Ptolemean fighter exited with a Drive value ≤6.
- +1 point — for each hit of damage inflicted on the shuttle.
- -2 points — for each hit of damage remaining on the shuttle if it exits.
- -4 points — for each Colosian crewman killed without his fighter being destroyed.
- -10 points — for each Ptolemean fighter exited with a Drive value ≥10.
- -20 points — for each Colosian vessel destroyed.

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

100+ points →	Decisive Colosian victory
50-99 points →	Marginal Colosian victory
40-49 points →	Draw
30-39 points →	Marginal Ptolemean victory
-(29) points →	Decisive Ptolemean victory

BATTLEFIELD REPORT

Great Zenith was never able to carry its attack to Orbital Station Iceman, and was disgracefully defeated in detail by Colosian pilots looking to run-up their personal kill tallies.

6.10 RUNNING INTERFERENCE

Nothing is so subject to the inconstancy of fortune as war.
    — Miguel de Cervantes, c. PreImp 10,040 —

BEHEMOTH VS PTOLEMUS

Date: Imp 475:099
Location: Approach to Beta Kynon IV; Beta Kynon system.
Situation: Flights from Grave and Reaper squadrons of the 89th Behemoth Heavy Interceptor Group (The Winged Legion of Death), sortie to engage defenders of "The Flock", resource-rich moons which orbit high above the gas giant Beta Kynon IV. Intense solar flare activity from the Type A sub-giant stellar primary plays havoc with the starcraft of both sides during the battle. The following portrays a small portion of this rather odd action.

FORCES

BEHEMOTH PLAYER. Flight from *Grave* Squadron, 89th Heavy Interceptor Group: Set up first along Edge 1.

Sorensen III A —	Pilot (Plt 7, Gnr 8), Gunner (Gnr 8)
Sorensen III B —	Pilot (Plt 6, Gnr 6), Gunner (Gnr 7)
Sorensen III C —	Pilot (Plt 5, Gnr 6), Gunner (Gnr 6)

PTOLEMEAN PLAYER. Flight from *Starman* Squadron, 10th Provisional Beta Kynon Fighter Wing: Set up second along Edge 3.

Seraph A —	Pilot (Plt 8, Gnr 7), Gunner (Gnr 10)
Seraph B —	Pilot (Plt 6, Gnr 6), Gunner (Gnr 8)
Seraph C —	Pilot (Plt 6 Gnr 2), Gunner (Gnr 6)
Seraph D—	Pilot (Plt 5, Gnr 5), Gunner (Gnr 5)

REINFORCEMENTS

BEHEMOTH PLAYER. Elements from *Reaper* Squadron, 89th Heavy Interceptor Group: Enter as per Special Rule 3 along Edge 1.

1) Pharsii II A — Gyrlin Arganza (Plt 7, Gnr 8, *Luck 1*)
    Gunner A (Gnr 8),
    Gunner B (Gnr 5)

2) Pharsii II B — Pilot (Plt 5, Gnr 6)
    Gunner A (Gnr 7)
    Gunner B (Gnr 5)

3) Epping A — Pilot (Plt 5, Gnr 4)
    Gunner A (Gnr 8), Gunner B (Gnr 7)
    Gunner C (Gnr 6)

4) Epping B — Pilot (Plt 4, Gnr 3)
    Gunner A (Gnr 7), Gunner B (Gnr 7)
    Gunner C (Gnr 5)

5) No reinforcement available.

6) No reinforcement available. One remaining reinforcement will never appear.

SPECIAL RULES

1) Beta Kynon is a hot Type A sub-giant blue star which is currently displaying severe solar flare activity. To represent the effects of this violent "space weather", use these guidelines. Just before the Missile/Torp Launch Phase of each game turn (after any reinforcements arrive), roll 1D10 for each vessel on the playing surface, then consult the following results:

1 = Flight Controls Jam (vessel flies straight at full speed this turn).

2 = Cannon Weapon System Fried (eliminate one remaining cannon weapon system at random).

3 = Missile Targeting System Malfunctions (may not fire one random remaining missile launcher this turn)

4 = Torp Launch Mechanism Shorts Out (all remaining torp loads jettison harmlessly).

5 = Crewman Weakened by Radiation Sickness (random crewman has his skill level(s) drop by 1 to a minimum of 1).

6-10 = No Effect.

2) Again, due to severe solar radiation, roll 1D6 for every torp that has not reached its target by the end of a Movement Phase. On a roll of 1-3 the torp's guidance system is scrambled — remove the torp from the playing surface. Make these rolls at the end of every Movement Phase for all torps in flight, (after normal jamming/decoy attempts).

3) The Behemoth reinforcements are disorganized and enter the battle area at random. Starting with game turn 2, the Behemoth player rolls 1D6 at the beginning of each turn. If the result matches the number (1-4) of a reinforcement that has not yet entered the game (or was not eliminated on a previous roll of 6, see below), it appears that turn. On a 5, no reinforcement appears that turn. On a 6, no reinforcement appears that turn and one remaining available reinforcement will never appear: randomize which one.

Example: *At the beginning of turn 2, the Behemoth player rolls a 5. No reinforcement appears. On turn 3 he rolls a 1: Pharsii II A appears on Edge 1. On turn 4 he rolls another 1. No reinforcement appears, since it has already been taken. On turn 5 he rolls a 6. No reinforcement appears and one of the three remaining reinforcements (numbers 2, 3 or 4) will never make it to the playing surface. A randomized selection indicates that reinforcement #3, Epping A, has no chance of entering the scenario — subsequent reinforcement rolls of 3 will indicate that nothing appears that turn.*

4) Any vessel may exit the map from any Edge. Once exited, either voluntarily or due to an inopportune "Flight Controls Jam" result, a starcraft may not reenter.

VICTORY CONDITIONS

The scenario continues until the end of the game turn in which only one player's vessel(s) remain on the playing surface (regardless of possible subsequent reinforcements). The game then ends and both players total up the TPVs of all enemy vessels destroyed. Both players modify their own victory point total as indicated on the following schedule:

• -10 points — for each friendly fighter which exited the map.

• -5 points — for each dead crewman in a surviving or exited friendly fighter.

• -2 points — for each individual crewman who was weakened by radiation sickness (see above).

Subtract the Ptolemean player's total from the Behemoth player's total. Compare the result with the following outcomes:

70+ points ➡	Decisive Behemoth victory
20-69 points ➡	Marginal Behemoth victory
(-20)-19 points ➡	Draw
(-70)-(-21) points ➡	Marginal Ptolemean victory
-(-71) points ➡	Decisive Ptolemean victory

6.11 RECONNAISSANCE FLIGHT

A steed, a steed of matchless speed!
A sword of metal keen!
All else to noble hearts is drose,
All else on earth is mean.
— Robert Bontine Cunninghame-Graham, c. PreImp 9725 —

Transcript of 2175th Tactical Frequency
Monitor Ω35264:x480-x488

Javelin 202: Uh, Mackerel, I'm getting a blip on my passive scanner.

Javelin 201: Must be a rogue this far out. What are the coordinates?

Javelin 202: Bearing 101 by 92. I'd have to go active to get range. Hey, all of us should be reading this.

Javelin 201: I've got it now too.

Shot 306: I'm active and I make two marks bearing 99 by 91, range 120 and closing.

Javelin 204: Hostiles. My primaries aren't even charged up. What the hell is going on?

Shot 312: This is supposed to be a secure area.

Javelin 203: Colosian idiots.

Javelin 201: We've got a situation developing here. Going for full release from Home Base. Hang on guys.

Ptolemus vs Colos

Date: Imp 475:112

Location: Outer reaches of the Lebanstar system.

Situation: Awaiting orders from their Colosian commanders, elements of the 2175th Millennia Warrior Med SMAC Rgt (from the Plasma Squad MW Division) receive a Ptolemean reconnaissance fly-by from a special detachment of the 1241st Home Defense Wing (Hope's Constellation). Not prepared for a fight, nor released for combat operations or free weapons use, the Millennia Warriors are slow to react.

Forces

COLOSIAN PLAYER. Flight from *Javelin* Squadron, 2175th Millennia Warrior Med SMAC Rgt: Set up first in Areas A and/or B. All must face direction 6.

    1) Hell Bender A — Pietor Gies (Plt 10, Gnr 9, *Luck 6*)
    2) Hell Bender B — Pilot (Plt 9, Gnr 8)
    3) Hell Bender C — Pilot (Plt 7, Gnr 7)
    4) Hell Bender D — Pilot (Plt 5, Gnr 2)

COLOSIAN PLAYER. Elements from *Shot* Squadron, 2175th Millennia Warrior Med SMAC Rgt: Set up second in Areas B and/or C. All must face direction 6.

    5) Night Hawk A — Pilot (Plt 8, Gnr 8, *Luck 2*)
    6) Night Hawk B — Pilot (Plt 5, Gnr 6)
    7) Teal Hawk A — Pilot (Plt 7, Gnr 2), Gunner (Gnr 7)
    8) Teal Hawk B — Pilot (Plt 4, Gnr 6), Gunner (Gnr 5)

PTOLEMEAN PLAYER. Reconnaissance Element from *Lake Tem* Squadron, Ptolemean 1241st Home Defense Wing: Set up third in Area I.

    Death Wind A — Pilot (Plt 8, Gnr 7), Gunner (Gnr 8)
    Death Wind B — Pilot (Plt 7, Gnr 3), Gunner (Gnr 6)

Special Rules

1) The Ptolemean Death Winds are special reconnaissance craft. To reflect this, eliminate all of their torp loads. Instead, they are carrying special sensor equipment which will help them record the number and exact identity of enemy vessels in the scenario for victory condition purposes (see below). To scan an enemy vessel, a Movement Phase must end with a Death Wind within 2 hexes of an enemy vessel(s). The scan is done automatically by the special sensor equipment. Each Death Wind may scan up to 2 enemy vessels per game turn (Ptolemean player's choice if more than two vessels can be scanned). Keep a side record of which Death Wind has scanned which enemy vessels. A single enemy vessel may be scanned by both Death Winds.

2) The Millennia Warrior starcraft are powered-down at the beginning of the scenario and are not expecting the arrival of the Ptolemean recon units. To simulate their slow reaction to the enemy's presence, use the following guidelines. No vessel from the 2175th may move or fire *any* weapons (cannons or torps) until its "activation roll" has been made. At the end of every game turn, the Millennia Warrior player rolls a number of "activation D8s" equal to the number of his own vessels which were scanned by the Ptolemean during that turn, but always roll a minimum of 1D8 per turn. The result(s) on the D8(s) are the identities of the Millennia Warrior vessels which are activated at the beginning of the following game turn (the forces are numbered above). If an activation D8 result indicates a vessel which has already been activated, no new vessel is activated by that roll. Once activated, a vessel may move and fire normally.

3) The Death Winds should exit the map before the end of the scenario. They may only exit from Edge 3. No other vessels may exit the map.

Victory Conditions

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

- **+10 points** — for each Death Wind exited from the map with a Drive value ≥8.
- **+5 points** — for each individual enemy vessel scanned by an exited Death Wind (do not count a single vessel twice if it was scanned by two exiting Death Winds)
- **+2 points** — for each enemy vessel activated by the beginning of game turn 6.

Compare the result with the following outcomes:

70+ points →	Decisive Ptolemean victory
40-69 points →	Marginal Ptolemean victory
30-39 points →	Draw
17-29 points →	Marginal Colosian victory
0-16 points →	Decisive Colosian victory

Battlefield Report

Quick reconnaissance runs like this one were common during the struggle for Lebanstar. It was important for local commanders to know which enemy units were refitting, which were mustering for a new attack, and which were still undergoing repairs.

This particular incident fueled the tension between unsupported Millennia Warrior Regiments — like the 2175th — and their Colosian operations directors. With their own command, control and signals units in place, the 2175th would probably have been able to meet the reconnoitering Ptolemeans on more favorable terms. As it was, the recce pilots from Lake Tem squadron took the opportunity to shoot-up a few of the stagnant Plasma Squad fighters before "snapping their holos" and beating a hasty retreat.

6.12 ALL FOES MEET

The worlds began with war and will end with war.
— Universal Proverb —

Excerpt from "The Spark, the Flame, and the Conflagration: A History of the Ptolemean Wars"
Curiously, there was one instance where Ptolemeans, Colosians and Dneprodzerkutsk crossed swords, each trying to subdue the other two in open combat. The place was none other than Lebanstar, the meat-grinder of the whole campaign. No where else was the carnage piled so high, the destruction so complete, the fighting so desperate. Lebanstar was a fitting location for the warriors of these three powers to meet in open combat.

PTOLEMUS VS BEHEMOTH VS COLOS

Date: Imp 475:187
Location: Outer reaches of the Lebanstar system.
Situation: During another ferocious fighter battle between Colosian invaders and the steadfast Ptolemean defenders of Lebanstar, a task force from the Behemoth Warband enters the system with the intent of taking it for themselves. A wild three-way melee develops between fighter starcraft from each of the nations. The following represents a small portion of the battle, and is best played as a three-player game. Special Rule 2 provides guidelines for playing it with two players.

FORCES

PTOLEMEAN PLAYER. Mixed units from *Great Isthmus* Squadron, Ptolemean 1241st Home Defense Wing: Set up alternately with the Colosian forces as per Special Rule 3.

Death Wind A —	Pilot (Plt 6, Gnr 5) Gunner (Gnr 2)
Blizzard A —	Pilot (Plt 4, Gnr 3)
Epping A —	Pilot (Plt 2, Gnr 1), Gunner A (Gnr 6) Gunner B (Gnr 4), Gunner C (Gnr 5)
Shryak Shuttle A —	Pilot (Plt 1, Gnr 6), Gunner (Gnr 2)

COLOSIAN PLAYER. Elements from *Discus* and *Javelin* Squadron, 2175th Millennia Warrior Med SMAC Rgt: Set up alternately with the Ptolemean forces as per Special Rule 3.

Kosmos A —	Pilot (Plt 8, Gnr 8, *Luck 5*)
Kosmos B —	Pilot (Plt 6, Gnr 7, *Luck 2*)
Hell Bender A —	Pilot (Plt 7, Gnr 9, *Luck 3*)
Hell Bender B —	Pilot (Plt 6, Gnr 5, *Luck 1*)

BEHEMOTH PLAYER. Advance Fighters from *Overkill*, the 1st Behemoth Aerial Atrocity Regiment: Set up last along Edge 4 (as per Special Rule 2 if this is a 2-player game).

Pharsii II A —	Pilot (Plt 5, Gnr 3), Gunner A (Gnr 8), Gunner B (Gnr 3)
Thunder Bird A —	Pilot (Plt 4, Gnr 3, *Luck 2*)
Thunder Bird B —	Pilot (Plt 3, Gnr 5)
Thunder Bird C —	Pilot (Plt 2, Gnr 2)

SPECIAL RULES

1) This scenario is best played as a 3-player game, with one Ptolemean, one Colosian (controlling the Millennia Warriors) and one Dneprodzerkutsk Behemoth Warband player. If playing a 3-player game, you will have to modify the initiative procedure somewhat. In this case, each player rolls the initiative die and adds the Plt value of his best pilot. Reroll any ties. During the Movement Phase, the player with the worst initiative score moves one fighter first, the second worst initiative score moves one fighter second and then the initiative winner moves one of his fighters third. Movement proceeds in this order, with the initiative winner always able to hold back a fighter for the last move of the Phase. Any player may fire at any other player he desires.

2) If played as a 2-player game, use the following guidelines to control the Behemoth forces. At the beginning of every game turn, roll 1D6 for each Behemoth fighter on the map. If the roll is *even*, the Ptolemean controls the fighter for the turn; if the roll is *odd*, the Colosian player controls the fighter for the turn. Control is rerolled every turn, so both players may control the same fighter at different times during the course of the scenario. The first control rolls of the game will also determine who sets up which fighters. Behemoth fighters may not attack their own forces, only those of the Ptolemeans or Colosians. Though it is possible for a controlling player to purposely "set up" a Behemoth fighter as a kill for one of his own craft, this tactic is against the spirit of the scenario.

3) The Ptolemeans and Millennia Warriors (flying for the Colosians) alternate their set up at the beginning of the game. The Ptolemean must place one vessel in each of areas A, C, H and J, while the Colosian must place one vessel in each of areas B, D, G and I. Each player should roll 1D10, with the lowest roller placing one of his vessels first. Set up then alternates between the two until all eight craft are on the map. No vessel may be placed within 5 hexes of another already on the map. After this alternating set up, the Behemoth forces are deployed.

