SILENT DEATH™

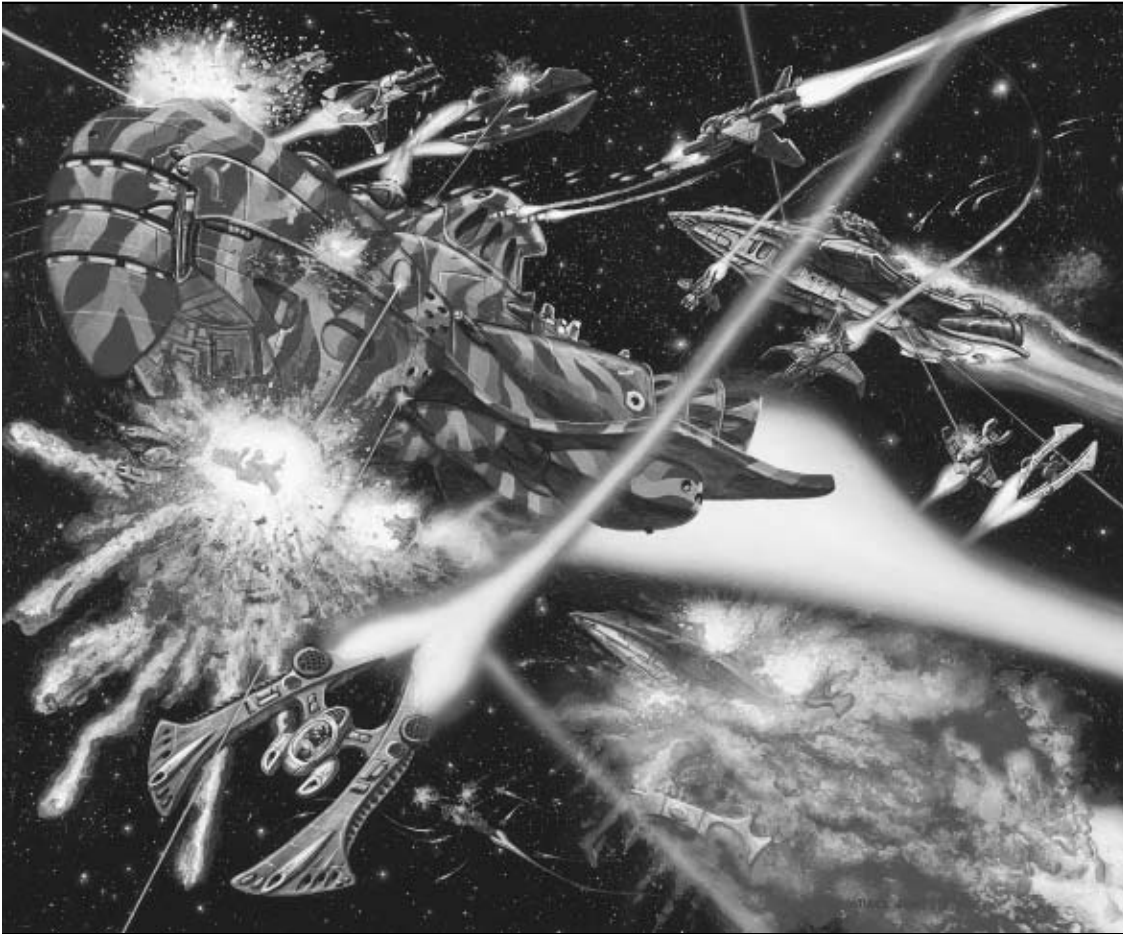# WARHOUNDS™

A technology sourcebook for
Silent Death
detailing escort class vessels.

WARHOUNDS ™

Silent Death

Credits

Design: John Hopler
Developed by: Donald G. Dennis
Interior Illustration: Dan Smith
Cover Illustration: J. Wallace Jones
Series Editor: Donald G. Dennis
Content Editor: Bruce Neidlinger
Cover Design: Jessica Ney-Grimm
Art Direction: Jessica Ney-Grimm
Assisting Art Direction: Jason O. Hawkins
Pagemaking: D. Dennis
Editorial Contributions: Heike A. Kubasch
Additional Contributions: D. Dennis, Erik Dewey, Andrew Harms, Brian Hoover, Glen Simpson, Richard Dufault, Jon & Angie Adrian

ICE Staff:
   CEO: Bruce Neidlinger;
   President: Pete Fenlon;
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   Sales, Customer Service, & Operations:
      Steve Hardy, Howard Huggins,
      Heike A. Kubasch;
   Editing, Production and Development:
      Donald G. Dennis, Jason O. Hawkins,
      Nick Morawitz, Jessica Ney-Grimm,
      Brian Olson

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Introduction

Welcome to *Warhounds*. This supplement adds a new class of ships to the deadly universe of **Silent Death**. Escort vessels, corvettes, frigates, and destroyers are the true workhorses of all interstellar navies. They don't get the fame of the fighter jocks or the overwhelming firepower of the big battlewagons; they just get the job done.

Escorts do the grunt work of the navy, serving as long-range patrol craft, picket ships, convoy and fleet escorts, fighter tenders, assault transports, blockade runners and more. This book contains all the information you will need to incorporate these ships into your **Silent Death** games.

What You Get

In addition to the rules you need to use escort vessels in your **Silent Death** games, this book contains a detailed design system that will allow you to create your own ships. Escort vessels are capable of mounting many types of special purpose equipment which will allow you to tailor your designs to the job at hand.

In addition, there is a section of optional rules which can be used to adjust the level of realism and complexity of your games. There are also two scenario sections. The basic scenarios use only the basic escort rules and are a good place to become familiar with the differences between fighters and escorts. The advanced scenarios incorporate some of the optional rules and are generally more complex in nature.

In the center of the book are six different escort vessel designs on completed starcraft displays, as well as a blank starcraft display for use with your own designs. These displays may be removed from the book and photocopied for your own use.

What You Need

In addition to this book you will need pencils, an assortment of dice, and a copy of *Silent Death: The Next Millennium*. You will also need a few escort vessel miniatures which are sold separately.

What's Different

As you might imagine, escort vessels are larger than fighters— a full hex larger, in fact. In addition to the standard selection of fighter weaponry, they can carry larger, more powerful weapons. They are more than just bigger ships with bigger guns, however. They have enhanced electronic warfare capability