4) The Behemoth fighters suffer from Poor Mechanical Reliability. For the effects of this, see *Section F.0.*

5) The Ptolemean/Colosian battle had already been going on for some time before the Behemoth forces arrived. To represent this, each Ptolemean and Colosian vessel starts the game with 2D4 hits already marked off on its damage track. The Epping takes these hits on a randomly determined quadrant. Critical hits taken have *no effect.*

VICTORY CONDITIONS

At the end of game turn 10 the scenario is over and each player tallies up the TPVs of enemy craft destroyed by his own force's fire (ignore kills made by Behemoth forces in a 2-player game).
• If a player has accumulated at least a 2-1 ratio of TPVs over his nearest competitor, that player has won a Decisive victory.
• If the ratio of TPVs is at least 1.5-1, the high scoring player has won a Marginal victory.
• All other results are Draws.

BATTLEFIELD REPORT

Behemoth forces took their worst beating during their raid into the Lebanstar system. This was due, in no small part, to the deteriorating condition of their equipment and their continual loss of experienced combat personnel.

Due to sheer attrition, the 2175th MW Regiment is eventually annihilated in the raging battles over Kneset's World, the key Lebanstar planet. Taking fire from House Dneprodzerkutsk forces did little to endear the Plasma Squad MW Division to that Provincial power.

7.0 CAMPAIGNS

"I can tolerate his insolence no longer. I want Ptolemus here, at my feet, groveling for me to spare his life."
— Akthoes Modestinus III,
27th Emperor of the First Terran Star Empire, Imp 469 —

This section details two complete campaigns. The first entails a playing of the scenarios in Section 6.0 in chronological order, while the second covers the actions of two opposing fighter wings during a particularly heavy day of fighting over Kneset's World in the Lebanstar system.

7.1 THE CHRONOLOGICAL CAMPAIGN

The most persistent sound which reverberates through men's history is the beating of war drums.
— Arthur Koestler, PreImp 9667 —

This campaign is designed for two players, or two groups of players. One side always controls the Ptolemean forces, while the other side plays the invading forces, whether they be Colosians, Millennia Warriors fighting for the Colosians, Dneprodzerkutsk Black Plague members or those from the Behemoth Warband.

Players fight the scenarios from Section 6.0 in order, starting with "Opening Moves" and ending with "All Foes Meet".

Victory in this campaign is based on a point system. Decisive victories are worth 5 points to the side winning them. Marginal victories are worth 2 points to the side winning them. Draws are worth 0 points. At the end of the campaign, the two sides total up the points they have earned through the 12 scenarios. The side with the highest total wins the campaign. To determine the decisiveness of the campaign subtract the lower point total from the larger and compare the difference to the following results:

- 60 points — You are the ultimate tactical master. Surely the universe will fall to your mighty fleets.

- 25-50 points — The opposing side is so resoundingly defeated, they lose their Provincial status, are expelled from the Imperial Senate, and the Emperor takes all of their lands and titles away. You gain a significant slave population from your foes.

- 15-24 points — Your opponents have displayed tactical buffoonery. Imperial disfavor is showered upon them with regularity. They lose credibility on the political front, and they have definitely lost this war. You are hailed across the Empire as a force to be reckoned with.

- 10-14 points — You have achieved victory in this war. As a concession of defeat, your opponents have forfeited three star systems and will be paying restitution for the next 60 years. Good work.

- 5-9 points — You have weaseled-out a victory from your opponent. Commended for your tactical aptitude, your efforts are credited for having brought about the ultimate end of the opposition.

- 2-4 points — A close contest of man and machine. The space battles did not decide this war, but you can feel vindicated of dispersions cast on your ability,

- 0-1 point — This campaign was too close to call. The forces and skills applied were too evenly balanced. The course of the war was decided on another front. Both sides fought well.

7.2 MIGHTY THUNDER VS HOPE'S CONSTELLATION

Fight for honor, for dishonor is easily won.
— Universal Proverb —

This campaign covers a full day of combat between two fighter wings flying over Kneset's World as the height of the Lebanstar fighter battles approaches.

The Colosian unit is the 20th Strike Fighter Wing (Mighty Thunder). The Ptolemean unit is the 1241st Home defense Wing (Hope's Constellation). At the time of this campaign, both wings have been reduced in strength and many fighters are down for maintenance, so full squadrons will not be available to the players. See the force listings below.

This campaign is played as a series of six scenarios, which are described below in an abbreviated format. Before the campaign begins, each player secretly allocates his available forces to the six different scenarios. Players may allocate any of their fighters to an individual scenario, but each fighter may only be allocated to one scenario. Players may even allocate no fighters to a scenario, forfeiting any possible victory points in exchange for placing more forces in another scenario. Starcraft from no more than two different squadrons may be allocated by a player for use in a single scenario.

Once players have allocated their forces to the scenarios, each game is played in order, starting with scenario 1 and ending with scenario 6. Victory points are accumulated in each scenario, and at the end of the campaign, these points are totalled by each side to discover the ultimate winner.

SCENARIO 1: FIGHTER SWEEP

Date: Imp 475:020 0300 hours

Location: High orbit over Kneset's World.

Situation: At the beginning of another interminable day of fighting over Kneset's World, both Mighty Thunder and Hope's Constellation send out patrols to test the enemy's strength.

Scenario Parameters: Ptolemean forces set up first along Edge 1, Colosians set up second along Edge 3. Starcraft from both sides may exit the map from their respective Edges after game turn 10. The scenario ends when vessel(s) from only one side remain on the map.

Victory Points: Players score **4** points for each enemy vessel destroyed and **2** points for each enemy vessel reduced to less than half of its starting Drive number. If a side flies the scenario unopposed (i.e., the enemy commits no forces to the battle), score **8** points.

SCENARIO 2: PENETRATION

Date: Imp 475:020 0410 hours

Location: High orbit over Kneset's World.

Situation: Having probed the strength of the Ptolemean defenses, the Colosians send a strike fighter contingent to attack a vulnerable enemy troop transport. This scenario depicts the first stage of the attack run.

Scenario Parameters: The Ptolemean forces set up first in Areas D, E, F, and/or G. The Colosians set up second along Edge 3. Colosian starcraft (only) may exit the map along Edge 1, but only on game turn 8 or later. The scenario ends when no Colosian vessels remain on the playing surface.

Victory Points: Players score **4** points for each enemy vessel destroyed and **2** points for each enemy vessel reduced to less than half of its starting Drive number. The Colosian scores **2** points for each *Hell Bender* or *Revenge* which exits the map with a Drive number of ≥10. No other ship type may score these exit points.

Scenario 3: Stand-off Attack

Date: Imp 475:020 0425 hours

Location: Low orbit over Kneset's World.

Situation: Having penetrated the Ptolemean defense at several points, Colosian fighters bear in on their target; an enemy troop transport carrying fresh soldiers to the surface of Kneset's World below.

Scenario Parameters: The Ptolemean forces set up first along Edge 1. The Colosians set up second along Edge 3. In addition to the starcraft assigned to this scenario, the Colosian may add one extra vessel to his starting forces: this must be a starcraft which exited the map during Scenario 2. All damage and munition expenditure is carried over from the previous scenario for this one bonus ship. Colosian vessels may exit the map along Edge 3 at any time. Note that there is a Ptolemean troop transport vessel (the subject of the Colosian attack) just off of Edge 1 after game turn 8 in this scenario. The scenario ends when no Colosian vessels remain on the map.

Victory Points: The Ptolemean player scores **4** points for each Colosian vessel destroyed and **2** points for each Colosian vessel reduced to less than half of its starting Drive number. The Colosian player scores **1/2** point for each Mk30 or Mk50 torpedo launched at the troop transport from Area B on game turn 8 or later (just launch during the Torp Launch Phase and remove these particular torps from the map immediately — the attack on the transport is abstracted).

Scenario 4: Counter-stroke

Date: Imp 475:020 0700 hours

Location: High orbit over Kneset's World.

Situation: With their troop transport damaged, the Ptolemeans were out for revenge.

Scenario Parameters: Colosian forces set up first along Edge 3, Colosians set up second along Edge 1. Starcraft from both sides may exit the map from their respective Edges after game turn 10. The scenario ends when vessel(s) from only one side remain on the map.

Victory Points: Players score **4** points for each enemy vessel destroyed and **2** points for each enemy vessel reduced to less than half of its starting Drive number. If a side flies the scenario unopposed (i.e., the enemy commits no forces to the battle), score **8** points.

Scenario 5: Screening Action

Date: Imp 475:020 1030 hours

Location: Low orbit over Kneset's World.

Situation: Pilots of the 1241st Home Defense Wing are called upon to clear a path through enemy fighter defenses to allow other Ptolemean starcraft to make a spaceborne strike against a concentration of enemy ground troops on the planet below. Noting the local build-up of Ptolemean craft, fighters from the 20th Colosian Wing are deployed for a quick screening action.

Scenario Parameters: Colosian forces set up first in Areas H, I and/or J. Ptolemeans set up second along Edge 1. In addition to the starcraft assigned to this scenario, the Ptolemean may add one extra vessel to his starting forces: this must be a starcraft which exited the map during Scenario 4. All damage and munition expenditure is carried over from the previous scenario for this one bonus ship. No forces may exit the map. The scenario ends when vessel(s) (with Drive >0 and live pilots) from only one side remain on the playing surface.

Victory Points: The Colosian player scores **4** points for each Ptolemean vessel destroyed and **2** points for each Ptolemean vessel reduced to less than half of its starting Drive number. The Ptolemean player scores points based on the number of game turns it takes to "render ineffective" *all* of the Colosian forces. A vessel is "rendered ineffective" if it is destroyed, it is reduced to Drive 0, or its pilot is killed. If the Ptolemean succeeds by the end of turn 5, he scores **30** points; by the end of turn 10, **20** points; by the end of turn 15, **10** points; thereafter, **5** points. If the Colosian allocates no forces to this scenario, the Ptolemean automatically scores **30** points. If the Ptolemean allocates no forces to this scenario, the Colosian automatically scores **8** points.

Scenario 6: Final Melee

Date: Imp 475:020 1900 hours

Location: High orbit over Kneset's World.

Situation: Near the end of this active day, fighters from the 1241st clash with their foes of the 20th wing one last time.

Scenario Parameters: Colosian forces set up first in Areas G and/or J. Ptolemeans set up second in Areas A and/or D. No forces may exit the map. The scenario ends when vessels from only one side remain on the playing surface.

Victory Points: Players score **4** points for each enemy vessel destroyed and **2** points for each enemy vessel reduced to less than half of its starting Drive number. If a side flies the scenario unopposed (i.e., the enemy commits no forces to the battle), score **8** points.

Ptolemean Forces

1241st Home Defense Wing

As of Imp 475:020

Capital Squadron

Blizzard A —	Dendra Yasut (Plt 8, Gnr 8, *Luck 1*)
Blizzard B —	Nargol Mia (Plt 5, Gnr 6)
Blizzard C —	Ayha Aup (Plt 3, Gnr 5)
Blizzard D —	Meker Teptit (Plt 1, Gnr 2)

Khanut Sea Squadron

Thunder Bird A —	Anjibra Seskaf (Plt 7, Gnr 8, *Luck 2*)
Thunder Bird B —	Khemennu Netherit (Plt 3, Gnr 2)
Thunder Bird C —	Ayam Sayd Abau (Plt 2, Gnr 2)

Lake Tem Squadron

Death Wind A —	Bib Wadji (Plt 6, Gnr 9, *Luck 1*), Gunner (Gnr 9)
Death Wind B —	Teb Tebenaht (Plt 5, Gnr 7), Gunner (Gnr 6)
Death Wind C —	Nun Tebenaht (Plt 4, Gnr 4), Gunner (Gnr 3)
Glaive A —	Uher Anan (Plt 6, Gnr 5), Gunner (Gnr 7)
Glaive B —	Parthal Tchaiu (Plt 2, Gnr 3), Gunner (Gnr 7)

Great Isthmus Squadron

Seraph A —	Bannar Kendu (Plt 5, Gnr 5), Gunner (Gnr 6)
Seraph B —	Baq Kamraya (Plt 1, Gnr 2), Gunner (Gnr 5)
Epping A —	Kher Shesh (Plt 3, Gnr 1), Gunner A (Gnr 7), Gunner B (Gnr 5), Gunner C (Gnr 4)

Colosian Forces

20th Colosian Strike Fighter Wing

As of Imp 475:020

Bolt Squadron

Kosmos A —	Keri Tagtmeyer (Plt 10, Gnr 9, *Luck 5*)
Kosmos B —	Max Gerishimov (Plt 9, Gnr 8, *Luck 4*)
Kosmos C —	Camden Selig (Plt 8, Gnr 8, *Luck 2*)
Kosmos D —	Sool Seftel (Plt 6, Gnr 7)

Crusher Squadron

Kosmos E —	Herm Zydanowicz (Plt 10, Gnr 8, *Luck 1*)
Kosmos F —	Sonjay Shwartz (Plt 8, Gnr 9, *Luck 3*)
Kosmos G —	Marion Pechous (Plt 8, Gnr 5)

Hurler Squadron

Hell Bender A —	Mac Wroblewski (Plt 9, Gnr 5, *Luck 4*)
Hell Bender B —	Tamov Reitz (Plt 8, Gnr 4)
Hell Bender C —	Harris Phan (Plt 7, Gnr 6)
Revenge A —	Geoff McMallietski (Plt 7, Gnr 1), Gunner (Gnr 9)
Revenge B —	Jerrel Jerz (Plt 6, Gnr 1), Gunner (Gnr 7)

Shock Provisional Squadron

Salamander A —	Tasha Liebetter (Plt 8, Gnr 6, *Luck 8*), Gunner (Gnr 5)
Salamander B —	Sondra Lefkowitz (Plt 4, Gnr 7), Gunner (Gnr 8)
Drakar A —	Marco Shang (Plt 3, Gnr 5), Gunner A (Gnr 6), Gunner B (Gnr 8), Gunner C (Gnr 9), Gunner D (Gnr 5)

8.0 STARCRAFT INVENTORY AND NOMENCLATURE

It is war that shapes peace, and armament that shapes war.
— John Frederick Charles Fuller, c. Preimp 9700 —

Here are six new starfighters introduced in *Overkill: The Ptolemean Wars.* They are arranged in order of increasing tonnage.

Imperial Transtar 1010 series E "Blizzard"

Crew: 1
Mass: 150 tons
Armor: Crystanium w/belt
Armaments: 1 x Mk10 Disruptorgun
         4 x Mk10 Torp Loads

Maneuvering Thrust: 0.156 km/s/s
Translight Capability: None
Atmospheric Capability: Full

Commentary: Predecessor to their line of "Hawk" fighters, Imperial Transtar's *Blizzard* is a very rugged and popular design. The Disruptorgun main armament restricts this interceptor to close-in work, but the supplementary torpedoes provide a flexibility rare in such small combat machines. Tried and tested, the *Blizzard* is produced by Transtar affiliates throughout the Imperium and in several Provinces.
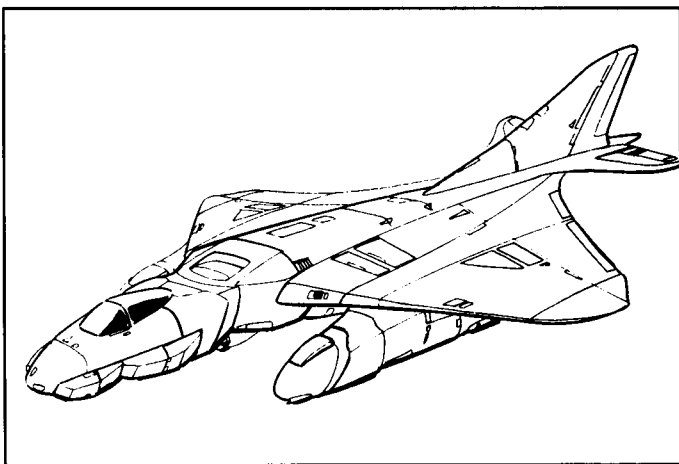
Ironhorse F/S 11-a "Hell Bender"

Crew: 1
Mass: 300 tons
Armor: Crysteel w/belt
Armaments: 1 x Mk20 Meld Laser
         1 x Mk20 Autocannon (Ammo: 16,000 rounds)
         2 x Mk9 Pulse Lasers
         2 x Mk30 Torp Loads

Maneuvering Thrust: 0.142 km/s/s
Translight Capability: None
Atmospheric Capability: Full

Commentary: Ironhorse was originally a House Colos manufacturer, but over the last decade it has opened affiliates in a handful of other Provinces. This has seen the *Hell Bender*, along with many other Ironhorse designs, enter operational use in no fewer than four major space navies. As an all-purpose fighter it stands up well to any other in its class. The pair of Mk30 torps give it an impressive boost in firepower. The fighter's autocannon is a standard repeating mass driver, but the ammo load is, as always, restrictive.
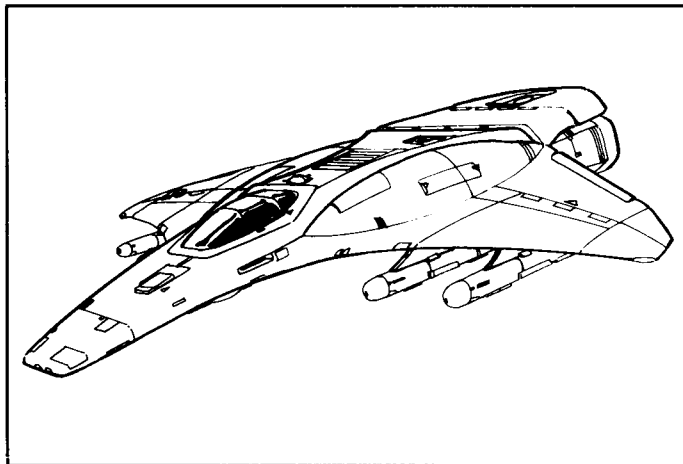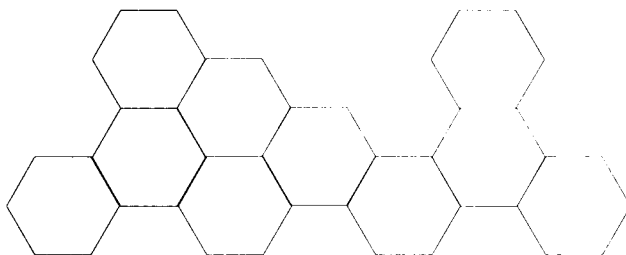
Caladyne Industries BUUR-3 (export) "Kosmos"

Crew: 1
Mass: 250 tons
Armor: Crystanium w/belt
Armaments: 1 x Mk9 Minigun (Ammo: 18,000 rounds)
         1 x Missile Launcher (Magazine: 10 missiles)

Maneuvering Thrust: 0.168 km/s/s
Translight Capability: None
Atmospheric Capability: Full

Commentary: The *Kosmos* was manufactured in the Imperium for over twenty years. Production ceased only recently, as upgrades to its design could not keep pace with brand new models built by other defense contractors. Nevertheless, the *Kosmos* has had a long and glorious career and will see service for some time into the future. This particular export model, which has upgraded engines, is flown primarily by Houses Colos and Moskava.

Jasper Machines Y910a G1/U1
"Glaive"

Crew: 2
Mass: 900 tons
Armor: Reinforced Crysteel
Maneuvering Thrust: 0.119 km/s/s
Translight Capability: None
Atmospheric Capability: None
Armaments: 1 x Mk10 Plazgun
2 x Mk10 Splatterguns
1 x Protobolt Projector (Ammo: 2 protobolts)
2 x Missile Launchers (Mag: 10 missiles each)
1 x Mk40 Torp Load

Commentary: The *Glaive* is produced solely by House Ptolemus. Since the end of the Ptolemean Wars, Jasper Machines has been swamped by orders from other Provincial powers wanting this odd, but oddly effective machine. Combat testing proved that the *Glaive* could take it and dish it out, particularly with its burgeoning Plazgun weapon mount. Most analysts originally predicted that the design would fail because it incorporated so many different weapon technologies into one craft. Jasper Machines proved these naysayers wrong. Dead wrong.

Delta Combine PKM-221
"Death Wind"

Crew: 2
Mass: 400 tons
Armor: Crystanium w/belt
Maneuvering Thrust: 0.140 km/s/s
Translight Capability: None
Atmospheric Capability: Full
Armaments: 1 x Mk15 Ion Ram
2 x Mk10 Splatterguns
1 x Mk10 Minigun (Ammo: 24,000 rounds)
4 x Mk20 Torp Loads

Commentary: The *Death Wind* is a powerful combatant, particularly when facing medium fighters. The Ion Ram makes short work of most foes, while the second crewmember can keep enemy vessels off the *Death Wind's* tail. Many aces owe their status to this fighter's balance of armor and firepower, which insures that the Death Wind will operate for many years to come. Delta Combine is an independent Imperial producer, but they only distribute the PKM-221 to a few favored Provincial powers.

Krote-Khol Systems SFX20-d
"Drakar"

Crew: 5
Mass: 1000 tons
Armor: Crysteel Double Hull
Maneuvering Thrust: 0.078 km/s/s
Translight Capability: None
Atmospheric Capability: None
Armaments: 1 x Heavy Plazgun
1 x Railrepeater (Ammo: 4000 rounds)
6 x Mk10 Pulse Lasers
2 x Missile Launchers (Magazine: 9 missiles each)
2 x Mk10 Torp Loads

Commentary: The *Drakar* is a MMAC design produced by the House LeGrange affiliate, Krote-Khol Systems. Known more for their Escort Class vessels (destroyers and frigates), Krote-Khol has succeeded with this production model gunboat. Distributed to House allies and the Imperium, the *Drakar* usually sees duty with heavy fighter wings. Considering that it usually faces smaller vessels in combat, its Heavy Plazgun weapon turret can be irresistible.
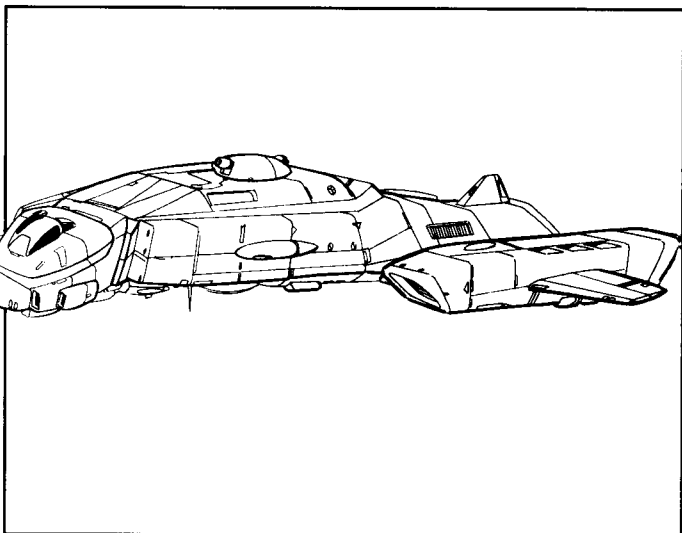
SILENT DEATH RULES ANNEX #1

Many of the rules in this annex can be considered optional by *Silent Death* players, particularly those in *Section X.0*. Before a game begins, decide which of these rules you will be using in play.

A.0 CANNONS AND PROJECTORS ────────

The starcraft of *The Ptolemean Wars* introduce some new cannon weapon systems to the *Silent Death* game. Also, a new type of weapon, generally classified as a "projector" makes its appearance. The characteristics of these new cannons and projectors are described below. For completeness, weapons from *Silent Death* are referred to as well.

A.1 CANNON AND PROJECTOR CHARACTERISTICS

MASS DRIVER CANNONS

Mass Driver cannons include Miniguns, Autocannons and Railrepeators, all of which fire impressive spreads of depleted uranium slugs at their targets. Since the number of slugs that actually hit a target can be highly variable, so too is the damage delivered by these weapon types.

Whenever two of the three attack dice roll doubles (i.e., show the same number), multiply the base damage delivered by the weapon by 2. Rolling triples does not invoke this rule.

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

Mass Driver cannons are similar to the various energy cannon types (e.g., Laser cannons, Blast cannons, etc.), but there is one important difference: Mass Driver cannons have a limited ammunition supply.

Every Mass Driver cannon weapon mount shown on a Starcraft Display will have an ammunition entry similar to that used for Missile Launchers. Each ammunition cell represents a standard attack burst. Mark off one of these ammunition cells each time the weapon fires. When the last ammunition cell is marked off, that Mass Driver weapon may no longer make an attack.

LASER CANNONS

A complete range of Laser cannons for fighter-sized craft were presented in *Silent Death*. Lasers operate on the principle of firing a coherent beam of electromagnetic (light) energy. They are accurate, compact weapons, but do not deliver as much damage as comparable firing mechanisms.

BLAST CANNONS

Two Blast cannons were presented in *Silent Death*. Both Splatterguns and Blatguns are rugged particle beam weapons which deliver good concussion damage, considering their relatively compact size. Blast cannon fire is not renowned for its penetration characteristics, as the particle beams tend to "splatter" upon hitting a target.

DISRUPTOR CANNONS

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

The Disruptor cannons presented in this rules annex include Disruptorguns and Disintegrators. They are not very popular with fighter manufacturers since they are larger than comparable weapons, they have a restricted effective range, and Disruptor pulses have difficulty penetrating the energy screens which protect all modern, high-performance fighters. To reflect this fact, a special rule applies to Disruptorgun and Disintegrator fire.

If a target's Defensive Value has not been reduced by a previous critical hit (reflecting, in part, a degradation of energy screen performance), a +1 modifier is added to that target's Defensive Value against Disruptor cannon fire only.

> **Example:** *A Blizzard's Disruptorgun is fired at a Kosmos with a Defensive Value of 14. The Kosmos' Defensive Value has not been reduced by the effects of a critical hit. Therefore, against the Disruptorgun attack, the Kosmos is treated as if it had a Defensive Value of 15, not 14. If the Kosmos had received a critical hit that had reduced its Defensive Value by, for instance, 2, the Disruptorgun attack would be resolved normally against a Defensive Value of 12. This would be so because it is assumed that the Kosmos' screens were damaged just enough to allow the Disruptorgun attack to pass unhindered by screen interference.*

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

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

ION CANNONS

One Ion cannon type, the Impulsegun, was presented in the *Silent Death* rules set. This rules annex introduces one other Ion cannon, the Ion Ram. The Ion Ram is larger than its Impulsegun progenitor, and is correspondingly more destructive.

Ion cannons fire ionized blaster bolts. The effect of this ionization is to allow the particle beam to retain its destructive power until an armor layer is penetrated.

PLASMA CANNONS

Plasma cannons represent the upper range of destructive energy weapons which can be carried by fighters and gunboats. Firing bolts of super-charged sub-atomic plasma, Plazguns and Heavy Plazguns are devastating against all target types. However, their energy requirements are restrictive and they are prone to overloads. To represent this, use the following special rule.

If a Plasma cannon's three attack dice roll triples (i.e., all roll the same number), the weapon mount overloads and is destroyed — treat it as if it had taken a "w" result from the damage track. The target is not affected in any way by the triples attack.
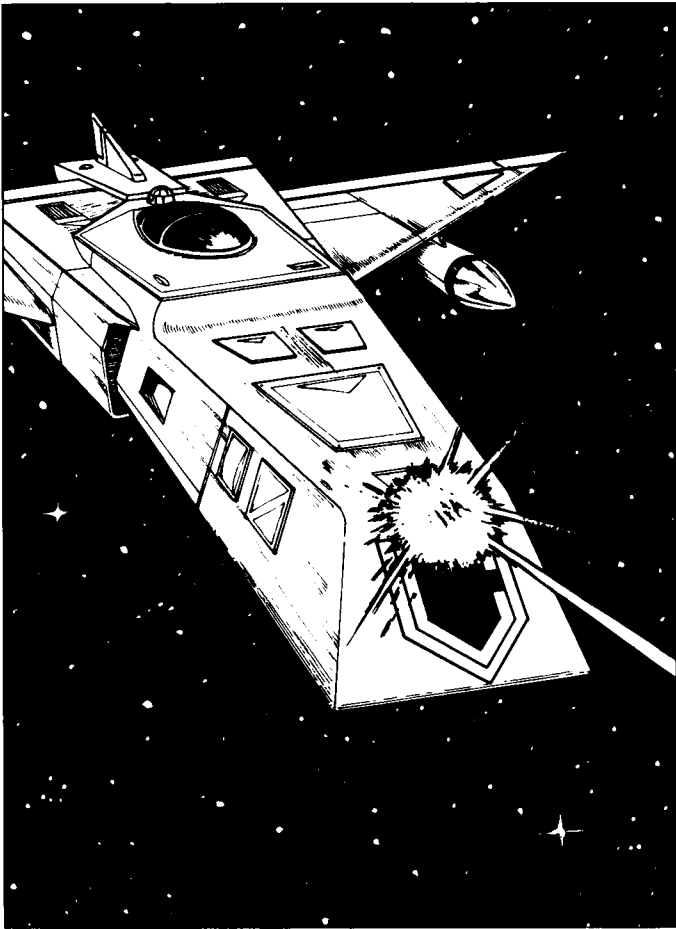
ENERGY BOLT PROJECTORS

Energy Bolt Projectors are a new weapon category introduced in this rules annex. There is only one example of this weapon provided for the new Starcraft Displays: the Protobolt Projector. One such weapon can be found on the *Glaive* fighter.

These projectors fire self-arming high-energy protomatter bolts which are best thought of as hyper-velocity energy torps. Their attacks are resolved just as cannon fire is, but as you will note on the Master Weapon Table, *Section Z.1*, they must be fired from a significant distance. The bolt must travel a minimum distance before they arm themselves. Targets within the safe minimum arming distance (5 hexes for the Protobolt) can not be affected.

Once armed, the destructive energy of the bolt quickly leeches away. Therefore, the amount of damage that the bolt delivers decreases as the range of firing increases. Also, instead of reading the attack dice for damage, Energy Bolts do a set amount of damage, depending on the range. The damage entry for the Protobolt in the Master Weapon Table, *Section Z.1,* shows how Energy Bolt damage is summarized (e.g., s.10/m.8/l.6).

> **Example:** *A Protobolt delivers 10 points of damage in its short range increment, 8 points at medium range and 6 points at long range.*

Energy bolts are loaded into a fighter before it goes on a mission, so the projectors have a set ammunition limit like Mass Driver cannons and Missile Launchers. The containment system for a bolt's protomatter is quite large however, so few projectors can hold

very many bolts at one time. Mark off bolts as they are fired. Once its ammunition is expended, a projector can no longer make attacks.

Energy bolts may be fired up to two at a time from a single projector at a single target. In this case, roll To Hit attempts with both bolts consecutively during the same Cannon Fire Phase. If both bolts hit, their damage is resolved as two separate attacks (i.e., each is susceptible to the target's Damage Reduction).

A single crewman may not fire both a cannon and a projector weapon mount in the same Cannon Fire Phase.

A.2 MULTIPLE CANNON WEAPON MOUNT BONUSES

As described in the **Silent Death** rules, *Section 7.0,* multiple cannons in a single weapon mount get bonuses for both To Hit and Damage resolution.

HITTING WITH MULTIPLE CANNON WEAPONS SYSTEMS

All cannons introduced in this rules annex get the +1 To Hit bonus for every extra cannon beyond the first in the weapon system.

This parallels the rule in Section 7.1 of **Silent Death.**

DAMAGING WITH MULTIPLE CANNON WEAPON SYSTEMS

For cannon weapon systems having more than one gun, there is a damage bonus awarded when a hit is secured. This bonus equals +1 to the base hits delivered for each Mass Driver, Laser, and Disruptor cannon beyond the first in the weapon system. +2 is added to the base hits delivered for each Blast, Ion or Plasma cannon beyond the first in the weapon system.

This parallels the rule in Section 7.2 of **Silent Death.**

ENERGY BOLT PROJECTORS

Multiple Energy Bolt Projectors (like the Protobolt Projector) may not be mounted within the same weapon system.

A.3 NEW DAMAGE CONVENTIONS

When a damage code is followed by a multiplier, this indicates that the weapon scores more damage than usual. Read the attack dice for damage normally, then multiply the result by the damage code multiplier.

> **Example:** *A Heavy Plazgun delivers Allx2 damage. If the attack dice thrown for a Heavy Plazgun attack came up 5,6 and 8 and a hit was secured, the base damage delivered would be 38 ([5 + 6 + 8] x 2).*

As indicated in the Mass Driver cannon entry above, base damage may be doubled when the Attack Dice roll doubles.

If multiple cannons in a single weapon system score double damage, calculate the sum total of the base hits delivered before multiplying.

> **Example:** *2 Miniguns are mounted in a single weapon system. By the rule in Section A.2, they get a +1 bonus To Hit and +1 to damage delivered. Their Attack Dice roll comes up 5, 5 and 7. The target is hit. There is a +1 damage bonus, and the doubles indicates that double damage is scored. The total damage delivered is 22. (5 + 5 [Low damage code] +1 [multi-gun damage bonus]) x 2 [doubles for Mass Drivers] = 22.*

B.0 WARHEADS

The *Z.2 Integrated Torp Table* shows a consolidated listing of all torps available. The "Standard" entry for each torp size gives the stats for the torps used in *Silent Death*. This rules annex provides players with numerous other torp possibilities. Torp loads within a Mk.# category are interchangeable without the necessity to alter a vessel's BPV when so armed. Players should specify before a scenario begins exactly which torp loads are being carried by their vessels. Such selections can be entered in the Torp Inventory Display provided in this section. Keep the display handy during play for reference. You may photocopy the Torp Inventory Display as needed.

B.1 HOMING SYSTEMS

One of the main differences between the various torp loads presented in this rules annex is their homing system. Here is a listing and summary of homing systems.

Note: *Torps that can acquire their own targets will home in on another torp just as easily as a vessel. Both torps and starcraft are considered to be "targets" as far as a torpedo is concerned.*

ALH — Auto-Lock Homer: Torp homes in on target selected at time of discharge. This is the standard set by the *Silent Death* torpedo rules given in *Section 4.2*.

CSH — Construct Scan Homer: Torp homes in on target selected at time of discharge, but if target lost before detonation, torp will choose the nearest identical target type (i.e., same vessel name, friend or foe) and home in on it instead. If no such alternate exists or no qualifying target is in the torp's tracking cone, the torp is removed.

DTH — Directed/Terminal Homer: Torp moved completely as desired by firer until *any* target (friend or foe) lies within 5 hexes in tracking cone; then torp homes in on that target with terminal guidance. If firer destroyed or terminal homing target moves out of tracking cone, torp flies straight until it gets terminal lock-on to another target or it leaves the playing surface.

DXH — Directed Homer: Torp moved completely as directed by firer. If firing craft is destroyed or all crew are killed, the torp is removed. Each vessel may only have one DXH-guided torp flying at a time.

FTH — Free Targeting Homer: Torp homes in with terminal guidance on the nearest target, other than firer, in tracking cone at the beginning of Movement Phase that it activates. If more than one eligible target exists, choose a random one. If there is no target in tracking cone at the beginning of a Movement Phase after activation, remove the torp.

IFH — Identified Foe Homer: Torp homes in on closest enemy target in tracking cone at beginning of each Movement Phase. If no such target exists, remove the torp.

B.2 TRACKING CONES

Some torpedo types are given a restricted tracking cone, instead of the 360° cone assumed for all torps in the *Silent Death* Standard Game rules.

A 60° cone is identical to a "Forward" firing arc.

A 180° cone is identical to the combination of "Front Quarter Left", "Forward" and "Front Quarter Right" firing arcs.

For torps which require an assigned target at the moment of discharge, that target must be within the torp's tracking cone.

A torp's target must be within its tracking cone at the beginning of every Movement Phase after it is activated, otherwise the torp is (usually) removed from the playing surface (see homing system descriptions for any exceptions).

TORP INVENTORY DISPLAY

Starcraft / Torp Type (ID)	Speed	Duration	Damage Delivered	Defensive Value	Plt Skill	Tracking Cone	Homing System	Notes
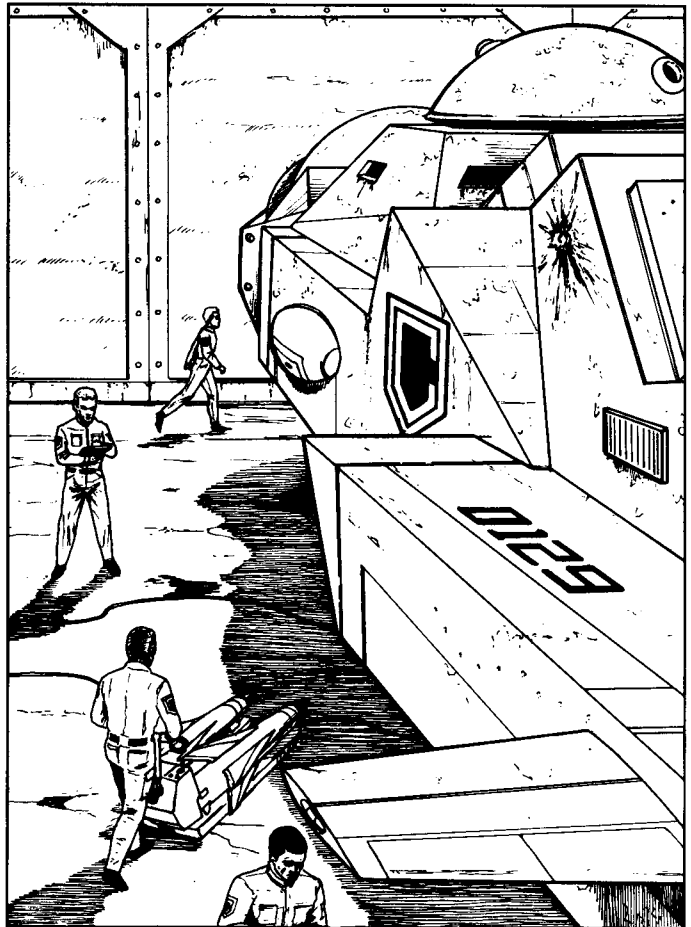
C.0 GUNBOAT CLASS STARCRAFT

Gunboat Class starcraft are generally larger than SMAC and TMAC fighters but are smaller than Escort Class vessels such as frigates and destroyers. Examples of Gunboat Class vessels include the Drakar and the Epping.

Note: *The Epping is no longer treated as a fighter as it was in* **Silent Death.** *It is now considered to be a gunboat, and uses these rules and the new Starcraft Display provided for it in Overkill: The Ptolemean Wars.*

Gunboats are usually used as heavy fighters or patrol ships.

Gunboats differ from fighters in that the direction from which an attack comes affects the specific damage done. Refer to a Drakar or new Epping Starcraft Display. Note that there are four separate damage tracks and critical hit charts.

GUNBOAT CLASS MOVEMENT

Gunboats move just as fighters do except that Normal Turns cost them 4 (not 3) movement points to perform, while Tight Turns are modified by +4 (instead of +3).

GUNBOAT CLASS WEAPON FIRING

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

The mechanics for firing weapons mounted on gunboats are no different than those used for fighters.

C.1 GUNBOAT CLASS STARCRAFT AS TARGETS

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

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

Under no circumstance may a gunboat dodge a torpedo. Because of this, it is suggested that players use *Optional Rule 10.7, Torpedo Defensive Systems*, as updated in *Section Z.0, Consolidated Charts*. This will give gunboats the defensive opportunities they deserve against homing weapon systems.

C.2 RESOLVING DAMAGE AGAINST GUNBOATS

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

GUNBOAT CLASS QUADRANT DIAGRAM
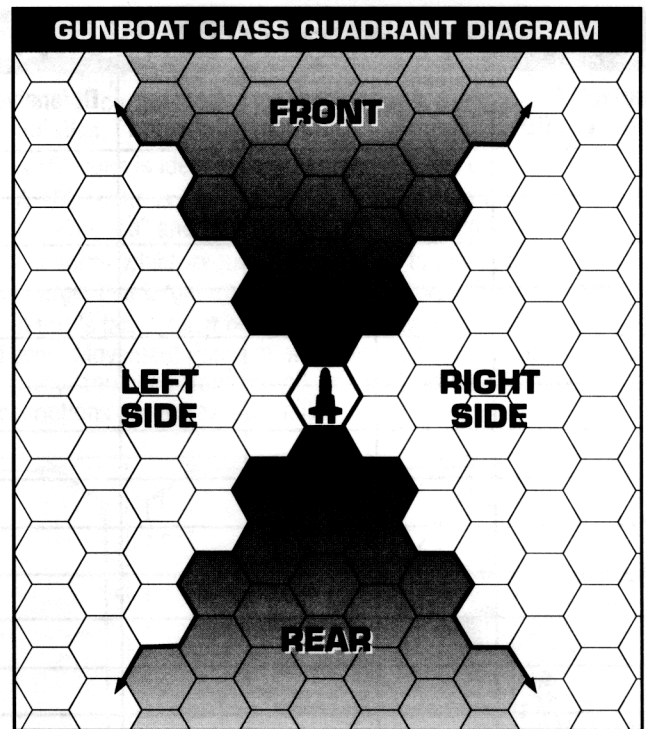
CANNON/PROJECTOR ATTACKS

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

Note: *Be aware that each gunboat quadrant has its own Damage Reduction value representing the armor on that particular portion of the vessel.*

MISSILE ATTACKS

If the gunboat enters a new hex during the turn that missiles are fired at it, roll randomly on 1D6 for each group of incoming missiles. This roll will tell you which quadrant they strike:
- **1** Front
- **2** Left Side
- **3** Right Side
- **4-6** Rear

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

TORPEDO ATTACKS

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

MARKING HITS ON THE DAMAGE TRACKS

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

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

$$\boxed{-1}$$

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

$$\diamondsuit{2}$$

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

w W

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

t T

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

✳
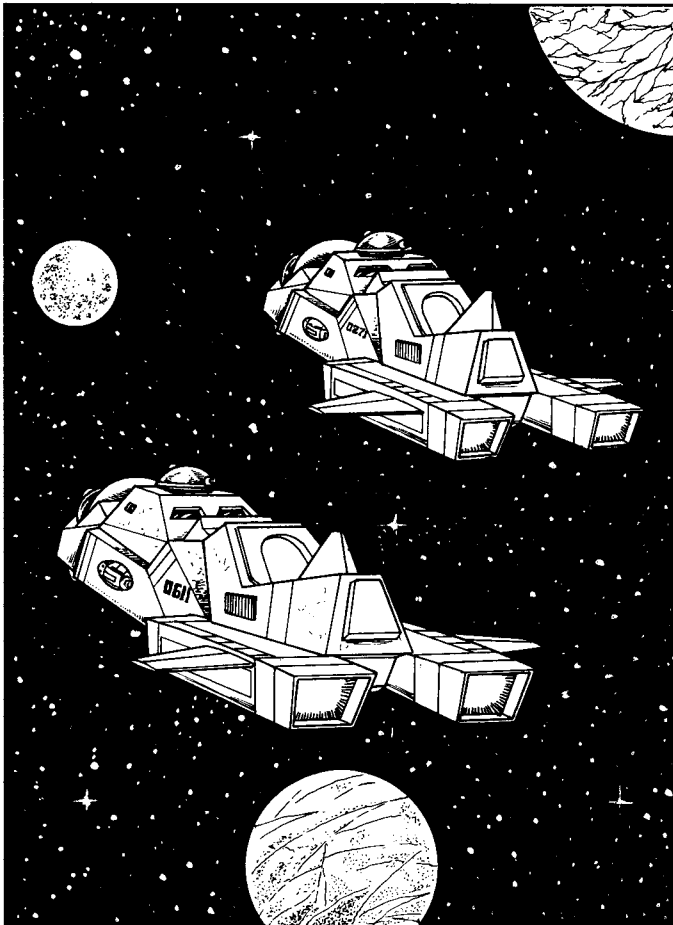
5) Critical hits are taken whenever an asterisk is marked off on a damage track, but the result is determined by the roll of 1D6 on the affected quadrant's own critical hit chart.

✕

6) It takes *two* "X" results to destroy a gunboat. These two "X"s can be marked off on the same damage track, or on two separate damage tracks.

D.0 PILOT LUCK

A starfighter pilot's Piloting skill and Gunnery skill are enough to reflect his technical proficiency, but something else must be considered when trying to determine a pilot's renown, karma, moxie, fame and/or fate. This new stat will be called the pilot's "Luck".

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

Unlike Plt and Gnr skill levels, a pilot's Luck stat rises and falls under a number of unique circumstances. The Luck stat increases when a pilot makes or contributes to a kill. A pilot can then "spend" accumulated Luck points to avoid enemy fire. This would cause a decrease in his Luck stat. A pilot can never spend more Luck points than he already has: the Luck stat can never be a negative number.

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

D.1 GAIN AND LOSS OF LUCK POINTS

Luck points are accumulated by a pilot for inflicting damage on enemy vessels. A pilot can only collect Luck points if he delivers damage with cannon/projector weapon systems and/or missiles that he alone fires. If the pilot is flying a SMAC fighter, he can also gain Luck points from damaged caused by torpedoes that he fires.

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

GAINING LUCK POINTS

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

• Deliver half or more of the damage points which result in the ultimate destruction of an enemy starcraft: +1 Luck point.

• Single-handedly deliver all of the damage points which destroy an enemy SMAC (1 man) fighter: +2 Luck points.

• Single-handedly deliver all of the damage points which destroy an enemy TMAC (2 or 3 man) fighter: +3 Luck points.

• Single-handedly deliver all of the damage points which destroy an enemy MMAC (4+ man) gunboat: +5 Luck points.

LOSING LUCK POINTS

The expenditure of accumulated Luck points is completely at the discretion of a pilot who has them. All of the Luck point expenditure conditions listed below assume that it is the pilot's vessel that is under attack. If one or more of an opponent's attack dice are rerolled, or a crit result is rerolled, the new result stands; no further Luck points may be spent to force additional rerolls.

Any reroll of an attack die must be forced before the exact results of the attack's damage are determined (e.g., like specific critical hit results).

Luck points can be spent under the following conditions:

• Force an opponent to reroll one of his attack dice (your choice): -1 Luck point.

• Force a reroll of a critical hit result: -2 Luck points.

• Force an opponent to reroll two of his attack dice (your choice): -3 Luck points.

• Automatically dodge one incoming torp, even after a dodging attempt or after firing a point-defense anti-torp weapon system. You get your choice of the torp automatically dodged, but your current Drive # must be >0: -5 Luck points.

D.2 PURCHASING PILOTS WITH A LUCK STAT

When purchasing forces for scenarios or campaigns of your own design, pilots may start with a Luck stat >0. Each point of Luck adds one point to the cost of the pilot purchased. *Do not* factor in this cost to the TPV of any starcraft flown.

When purchasing pilots with Luck, note that the Luck stat may never start at a higher level than the pilot's Piloting skill level.

Example: *Monte, who plays a lot of Silent Death, is purchasing his forces for a campaign that he will be playing this coming weekend. One of the pilots he selects has Plt 6 and Gnr 5. Since his gaming group uses the Pilot Luck rule, he also decides that the pilot will have Luck 6, since that is the maximum this pilot can have. The cost of the pilot is 17 points (Plt 6 + Gnr 5 + Luck 6). He may be expensive, but his high Luck will allow him to survive longer in battle.*
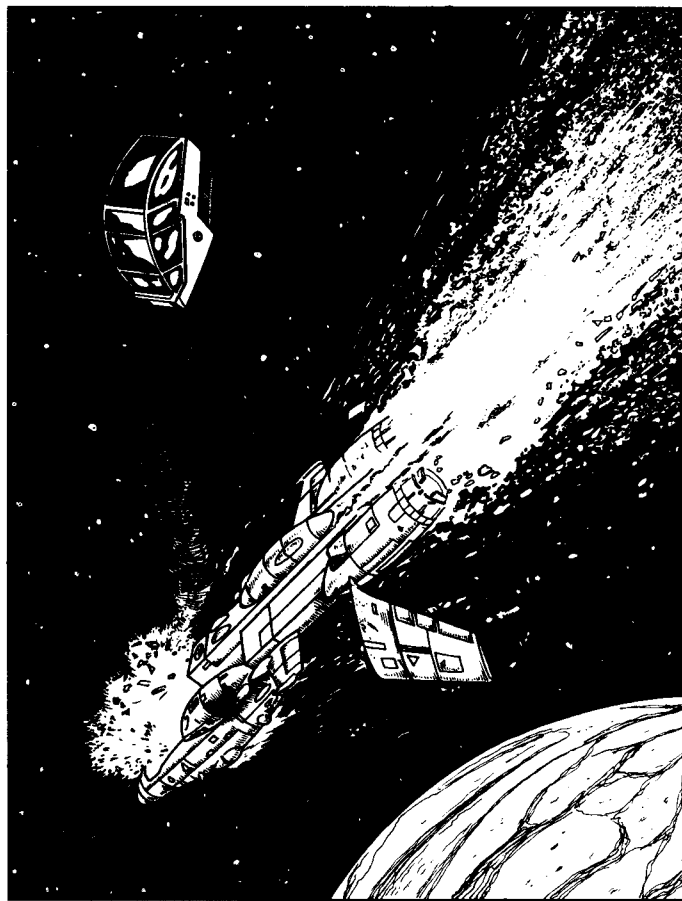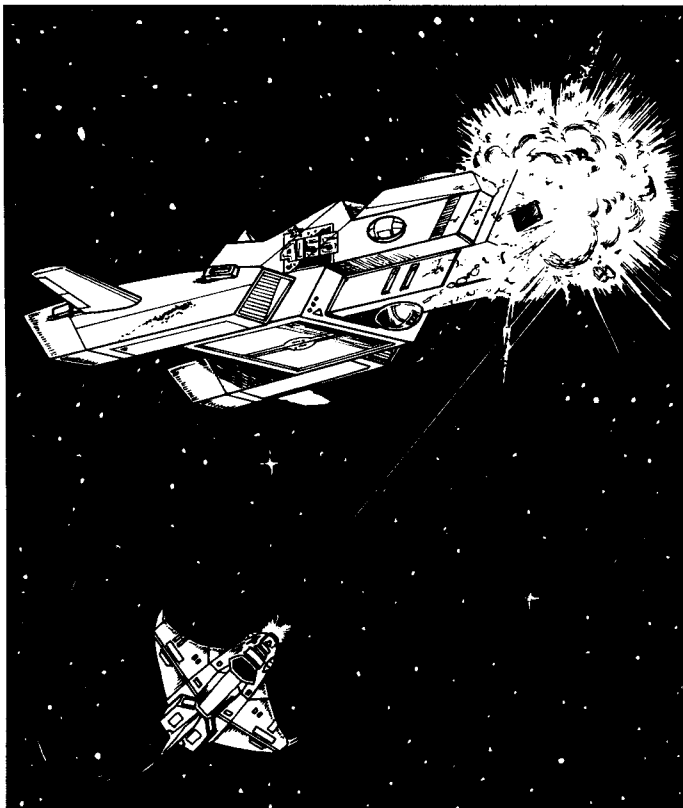
E.0 LIFE PODS

All starcraft are equipped with life pods which attempt to jettison all of a vessel's surviving crewmembers when the starcraft is destroyed.

DEPLOYMENT

A life pod will fail to deploy if:

• the starcraft is destroyed by a "starcraft destroyed" critical hit (usually a 10 result on a fighter's Critical Hits chart), or

• the starcraft takes 20 or more points of damage during the game turn that it is destroyed.

In all other cases a life pod will jettison from a destroyed vessel on a 1D6 roll of 1-5. Make this roll immediately after the vessel is destroyed. If a 6 is rolled during the deployment attempt, the life pod fails to clear the destroyed starcraft and the crew is killed.

A life pod may deploy from any non-destroyed starcraft, but only at the end of a game turn. If this occurs, remove the pod's starcraft from the map and consider it destroyed by the opposing side in the scenario.

CHARACTERISTICS

A life pod remains in the hex that it deploys into. Place a life pod counter in the hex. It has a Defensive Value of 5, no Damage Reduction stat, and is destroyed — killing the occupants — upon taking its first hit.

Note: *Destroying an enemy life pod is universally considered to be a evil and/or cowardly thing to do, but go ahead and do it if you must.*

The main use of life pods is in a campaign game where players are keeping track of their crewmembers. Crewmen in a life pod are only recovered (automatically) by their own side if that side wins the current scenario. If the scenario is lost, occupants in a life pod are captured (automatically) by the winning side and are unavailable for the remainder of a campaign.

Roll 1D6 for each friendly crewman recovered by your own side at the end of a scenario.

- **1** Crewman dies of injuries sustained in combat.
- **2** Crewman must miss next scenario in the campaign as he recovers from injuries.
- **3-6** Crewman is immediately available for next scenario.

F.0 POOR MECHANICAL RELIABILITY

Some starcraft may be designated as suffering from Poor Mechanical Reliability. This state may be due to poor maintenance practices, inadequate repair attempts, or out-of-date diagnostic machinery. Whatever the cause, the effect in game terms is always the same.

Every time a starcraft suffering from Poor Mechanical Reliability sustains its *first damaging hit* in a combat, it always takes a critical hit result, regardless of — and in addition to — other damage sustained from that first hit. This special critical hit is rolled on 1D8 (for fighters) or 1D4 (for gunboats). This prevents the most severe criticals from affecting a vessel suffering from Poor Mechanical Reliability.

A "first damaging hit" is any attack which hits the target and delivers enough damage to overcome the target's Damage Reduction value.

G.0 DESIGNING YOUR OWN STARCRAFT DISPLAYS

The *Overkill* Starcraft Display pack includes two blank forms; one for a fighter class vessel and one for a gunboat class vessel. These are provided for players who wish to design their own *Silent Death* starcraft.

There are three main approaches to this design procedure. In the first instance, you may have a fighter miniature from another game that you'd like to use in the *Silent Death* system. Alternatively, you might have a fighter design in mind which is a variation of an existing *Silent Death* model. Finally, you may wish to develop a wholly original vessel.

In any case, use this section's guidelines to create Starcraft Displays for *Silent Death* vessels you design.

CREATING A DISPLAY

To create a Starcraft Display, follow the steps below. Note that these are general guidelines, not hard and fast rules for vessel creation. You, as a Starcraft Display designer, will have to be creative and judicious, blending advantages and disadvantages to form interesting and unique vessels. Many of the steps in this design procedure require that you make judgement calls. When doing so, keep game balance and the spirit of the rules in mind.

Step 1: Select Starcraft Tonnage.

The larger a vessel, the more crewmembers and weapons it can carry. General guidelines can be found on the Fighter and Gunboat Tonnage Summary chart.

FIGHTER AND GUNBOAT TONNAGE SUMMARY			
Vessel Class	Crewmen	Weapon Systems	Typical Tonnage
Lt SMAC Fighter	1	1	50-200
Med SMAC Fighter	1	1 or 2	200-300
Hvy SMAC Fighter	1	2 or 3	300-400
Lt TMAC Fighter	2	1 or 2	300-400
Med TMAC Fighter	2 or 3	2 to 4	400-700
Hvy TMAC Fighter	3	3 to 5	700-1000
Lt MMAC Gunboat	3 or 4	4 to 7	900-1100
Med MMAC Gunboat	5 or 6	5 to 9	1000-1500
Hvy MMAC Gunboat	7 or 8	6 to 12	1400-2000

If you are designing a display for a miniature you already have, select a tonnage based on the size of the miniature as compared with others available in the *Silent Death* line. For instance, if your miniature is about the same size as a *Night Hawk*, you should decide that it has a displacement of 300 tons.

Note: *For comparison purposes, note that the Silent Death miniatures for the Pharsii II, Epping and Drakar are smaller than they should be for the game's standard 1/750th scale. This was an accommodation for the size of the hexes used on the game maps.*

The tonnage you select for your vessel will serve as a guide for *Steps 2, 3, 6* and *7* in this design procedure.

Step 2: Select Crew Size.

One you know the tonnage of your vessel, select the number of crewmembers it carries. Use the Fighter and Gunboat Tonnage Summary in *Step 1* as a guide for how many crewmen your ship can carry.

The first crewmember will always be the vessel's pilot. Not only responsible for flying the starcraft, a pilot may also fire weapons, but they may only be assigned a weapon with a "Forward" firing arc.

All other crewmen selected are gunners. Each gunner should have at least one weapon mount assigned to him in *Step 6: Select Weapons*, below.

Step 3: Select Defensive Value.

Defensive Value is a measure of either how tough a vessel is to hit (particularly if it is small and maneuverable), or how tough it is to affect with damage once hit (particularly for large, well protected ships).

The factors which contribute to Defensive Value include the strength of a vessel's energy screens, electronic warfare capabilities, and computer-directed fire evasion routines.

You must decide how defensively-oriented your starcraft is and then assign a Defensive Value to it. Use the available *Silent Death* Starcraft Displays for purposes of comparison. The Pit Viper, for instance, does not have powerful EW systems or screens. However, its small size and high Drive number makes it very maneuverable, thus contributing to the high Defensive Value of 15. The Epping, on the other hand, is a lumbering beast with poor maneuverability, low-powered screens and an electronics package that just sucks. Its Defensive Value is a pathetic 8. Consult the Defensive Value Guidelines chart.

DEFENSIVE VALUE GUIDELINES

Vessel's Defensive Characteristics	Typical Defensive Value
No drives.	5
Space junk.	6
Sitting duck.	7
Poor defenses all around.	8
Slow; minimal screens; antiquated EW.	9
Slow; archaic evasion computer programs.	10
Lumbering; overburdened with offensive systems.	11
Large vessel; deficiency in one def. characteristic	12
Superior in one defensive characteristic.	13
Fast; good screens and EW; very small.	14
Superior def all around; remarkable in one area.	15
Superfighter; represents a technological advance.	16
Would carry few, if any, weapons.	17
Completely unheard of.	18

Once selected, enter your vessel's Defensive Value on your blank Starcraft Display.

Step 4: Select Damage Reduction.

Damage Reduction represents armor and hull toughness. Once a shot gets past your fighter's screens, the hull of the vessel is its only remaining protection.

You must decide whether your starcraft has sturdy hull construction, and determine if it is well armored. Pick a Damage Reduction value for your fighter using the Damage Reduction Guidelines chart.

DAMAGE REDUCTION GUIDELINES

Vessel's Hull Characteristics	Typical Damage Reduction Value
Simple steel hull; no armor to speak of.	0
Crysteel hull; poorly designed/manufactured hull.	1
Crysteel hull with minimal armor application.	2
Crystanium hull; heavily fortified crysteel.	3
Crystanium hull with substantial armor belt; double hull.	4
Hull reinforced with special alloy plates.	5
No fighter is this well armored.	6

Gunboats may have differing Damage Reduction values in their separate quadrants. Generally, the front will be most heavily armored while the rear will carry the least (if any) armor.

Once selected, enter your vessel's Damage Reduction number(s) on your blank Starcraft Display.

Step 5: Select Drive.

Next, fill in your starcraft's Drive number. Be careful and judicious here. Remember that the point is to end up with a design that is balanced with respect to the other fighters in the game. If you are intent on producing a big vessel with great defenses, tons of weapons, *and*, you make it fast, you could very well ruin any scenario you use it in (never mind upsetting all your friends who have to fight the thing). Follow the suggestions provided in the Drive Number Guidelines chart.

DRIVE NUMBER GUIDELINES

Vessel's Roll/Configuration	Typical Drive Number
Garbage scowl; heavy gunboat.	6-7
Shuttle; medium gunboat.	8-9
Light gunboat; heavily armed and armored fighter.	10-11
Heavy fighter; outdated fighter; strike vessel.	12-13
Medium fighter; multi-roll vessel; fast shuttle.	14-15
Light strike fighter; attrition fighter.	16
Light fighter; interceptor.	17
Special speed modification.	18
Fighter is mostly engine.	19
More power than a pilot should handle.	20

Step 6: Select Weapons.

Every crewman aboard a fighting starcraft should have a weapon mount to fire. You will have to decide which weapons your vessel is armed with. The blank Starcraft Displays show several weapon mount boxes and torpedo cells. Don't feel compelled to use them all, but for those that you do, enter the relevant information.

Decide which weapons you will install and what firing arcs they will have. Remember that a pilot may only fire a weapon with a "Forward" firing arc.

Assign each weapon system to a particular crewman for only him to fire. Multiple mounts can be assigned to a single crewman, but each crewman will only be able to fire one cannon or projector system per Cannon Fire Phase.

Weapon selection is another area where care must be taken so as not to unbalance the overall design. Too many big, powerful weapon mounts and you'll be hard-pressed to explain where your crew's life support systems fit into the ship. See the general guidelines for weapon system allotment in *Step 1*, above.

WEAPON LISTING

Below is a listing of the various weapon mounts in order from most compact to most space-wasting. The inclusion of the larger weapon types in your design will necessitate a general reduction of other offensive systems.

1) Minigun (Mag 4-8)
2) Pulse Laser
3) Splattergun
4) Autocannon (Mag 4-8)
5) Disruptorgun
6) Missile Lnchr (Mag 4-8)
7) Meld Laser
8) Missile Lnchr (Mag 9-12)
9) Blatgun
10) Missile Lnchr (Mag 13-16)
11) Protobolt Proj (1-3 Bolts)
12) Missile Lnchr (Mag 17-20)
13) Railrepeater (Mag 4-8)
14) Protobolt Proj (4-6 Bolts)
15) Turbo Laser
16) Impulsegun
17) Disintegrator
18) Ion Ram
19) Plazgun
20) Heavy Plazgun

TORPEDOES

Torpedo capability should be allotted to fighters depending on their projected role. For instance, strike fighters should be armed with several heavy-weight warheads. Multi-role and stand-off fighters should get a mix of torps, while most interceptors should be armed with one or two Mk10s for dogfighting. Torpedoes can also be used as a balancing factor, up-gunning inadequate designs or out-of-date hardware.

Step 7: Assign Special Characteristics.

If you use the *Silent Death* optional rules, you should assign customized Torpedo Defensive Systems and Damage Control characteristics to it. See optional rules *10.7* and *10.12*.

Also note that the blank Starcraft Displays have generic critical hit charts printed on them. You should feel free to alter some of the results to more accurately reflect the peculiar weaknesses of your vessel's design. Perhaps the reactor is more vulnerable to damage, destroying the vessel on a 9 or 10 result. Maybe a specially armored cockpit prevents the "pilot killed" result.

Step 8: Select # of Hits on Damage Track.

The blank Starcraft Displays have large, unmarked damage tracks. It is up to you to reduce the number of hit boxes available on the damage tracks to reflect the number of hits your fighter can take before it's destroyed.

Most fighters can take a number of hits on their damage track equal to their tonnage divided by 10 (e.g., a 100 ton vessel would take 10 hits). However, if your fighter has good structural integrity, the total number of hits on the damage track could be raised by as much as 25%, though a 10% increase is more the norm.

Gunboats are a different matter, since they have four separate damage tracks. Determine a figure for the total number of hits that your gunboat design would have as if it were a fighter (calculation given above). Now take about 65% of that figure as use it as the number of hits which can be taken on the front damage track. About 50% of the figure can be taken on each of the side damage tracks, and about 35% of the figure should constitute the number of hits that the rear damage track can sustain. These percentages can vary, of course, but you must decide how to distribute hits to the damage tracks to most accurately reflect your design concept. As a guideline, however, the total number of hits your gunboat can take on all of its damage tracks put together should not exceed 200% of the hit total figure calculated for your gunboat as if it were a fighter, above.

Step 9: Distribute Special Damage Symbols on the Damage Track.

Here is the tough part. Now you must fill in your vessel's damage track with the necessary special damage symbols.

DRIVE HITS

If your vessel's engines are very exposed, poorly armored, or otherwise of inferior construction, Drive hit squares should come fast and furious in the first half of the damage track.

ARMOR HITS

Likewise for Damage Reduction diamonds if the ship's armor is weak or poorly applied.

ARMAMENT HITS

"W"s and "T"s (both upper and lower case) should be sprinkled around. As a general guideline, most a vessel's weapons (and definitely its primary batteries) should be knocked out by the time a ship reaches half of its hit total. After that, a starcraft will most likely only have a minimal number of backup, low powered weapons at its disposal. Insure this by placing any capital "W"s in the first half of the damage track. As a side note for fighter designs, you will only need to incorporate a number of "W"s and "T"s which equal the number of weapon systems and torpedoes carried. Gunboat damage tracks, on the other hand, incorporate more "W"s and "T"s than required because you want to be able to represent the destruction of several weapon systems even if only one quadrant of the gunboat is being repeatedly hit.

CRITICAL HITS

Critical hit placement is of paramount importance. For most fighters, a critical hit carries a flat-out 20% chance of incapacitation or destruction. A powerful vessel with a critical hit asterisk within the first five hits of the damage track has a severe, and interesting Achilles' heel (see the *Night Hawk* for an example of this). Generally, out-of-date or inferior vessel designs will have a higher frequency of critical hit occurrence (up to 4 on an average-sized damage track), while newer or more rugged designs will have their criticals grouped further on down the damage track.

Vessels with damage tracks of twenty or more boxes should be assigned at least two critical hit asterisks.

GUNBOATS

Gunboat damage tracks are more of a challenge to design, since you want to represent the strengths and weaknesses of the various quadrants. In general, Drive hits will occur with more frequency on the rear damage track. Side hits should reduce armor, torps and several weapons. Unless your gunboat uses asymmetric construction, both side quadrant damage tracks should be identical. The front quadrant of a gunboat will usually be the most heavily armored, so reflect that by starting a lot of the special damage further on in the track.

Place two "X"s (denoting destruction) in each of the four gunboat damage tracks. One must appear in the last box of each damage track, while the other should be located in the last half of the track.

Step 10: Choose Basic Point Value (BPV) for Starcraft.

This step is the great equalizer. If you have not been able to resist the temptation of creating a superfighter, an outrageously high BPV should reflect this fact.

There is no hard-and-fast formula for calculating a starcraft's BPV — there are too many variables. Some designs will tear-up certain competitors, while be practically useless against others. This is largely due to the target speed restrictions many weapons carry. Also, the effectiveness of a design can be altered when certain optional rules are in play, particularly *10.7 Torpedo Defensive Systems* and, to a lesser degree, *10.12 Damage Control.*

Key factors to consider when assigning a BPV include:
• How much firepower does the design pack and how much can be brought to bear on a single foe in a single game turn?
• Do the primary weapons have a restricted ammunition supply (e.g., torps, missiles, mass drivers and energy bolt projectors)?
• How quickly does the design lose its weapons, and will the powerful ones be lost first (on "W" and "T" hits), or the weak ones (on "w"s and "t"s).
• Do the weapons have overly generous firing arcs?
• What's the crew compliment? More crewmembers mean a higher volume of fire every turn.
• Is the design fast enough to evade the fire of several weapon types?
• Does the configuration of the damage track allow for the design to maintain good speed, even after the vessel has taken several hits?
• How frequent are the critical hits and where do they occur on the damage track?
• Have you assigned any special characteristics to the vessel (e.g., a weapon mount that can be fired by two or more crewmen)?

The BPV you assign to your design should represent its average worth, given a wide possible range of opponents and missions, and assuming all significant optional rules are in effect. Use your design in several scenarios, matching it against various foes with a standard set of pilots (and gunners); assume all have skill ratings of 5. Rate your fighter's performance against the opponents and compare their BPVs. This process should give you a ball park figure for your BPV. Use of the design in subsequent playings will help you focus in on a final Basic Point Value.

Remember, comparison with existing designs is your best guide for determining a BPV.

X.0 SILENT DEATH
OPTIONAL RULES ▬▬

Consider this to be an extension of *Section 10* from the original *Silent Death* rules book. These rules may be added as players see fit. Their use is not compulsory by any stretch of the imagination. Before starting a scenario, players should agree amongst themselves which, if any, optional rules are going to be in effect.

X.1 EASING TARGET SPEED
RESTRICTIONS FOR
HEAVY WEAPONS

Some players feel that the target speed restrictions for the game's larger weapons limit tactical flexibility. For instance, a Pharsii II pilot's Turbo Laser is useless in a dogfight with small, fast fighters, and there is no secondary armament for the pilot to use against such opponents. Players may, in this case, allow the following rule.

A weapon with a target speed restriction may fire on faster moving targets, but the To Hit penalty of doing so is -1 per Drive number the target exceeds the weapon's firing limit. This modifier is cumulative with all other To Hit modifiers, including those which arise due to multi-gun weapon systems, deflection, and range effects.

Example: *A Sorensen III pilot fires his Blatguns at a Spirit Rider with a current Drive number of 15. The Blatguns should only be able to hit a target moving at 13 or less, so a -2 To Hit modifier is applied when the Sorensen fires (13 - 15 = -2).*

X.2 FIRING MORE THAN ONE
CANNON/PROJECTOR
WEAPON SYSTEM

Players may feel that it is overly restrictive to allow only one assigned Cannon or Projector weapon system to be fired by a crewman in a single Fire Phase. If so, use the following rule.

A single crewman assigned more than one cannon/projector weapon system may fire all of them (up to a maximum of 4) in a single Cannon Fire Phase by suffering a -2 To Hit penalty for each attack. Also, all weapon systems fired must be aimed at a single target.

Example: *A Hell Bender pilot lines up a shot against a Shryak Shuttle (Drive 8). The target falls into the firing parameters of all three of the Hell Bender's weapon systems, so the pilot fires everything (what the heck?). Each weapon's To Hit attempt is modified by -2.*

X.3 SEQUENTIAL RESOLUTION
OF TORP ATTACKS

In the Standard Game, if a vessel was struck by several torps at one time, the damage was resolved as one combined attack. Using this option requires that the damage from each torp be rolled for, and applied separately. The result of this would be that Damage Reduction would have a greater effect, as the armor would have a chance to reduce the effect of each blast as it occurred instead of being totally overwhelmed all at once.

When using this option, resolve the damage from each impacting torp starting with the least powerful and working your way up to the most powerful.

Example: *Jamming, decoy and point-defense systems have proved to be of little help for an undamaged Night Hawk hounded by an array of enemy torps. During the damage resolution segment of a Torp Results Phase, the Night Hawk is pounded by the detonations of a Mk40 warhead, a Mk20 and two Mk10s. 1D12 is rolled for the first Mk10. The result is a 4, which is negated by the Night Hawk's armor. The second Mk10 rolls an 8. After Damage Reduction, the ship takes 4 hits, and the armor is down to 3. 2D12 are rolled for the Mk20 — a total of 14. After 11 points of damage are applied (14 - 3 for Damage Reduction), the Night Hawk is down to 1 pathetic point of armor. Now for the Mk40. 4D12 result in 21 hits! Subtracting 1 for the last of the armor, 20 hits reduce the Night Hawk to a harmless, clunking hulk with just three movement points.*

Y.0 SILENT DEATH
QUESTIONS ▬▬▬

This section is dedicated to answering questions which have arisen during the play of *Silent Death*. The questions are arranged by rule number.

SILENT DEATH STANDARD GAME

1.2 Dice: Does the 0 on the D10 represent a 0 or a 10? *10.*

4.2 Torpedo Movement: Could you clarify the restrictions on torpedo movement? *The controlling player determines the expenditure of movement points, and the exact flight path of his torpedo. However, given two or more options when exiting a hex, a torp must always be moved so that the new hex entered is closer, in terms of range, to the target. Given two options for a "closer" hex to move into, the controlling player chooses which to enter, even if this necessitates the expenditure of extra movement points to turn towards the desired hex. If a torpedo does not have enough movement points remaining to make a final turn towards its target and can no longer decrease range to the target by moving forward, it ends its Movement Phase. A torpedo must be moved closer to its target even if this means entering an asteroid hex, thereby automatically eliminating itself.*

4.2 Torpedo Tracking: Can you divert a torpedo by flying another vessel in front of it, hoping that the torp will then switch its lock-on? *No, once launched, a Standard Game torp will only follow and attack its assigned target. There is a new homing system (IFH) introduced in Rules Annex #1 which will allow this effect under specific circumstances.*

5.2 Torpedo Turning: Can torpedoes turn more than one hexside at a time within a single hex? *Yes, at a cost of 3 movement points per hexside turned.*

7.2 Damaging Multi-gun Weapon Systems: When a "w" result is taken on a damage track and you apply it to a multi-gun weapon mount (such as a quad Pulse Laser), is the weapon completely eliminated or is just one of the mount's guns knocked out, leaving the system functioning, but at a lower bonus to hit and damage? *The whole weapon mount is eliminated. There is no partial reduction of weapon systems.*

7.2 Damage Reduction: Can Damage Reduction completely negate the effect of an attack if the number of damage points scored does not exceed the Damage Reduction number? *Absolutely. If you score only 2 points of damage on a vessel with a Damage Reduction of 4, no damage is taken — you scratch the paint job, but that's about it.*

11.6 Laser Sats: We'd like to use Laser Sats, as described in the "Screening Force" scenario, in a campaign game. What is their point value? *Laser Sats, as described in 11.6, have a BPV and TPV of 11.*

Z.0 CONSOLIDATED TABLES (Annex #1)

Z.1 MASTER WEAPON TABLE

| Weapon Type | Base Attack Dice | Range Increments (To Hit Modifiers) | | | Target Speed Restrictions | Damage |
		Short (+1)	Mid (0)	Long (-1)		
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 †
Railrepeater	2D6+ADB	1-4	5-15	16-36	Target Drive ≤6	High †
Laser Cannons						
Pulse Laser	2D8+ADB	1-3	4-9	10	None	Low
Meld Laser	2D8+ADB	1-6	7-18	19-20	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 §
Ion Cannons						
Impulsegun	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						
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/l.6
Warheads						
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

Notes:

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

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

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

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

Z.2 INTEGRATED TORP TABLE

Torp Type	Speed	Duration	Damage Delivered	Defensive Value	Plt 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 at the beginning of a Movement Phase.
DFWH-310 Torp	8/15	10	1D12	12	2	180°	DTH	Speed is 8 while flight is directed by firer or during unguided flight, and increases to 15 the turn after guidance goes terminal.
Review-410 Torp	10	10	1D12	8	4	180°	CSH	
Relock-510 Torp	15	5	1D12	11	2	180°	IFH	
Deadlock-610 Torp	18	2	1D12	10	2	360°	IFH	
Remote R-10 Torp	8	3	1D12	8	2	—	DXH	
Mk20 Torp Loads								
Standard Mk20 Torp	12	10	2D12	10	5	360°	ALH	
Express-120 Torp	16	10	2D12	10	3	360°	ALH	
Review-420 Torp	10	10	2D12	8	4	180°	CSH	
Relock-520 Torp	14	5	2D12	11	2	180°	IFH	
Deadlock-620 Torp	16	2	2D12	10	2	360°	IFH	
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								
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	
Deadlock-640 Torp	18	2	4D12	10	2	360°	IFH	
J40 Decoy-X Torp	12	1	—	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								
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	
Mayhem-750 Torp	10	2	—	10	2	—	DXH	This is a multi-warhead drone which carries 5 *Relock 510* Torps. At the beginning of the Movement Phase following its last turn of flight these torps are deployed with each facing a separate hexside (except rear).
Remote R-50 Torp	8	5	5D12	8	2	—	DXH	

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.

Z.3 ANTI-TORPEDO CAPABILITIES TABLE

Vessel Type	Decoys Available	Point-Defense Kill Spread (1D10)
Blizzard	2	—
Death Wind	2	1-4 [2]
Drakar	4	1-6 [6]
Epping	4	1-7 [3]
Glaive	4	—
Hell Bender	2	—
Kosmos	2	1-5 [1]
Night Hawk	2	1-3 [1]
Pharsii II	3	1-6 [2]
Pit Viper	1	—
Revenge	5	1-6 [3]
Salamander	2	1-7 [2]
Seraph	4	1-6 [2]
Shryak Shuttle	2	1-4 [4]
Sorensen III	1	—
Spirit Rider	1	—
Teal Hawk	2	1-3 [2]
Thunder Bird	2	—

Z.4 DAMAGE CONTROL TABLE

Vessel Type	Damage Control Success Spread (1D10)
Blizzard	1-2
Death Wind	1-5
Drakar	1-8
Epping	1-7
Glaive	1-6
Hell Bender	1-3
Kosmos	1-2
Night Hawk	1-3
Pharsii II	1-5
Pit Viper	1-2
Revenge	1-5
Salamander	1-6
Seraph	1-6
Shryak Shuttle	1-7
Sorensen III	1-3
Spirit Rider	1-3
Teal Hawk	1-3
Thunder Bird	1-3

Z.5 LUCK GAIN/LOSS TABLE

Luck Points	Condition (See Section D.1)
+5	Single-handedly destroy an enemy MMAC (4+ man) gunboat.
+3	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.6 ALTERNATE RANGE EFFECTS TABLE

Weapon Type	Point Blank (+2)	Short (+1)	Mid (0)	Long (-1)	Very Long (-2)	Extreme (-4)
Mass Driver Cannons						
Minigun	1	2	3-5	6-10	11-12	—
Autocannon	1	2-3	4-10	11-20	21-22	23-24
Railrepeator	1	2-4	5-15	16-30	31-33	34-36
Laser Cannons						
Pulse Laser	1-2	3	4-8	9	10	—
Meld Laser	1	2-6	7-15	16-17	18-19	20
Turbo Laser	1	2-9	10-19	20-25	26-28	29-30
Blast Cannons						
Splattergun	1	2	3-4	5-6	7-10	—
Blatgun	1	2-4	5-7	8-10	11-13	14-15
Disruptor Cannons						
Disruptorgun	—	1	2	3-4	5-6	—
Disintegrator	—	1	2-3	4-6	7-12	—
Ion Cannons						
Impulsegun	1	2-3	4-6	7-8	9-10	—
Ion Ram	1	2-5	6-13	14	15	—
Plasma Cannons						
Plazgun	1	2	3-4	5-6	7-8	9-10
Heavy Plazgun	1	2-4	5-8	9-10	11-12	13-15
Energy Bolt Projectors						
Protobolt	—	5-8	9-12	13-16	—	—

Range Increments (To Hit Modifiers)

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 point-defense 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.

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BLIZZARD

BPV: 14   I.D. ____

TPV ____

Mk.10 Torps ○ ○ ○ ○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium S

Defensive Value 14

Drive: **18**

(A) Tight Turn Cost: ____

Damage Reduction ↗

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

Crew
PILOT
Plt: ____
Gnr: ____
Luck: ____

Decoys: ○○   P-D: —   Dmg Con: 1-2

DAMAGE TRACK

| 18 t | 10 t | 8 ◇↑ | w | 16 t | 6 | 1 t | 14 | t | 12 | ✕ |

BLIZZARD

BPV: 14   I.D. ____

TPV ____

Mk.10 Torps ○ ○ ○ ○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium S

Defensive Value 14

Drive: **18**

(A) Tight Turn Cost: ____

Damage Reduction ↗

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

Crew
PILOT
Plt: ____
Gnr: ____
Luck: ____

Decoys: ○○   P-D: —   Dmg Con: 1-2

DAMAGE TRACK

| 18 t | 10 t | 8 ◇↑ | w | 16 t | 6 | 1 t | 14 | t | 12 | ✕ |

BLIZZARD

BPV: 14   I.D. ____

TPV ____

Mk.10 Torps ○ ○ ○ ○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium S

Defensive Value 14

Drive: **18**

(A) Tight Turn Cost: ____

Damage Reduction ↗

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

Crew
PILOT
Plt: ____
Gnr: ____
Luck: ____

Decoys: ○○   P-D: —   Dmg Con: 1-2

DAMAGE TRACK

| 18 t | 10 t | 8 ◇↑ | w | 16 t | 6 | 1 t | 14 | t | 12 | ✕ |

BLIZZARD

BPV: 14   I.D. ____

TPV ____

Mk.10 Torps ○ ○ ○ ○

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium S

Defensive Value 14

Drive: **18**

(A) Tight Turn Cost: ____

Damage Reduction ↗

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

Crew
PILOT
Plt: ____
Gnr: ____
Luck: ____

Decoys: ○○   P-D: —   Dmg Con: 1-2
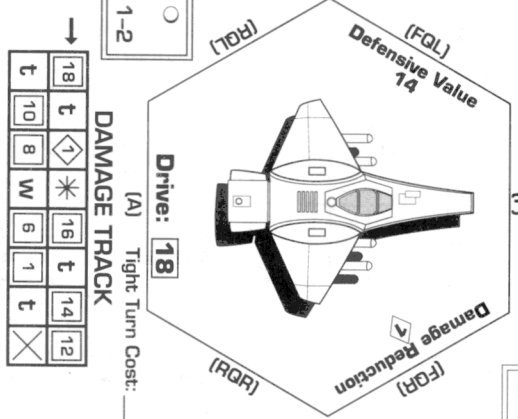
DAMAGE TRACK

| 18 t | 10 t | 8 ◇↑ | w | 16 t | 6 | 1 t | 14 | t | 12 | ✕ |

CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 2.

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

3 — **Major Structural Damage inflicted.** Blizzard takes 1D4 more hits.

4 — **Hull compromised.** Reduce Defensive Value by 5.

5 — **Electronic Warfare knocked out.** Reduce Defensive Value by 3.

6 — **Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.

7 — **Torp Loads jettison.** Remove any remaining torp loads.

8 — **Pilot dazed.** Blizzard may not 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.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).

Medium Range: 2 hexes.

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

DRAKAR

I.D.

BPV: 53

TPV

Mk.10 Torps
○
○

Decoys: ○ ○ ○ ○
P–D: 1– 6[6]
Dmg Con: 1–8

Pilot
1 Railrepeator (F)
To Hit: 2D6+ADB
Damage: High †
○ ○ ○ ○

Gunner A
1 Heavy Plazgun (360°)
To Hit: 2D6+ADB
Damage: Allx2 ¥

Crew
PILOT
Plt:_____
Gnr:_____
Luck:_____

GUNNER A
Gnr:_____

GUNNER B
Gnr:_____

GUNNER C
Gnr:_____

GUNNER D
Gnr:_____

FRONT DAMAGE TRACK

Gunner B
2 Pulse Lasers
(FQL) (F)
To Hit: 2D8+ADB +1
Damage: Low +1

Gunner C
2 Pulse Lasers
(F) (FQR)
To Hit: 2D8+ADB +1
Damage: Low+1

LEFT SIDE DAMAGE TRACK

RIGHT SIDE DAMAGE TRACK

■Gunner B■
Missile Launcher
(FQL)(RQL)
Lock-on < __
○ ○ ○
○ ○ ○
○ ○ ○

■Gunner C■
Missile Launcher
(FQR)(RQR)
Lock-on < __
○ ○ ○
○ ○ ○
○ ○ ○

(F)
Defensive Value 12

(FQL) (FQR)

3 3

(RQL) (RQR)

Drive: 8
(R)

Tight Turn Cost:
_____

4

3 3

2

Gunner D
2 Pulse Lasers (A)
To Hit: 2D8+ADB +1
Damage: Low+1

REAR DAMAGE TRACK

FRONT CRITICAL HITS
1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Railrepeator jams.** Weapon may not fire until after next game turn.
3 — **Plazgun power loss.** No firing until after 2 game turns have passed.
4 — **Gunner A killed.** The Heavy Plazgun may not be fired.
5 — **Pilot dazed.** Drakar may not move nor fire Railrepeator until after next game turn.
6 — **Cockpit Controls smashed.** Drakar may not move and Defensive Value drops to 5.

LEFT SIDE CRITICAL HITS
1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Missile Launcher B jams.** Weapon may not fire until after next game turn.
3 — **Pulse Laser B damaged.** Weapon suffers -2 To Hit.
4 — **Gunner B killed.** Lose use of Gunner B's weapons.
5 — **Structural Damage.** Take 5 more hits on this Damage Track.
6 — **Electronic Warfare knocked out.** Drakar may no longer jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS
1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Missile Launcher C jams.** Weapon may not fire until after next game turn.
3 — **Pulse Laser C damaged.** Weapon suffers -2 on To Hit.
4 — **Gunner C killed.** Lose use of Gunner C's weapons.
5 — **Structural Damage.** Take 5 more hits on this Damage Track.
6 — **Electronic Warfare knocked out.** Drakar may no longer jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS
1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Maneuver Thrusters damaged.** All turns cost one extra movement point to perform.
3 — **Heavy Plazgun power loss.** Weapon may not fire until after 3 complete game turns have passed.
4 — **Gunner D killed.** Lose use of Gunner D's Pulse Lasers.
5 — **Heavy Structural Damage.** Take 15 more hits on Rear; 5 hits to Left & Right
6 — **Reactor Detonates.** History.

BLIZZARD

BPV: 14   I.D.

TPV

Mk. 10 Torps ○○○○

Defensive Value 14

(FQL)

(RQL)

(F)

(RQR)   (FQR)

Damage Reduction

Drive: 18

(A)   Tight Turn Cost: _____

DAMAGE TRACK

t	18	t	10	8	w	6	1	t
t	18	◇	✳	16	t	14	12	✕

Decoys: ○○
P-D: —
Dmg Con: 1-2

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt:
Gnr:
Luck:

BLIZZARD

BPV: 14   I.D.

TPV

Mk. 10 Torps ○○○○

Defensive Value 14

(FQL)

(RQL)

(F)

(RQR)   (FQR)

Damage Reduction

Drive: 18

(A)   Tight Turn Cost: _____

DAMAGE TRACK

t	18	t	10	8	w	6	1	t
t	18	◇	✳	16	t	14	12	✕

Decoys: ○○
P-D: —
Dmg Con: 1-2

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt:
Gnr:
Luck:

BLIZZARD

BPV: 14   I.D.

TPV

Mk. 10 Torps ○○○○

Defensive Value 14

(FQL)

(RQL)

(F)

(RQR)   (FQR)

Damage Reduction

Drive: 18

(A)   Tight Turn Cost: _____

DAMAGE TRACK

t	18	t	10	8	w	6	1	t
t	18	◇	✳	16	t	14	12	✕

Decoys: ○○
P-D: —
Dmg Con: 1-2

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt:
Gnr:
Luck:

BLIZZARD

BPV: 14   I.D.

TPV

Mk. 10 Torps ○○○○

Defensive Value 14

(FQL)

(RQL)

(F)

(RQR)   (FQR)

Damage Reduction

Drive: 18

(A)   Tight Turn Cost: _____

DAMAGE TRACK

t	18	t	10	8	w	6	1	t
t	18	◇	✳	16	t	14	12	✕

Decoys: ○○
P-D: —
Dmg Con: 1-2

Pilot
1 Disruptorgun (F)
To Hit: 2D8+ADB
Damage: Medium §

Crew
PILOT
Plt:
Gnr:
Luck:

CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 2.

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

3 — **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.

6 — **Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.

7 — **Torp Loads jettison.** Remove any remaining torp loads.

8 — **Pilot dazed.** Blizzard may not 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.

DISRUPTORGUN SPECS!

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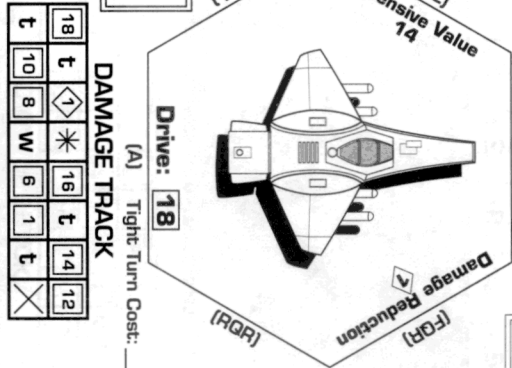Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).

GAME TURN RECORD TRACK

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

KOSMOS

BPV: 15 I.D.

TPV

Pilot
Missile Launcher (F)
Lock-on < ____

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †

Crew
PILOT
Plt:
Gnr:
Luck:

Decoys: ○ ○
P-D: 1–5[1]
Dmg Con: 1–2

Defensive Value 14
(FQL)
(RQL)
(F)
Drive: 17
Damage Reduction ②
(FQR)
(RQR)

DAMAGE TRACK
Tight Turn Cost: ____

5				
15	14	12	2	1
17	②			
	16	✱	10	8
	✱	W	W	◇ ①
		✕		

KOSMOS

BPV: 15 I.D.

TPV

Pilot
Missile Launcher (F)
Lock-on < ____

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †

Crew
PILOT
Plt:
Gnr:
Luck:

Decoys: ○ ○
P-D: 1–5[1]
Dmg Con: 1–2

Defensive Value 14
(FQL)
(RQL)
(F)
Drive: 17
Damage Reduction ②
(FQR)
(RQR)

DAMAGE TRACK
Tight Turn Cost: ____

5				
15	14	12	2	1
17	②			
	16	✱	10	8
	✱	W	W	◇ ①
		✕		

CRITICAL HITS

1 — Shields damaged. Reduce Defensive Value by 2.

2 — Missile Launcher jams momentarily. Missiles may not be fired until after next game turn.

3 — Minigun jams momentarily. Minigun may not be fired until after next game turn.

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

5 — Electronic Warfare knocked out. Kosmos may no longer jam torps. Reduce Defensive Value by 4.

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

7 — One Engine destroyed. Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.

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

9 — Pilot killed. Kosmos may perform no further actions. Defensive Value drops to 5.

10 — Reactor detonates. Gruesome flash erupts from destroyed vessel.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit)
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

HELL BENDER

BPV: 21 | I.D.

■ TPV ■

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium

Pilot
1 Autocannon (F)
To Hit: 2D6 + ADB
Damage: Medium †

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

■ Crew ■
PILOT
Plt:
Gnr:
Luck:

Mk. 30 Torps

(FQL)
Defensive Value 12
(RQL)
Drive: 14
(A) Tight Turn Cost: _____
Damage Reduction
(FQR)
(RQR)

Decoys: ○ ○
P–D: —
Dmg Con: 1-3

DAMAGE TRACK

↓	④							
9	①	14	③	13	W	12	②	11
3	8	✳	2	✳	6	t	5	t
			1		1			W
						✕	W	4	10	W

HELL BENDER

BPV: 21 | I.D.

■ TPV ■

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium

Pilot
1 Autocannon (F)
To Hit: 2D6 + ADB
Damage: Medium †

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+ADB+1
Damage: Low+1

■ Crew ■
PILOT
Plt:
Gnr:
Luck:

Mk. 30 Torps

(FQL)
Defensive Value 12
(RQL)
Drive: 14
(A) Tight Turn Cost: _____
Damage Reduction
(FQR)
(RQR)

Decoys: ○ ○
P–D: —
Dmg Con: 1-3

DAMAGE TRACK

↓	④							
9	①	14	③	13	W	12	②	11
3	8	✳	2	✳	6	t	5	t
			1		1			W
						✕	W	4	10	W

■ CRITICAL HITS ■

1 — **Shields damaged.** Reduce Defensive Value by 1.

2 — **Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.

3 — **Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.

4 — **Minor Hull Breech inflicted.** Reduce Defensive Value by 2.

5 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.

6 — **Torp Loads jettison harmlessly.** Remove Hell Bender's torp loads.

7 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.

8 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.

9 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.

10 — **Reactor explodes.** Hell Bender is completely destroyed.

■ PULSE LASER SPECS ■

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

■ AUTOCANNON SPECS ■

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-10 hexes.
Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.

■ MELD LASER SPECS ■

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes(-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

GAME TURN RECORD TRACK

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

GAME TURN RECORD TRACK

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

DEATH WIND

BPV: 36   **I.D.** ☐

TPV ☐

Pilot ▰
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All

Mk.20 Torps ◐◐◐◐

Pilot ▰
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low ✝
○○○○○

Defensive Value 13

(FQL)

(RQL)

(F)

Drive: 14

Damage Reduction ▵

(A)

Tight Turn Cost: _____

(FQR)

(RQR)

Crew ▰
PILOT
Plt:
Gnr:
Luck:
GUNNER
Gnr:

Decoys: ○○
P–D: 1–4[2]
Dmg Con: 1–5

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

DAMAGE TRACK

			13		↓
7	t	t	10	t	◈4
5	6	t	12	✳	t
3	1	✳	◈1	✳	t
W	9	◈2	14	✳	
W	8	11	W		
✕					

DEATH WIND

BPV: 36   **I.D.** ☐

TPV ▰

Pilot ▰
1 Ion Ram (F)
To Hit: 2D8+ADB
Damage: All

Mk.20 Torps ◐●●●

Pilot ▰
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low ✝
○○○○○○

Defensive Value 13

(FQL)

(RQL)

(F)

Drive: 14

Damage Reduction ▵

(A)

Tight Turn Cost: _____

(FQR)

(RQR)

Crew ▰
PILOT
Plt:
Gnr:
Luck:
GUNNER
Gnr:

Decoys: ○○
P–D: 1–4[2]
Dmg Con: 1–5

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

DAMAGE TRACK

			13		↓
7	t	t	10	t	◈4
5	6	t	12	✳	t
3	1	✳	◈3	✳	t
1	9	◈1	14	✳	
W	W	◈2	11	W	
✕	8		W		
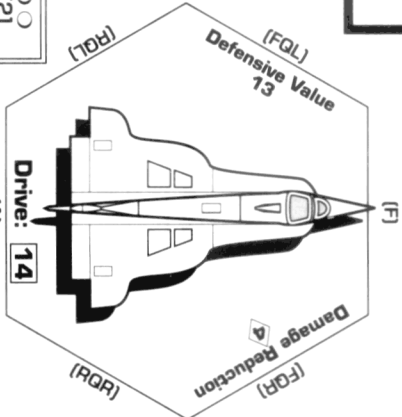
CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 2.

2 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by –2.

3 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.

4 — **Hull buckles.** Reduce Defensive Value by 3.

5 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.

6 — **Gunner killed.** Death Wind may no longer use Splatterguns.

7 — **Engine sputters.** Death Wind may only use 4 movement points next game turn. Reduce Defensive Value by 4 due to other damage.

8 — **Controls lock-up.** Death Wind may not move nor fire until after next game turn. Reduce Defensive Value to 5 during this period.

9 — **Pilot killed.** Death Wind may perform not move, nor may the pilot's weapons fire. Defensive Value drops to 5. Gunner may still fire Splatterguns and torps.

10 — **Reactor detonates.** Death Wind is no more.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

SPLATTERGUN SPECS

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

ION RAM SPECS

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

GAME TURN RECORD TRACK

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

HELL BENDER

I.D. **BPV: 21**

TPV

Crew — PILOT / Plt: / Gnr: / Luck:

Pilot — 1 Autocannon (F) — To Hit: 2D6 + ADB — Damage: Medium ↑

Pilot — 1 Meld Laser (F) — To Hit: 2D8+ADB — Damage: Medium

Pilot — 2 Pulse Lasers (F) — To Hit: 2D8+ADB+1 — Damage: Low+1

Mk. 30 Torps

Decoys: ○○ P-D: — Dmg Con: 1-3

(FQL) Defensive Value 12 (RQL)

Drive: 14 (F)

(A) Tight Turn Cost: ___

Damage Reduction 4

(FQR) (RQR)

DAMAGE TRACK

4	9	3
14	8	2
*	3	13
w	6	*
12	t	1
2	5	11
w	10	t
4	W	
	X	

HELL BENDER

I.D. **BPV: 21**

▮ CRITICAL HITS ▮

1 — Shields damaged. Reduce Defensive Value by 1.

2 — Meld Laser Targeting damaged. Modify Meld Laser To Hit attempts by -3.

3 — Pulse Lasers lose power. Pulse Lasers may not be fired until next game turn.

4 — Minor Hull Breech inflicted. Reduce Defensive Value by 2.

5 — Electronic Warfare knocked out. Hell Bender may no longer jam torps. Reduce Defensive Value by 2.

6 — Engines sputter. Hell Bender may only use 3 movement points next game turn.

7 — Torp Loads jettison harmlessly. Remove Hell Bender's torp loads.

8 — Pilot dazed. Hell Bender may not move or fire until after the next game turn.

9 — Pilot killed. Hell Bender may perform no further actions. Defensive Value drops to 5.

10 — Reactor explodes. Hell Bender is completely destroyed.

▮ PULSE LASER SPECS ▮

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

Medium Range: 4-9 hexes.

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

▮ AUTOCANNON SPECS ▮

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

Medium Range: 4-10 hexes.

Long Range: 11-24 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤10.

▮ MELD LASER SPECS ▮

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

Medium Range: 7-18 hexes.

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

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

GLAIVE

BPV: 46

I.D.

Mk. 40 Torp

TPV

Pilot
1 Plazgun (F)
To Hit: 2D6+ADB
Damage: All ✹

Pilot
1 Protobolt Projector (F)
To Hit: 2D6+ADB
Damage: s.10/m.8/1.6

(FQL)
Defensive Value 11

(RQL)   (F)

Drive: 12

(A) Tight Turn Cost: ____

(RQR)

Damage Reduction 4 (FQR)

Crew
PILOT	Plt:
Gnr:	
Luck:	
GUNNER	Gnr:

Decoys: ○○○○
P-D: —
Dmg Con: 1-6

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

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

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

DAMAGE TRACK
(damage track grid with numbered markers: 11, 3, W, 7, W, 2, W, 4, 3, 10, 8, W, 1, 5, 2, X, 12, t, W, 6, 9, W, ✳, 4)

CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 1.

2 — **Protobolt misfire.** Mark off one remaining Protobolt.

3 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform. Reduce Defensive Value by 2.

4 — **Missile Launcher damaged.** Lose 1D8 of remaining missiles in one (random) functioning, armed Missile Launcher.

5 — **Electronic Warfare knocked out.** Glaive may no longer jam torps. Reduce Defensive Value by 2.

6 — **Plazgun Targeter damaged.** Modify Plazgun To Hit attempts by -2.

7 — **Major Structural Damage inflicted.** Mark off 2D10 more hits of damage.

8 — **Controls lock-up.** Glaive may not move nor fire cannon and projector weapons until after next game turn. Reduce Defensive Value to 5 during this period.

9 — **Crew killed.** Glaive may perform no actions. Reduce Defensive Value to 5.

10 — **Catastrophic Structural Collapse.** Glaive breaks up into several useless pieces.

PLAZGUN SPECS
Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).

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

PROTOBOLT SPECS
Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.
Long Range: 13-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤14.

EPPING

I.D. ▮

BPV: 28
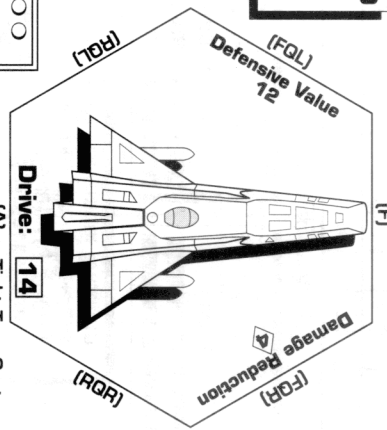
TPV

Decoys: ○ ○ ○ ○
P–D: 1–7[3]
Dmg Con: 1–7

Pilot
1 Meld Laser (F)
To Hit: 2D8+ADB
Damage: Medium

Gunner A
1 Pulse Laser (F)
To Hit: 2D8+ADB
Damage: Low

▮Gunner A▮
Missile Launcher
(360°)
Lock-on < __
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○

Crew
PILOT
Plt:_____
Gnr:_____
Luck:_____
GUNNER A
Gnr:_____
GUNNER B
Gnr:_____
GUNNER C
Gnr:_____

Gunner B
1 Pulse Laser
To Hit: 2D8+ADB
Damage: Low
(FQL)(RQL)(A)

Gunner C
1 Pulse Laser
To Hit: 2D8+ADB
Damage: Low
(FQR)(RQR)(A)

FRONT DAMAGE TRACK

LEFT SIDE DAMAGE TRACK

▮Gunner B▮
Missile Launcher
(360°)
Lock-on < __
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○

▮Gunner C▮
Missile Launcher
(360°)
Lock-on < __
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○

RIGHT SIDE DAMAGE TRACK

(F)
Defensive Value 8

(FQL) (FQR)
(RQL) (RQR)

Drive: [11]
(A)

Tight Turn Cost:
_____

REAR DAMAGE TRACK

FRONT CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Meld Laser Targeters damaged.** Weapon may not fire until after next game turn.
3 — **Missile Launcher A malfunctions.** Lose 1D10 missiles from Missile Launcher A.
4 — **Gunner A killed.** Lose use of Gunner A's weapons.
5 — **Pilot killed.** Epping may not move nor fire Meld Laser. Defensive Value drops to 5.
6 — **Fatal Chain Reaction Explosion.** Blast guts this vessel from the front to the back. Epping is destroyed.

LEFT SIDE CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Missile Launcher B damaged.** Weapon may not fire until after next game turn.
3 — **Missile Launcher B malfunctions.** Lose 1D10 missiles from Missile Launcher B.
4 — **Gunner B killed.** Lose use of Gunner B's weapons.
5 — **Engine sputters.** Epping only has a maximum of 2 movement points available next game turn.
6 — **Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Right Side Damage Track.

RIGHT SIDE CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Missile Launcher C damaged.** Weapon may not fire until after next game turn.
3 — **Missile Launcher C malfunctions.** Lose 1D10 missiles from Missile Launcher C.
4 — **Gunner C killed.** Lose use of Gunner C's weapons.
5 — **Engine sputters.** Epping only has a maximum of 2 movement points available next game turn.
6 — **Structural Damage.** Take 10 more hits on this Damage Track and 8 more on the Left Side Damage Track.

REAR CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 1.
2 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
3 — **Electronic Warfare knocked out.** Epping may no longer jam torps. Reduce Defensive Value by 2.
4 — **Pilot dazed.** Epping may not move nor fire Meld Laser until after next game turn.
5 — **Structural Collapse.** Gunboat is destroyed as the hull ruptures.
6 — **Reactor Hit.** Epping disappears in an expanding ball of hot gases.

GAME TURN RECORD TRACK

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

KOSMOS

I.D. ▢ **BPV: 15**

TPV

Pilot
Missile Launcher (F)
Lock-on < ▬
○○○
○○○○
○○○○
○○○○

Crew
PILOT
Plt:
Gnr:
Luck:

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †

Defensive Value **14**

(FQL)

(RQR)

(FQR)

(RQL)

Damage Reduction

Drive: **17**   (A)   Tight Turn Cost: _____

Decoys: ○○
P-D: 1-5[1]
Dmg Con: 1-2

DAMAGE TRACK

	17	2◇	16	*	1	◇1
	*	12	10	8	W	
5	15	14	3	2	W	

KOSMOS

I.D. ▢ **BPV: 15**

TPV

Pilot
Missile Launcher (F)
Lock-on < ▬
○○○
○○○○
○○○○
○○○○

Crew
PILOT
Plt:
Gnr:
Luck:

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †

Defensive Value **14**

(FQL)

(RQR)

(FQR)

(RQL)

Damage Reduction

Drive: **17**   (A)   Tight Turn Cost: _____

Decoys: ○○
P-D: 1-5[1]
Dmg Con: 1-2

DAMAGE TRACK

	17	2◇	16	*	1	◇1
	*	12	10	8	W	
5	15	14	3	2	W	

CRITICAL HITS

1 — Shields damaged. Reduce Defensive Value by 2.

2 — Missile Launcher jams momentarily. Missiles may not be fired until after next game turn.

3 — Minigun jams momentarily. Minigun may not be fired until after next game turn.

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

5 — Electronic Warfare knocked out. Kosmos may no longer jam torps. Reduce Defensive Value by 4.

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

7 — One Engine destroyed. Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.

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

9 — Pilot killed. Kosmos may perform no further actions. Defensive Value drops to 5.

10 — Reactor detonates. Gruesome flash erupts from destroyed vessel.

MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit)
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).

BPV:

I.D.

TPV

DAMAGE TRACK

Tight Turn Cost:

Drive: (A)

(RQL)   Defensive Value   (FQL)

(F)

(RQR)   Damage Reduction   (FQR)

Crew

PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:
GUNNER C
Gnr:

BPV:

I.D.

TPV

DAMAGE TRACK

Tight Turn Cost:

Drive: (A)

(RQL)   Defensive Value   (FQL)

(F)

(RQR)   Damage Reduction   (FQR)

Crew

PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:
GUNNER C
Gnr:

CRITICAL HITS

1 — **Shields damaged.** Reduce Defensive Value by 2.

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

3 — **Major Structural Damage inflicted.** Vessel takes 1D6 more hits.

4 — **Weapon Malfunction.** One random weapon system may not be fired until after the next game turn.

5 — **Electronic Warfare knocked out.** Vessel may no longer jam torps. Reduce Defensive Value by 3.

6 — **Engines sputter.** Reduce Drive value to 2 for the next Movement Phase, then return to normal Drive value.

7 — **Torps jettison.** Remove 1D4 of remaining torps.

8 — **Gunner killed.** One random gunner is killed. Lose use of his weapons.

9 — **Pilot killed.** Vessel may not move. Defensive Value drops to 5. Lose use of pilot's weapons.

10 — **Reactor hit.** Fighter is utterly destroyed.

TPV

Crew

PILOT
Plt: _____
Gnr: _____
Luck: _____

GUNNER A
Gnr: _____

GUNNER B
Gnr: _____

GUNNER C
Gnr: _____

GUNNER D
Gnr: _____

I.D.

BPV:

FRONT DAMAGE TRACK

LEFT SIDE DAMAGE TRACK

RIGHT SIDE DAMAGE TRACK

Defensive Value _____

(F)

(FQL)

(FQR)

(RQL)

(RQR)

Drive: [ ]

(R)

Tight Turn Cost:
_____

REAR DAMAGE TRACK
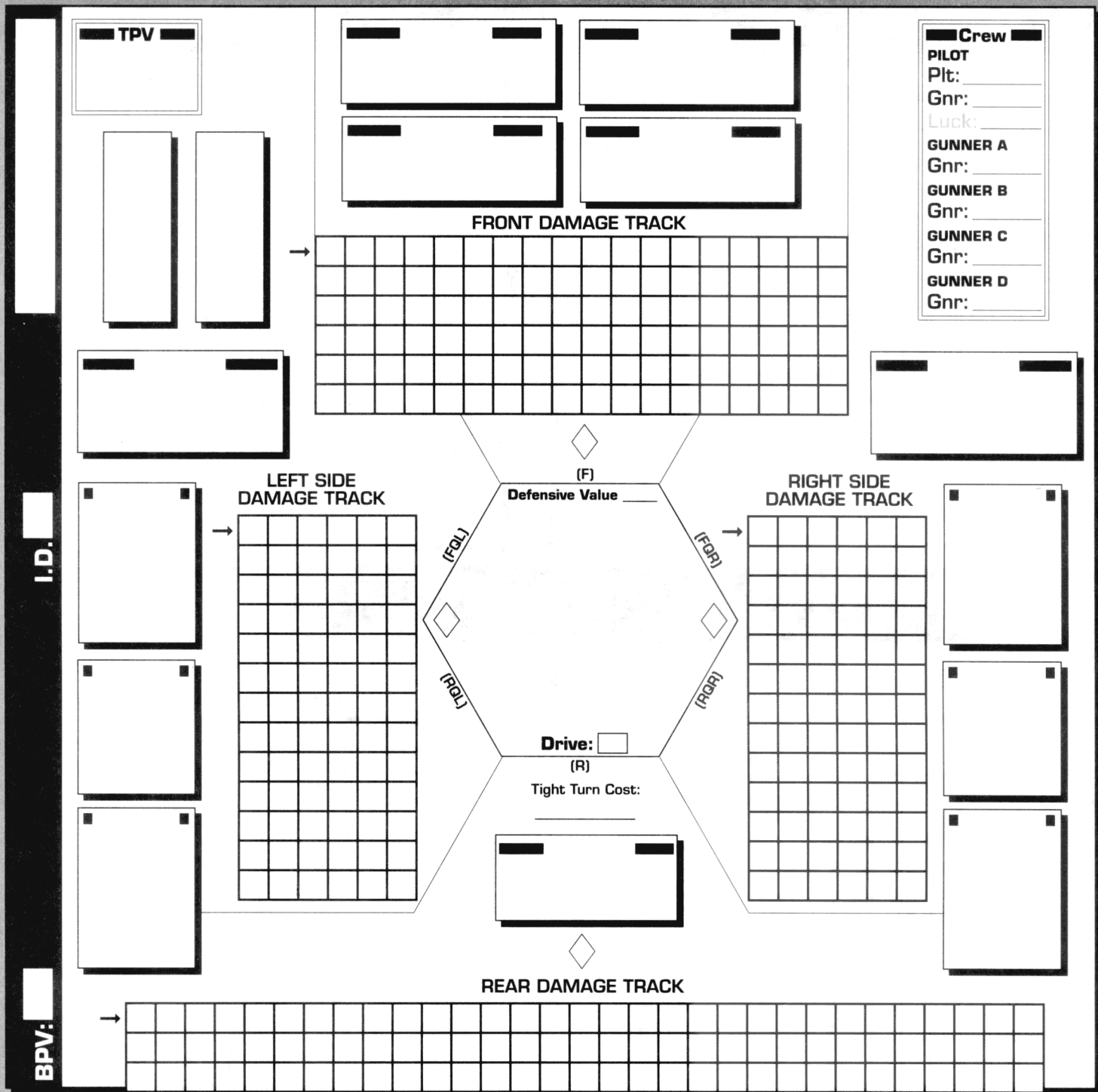
FRONT CRITICAL HITS

1 — **Shields damaged.** -1 to DV.

2 — **Weapon jams.** One random cannon or projector may not fire until after next game turn.

3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.

4 — **Gunner killed.** One random gunner is killed. Lose use of his weapons.

5 — **Pilot killed.** Vessel may not move nor fire pilot's weapons. Defensive Value drops to 5.

6 — **Cockpit Controls smashed.** Vessel may not move and Defensive Value drops to 5.

LEFT SIDE CRITICAL HITS

1 — **Shields damaged.** -1 to DV

2 — **Missile Launcher jams.** One random launcher may not fire until after next game turn.

3 — **Weapon Targeting damaged.** One random cannon or projector system suffers a -2 on To Hit attempts.

4 — **Gunner killed.** Lose use of one gunner's weapons.

5 — **Structural Damage.** Take 5 more hits on left and right side.

6 — **Electronic Warfare knocked out.** Vessel may no longer jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

1 — **Shields damaged.** -1 to DV.

2 — **Missile Launcher jams.** One random launcher may not fire until after next game turn.

3 — **Weapon Targeting damaged.** One random cannon or projector system suffers a -2 on To Hit attempts.

4 — **Gunner killed.** Lose use of one gunner's weapons.

5 — **Structural Damage.** Take 5 more hits on left and right side.

6 — **Electronic Warfare knocked out.** Vessel may no longer jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

1 — **Shields damaged.** -1 to DV.

2 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.

3 — **Electronic Warfare damaged.** Reduce Defensive Value by 2.

4 — **Gunner killed.** Lose use of one gunner's weapons.

5 — **Heavy Structural Damage.** Take 10 more hits on Rear and 1D10 hits on Left & Right Damage Tracks.

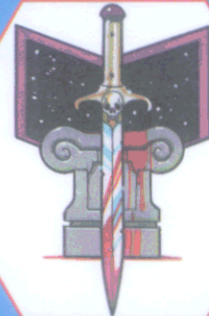6 — **Reactor Detonates.** Gunboat is destroyed.
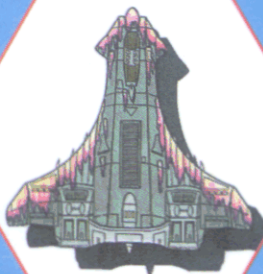
Reign of Despair
4th Black Plague
Fighter Wing
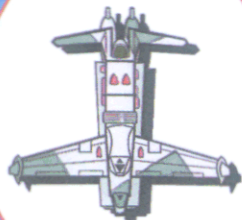
Sacrificial Terror
Dneprodzerkutsk
Fighter Attrition
Unit 77-A

The Winged
Legion of Death
89th Behemoth Heavy
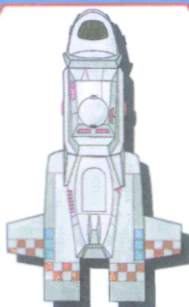Interceptor Group

Overkill
1st Aerial Atrocity
Regiment

Plasma Squad
(component)
2175th Millennia
Warrior Med.
SMAC Rgt.

2175

Avalanche
(component)
4155th Millennia
Warrior TMAC Rgt.

4155

OVERKILL: THE PTOLEMEAN WARS™

The star-spanning Province of Great House Ptolemus has been invaded by the Colosian Deep Space Fleet. Other warmongering hoards from the Black Plague and Behemoth warbands have staked their claim to Ptolemean worlds. The first provincial outposts have been overrun. Desperate pleas for help crackle over a far-flung net of Tachyon Beam Dictors.

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- A full sheet of 180 new color counters displaying new fighters, torps, missiles and other **Silent Death** game markers.
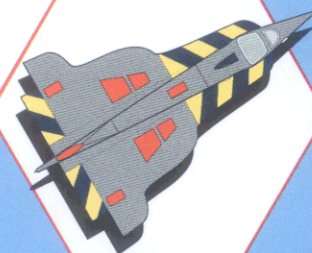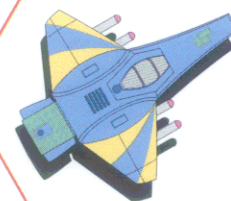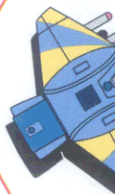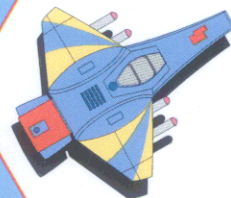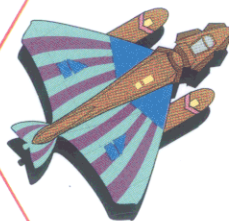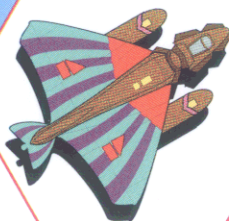
Note: Overkill is not a complete game — a copy of **Silent Death** is required to use this material.

★ *Look for these* **Silent Death** *miniatures at better hobby and game stores.*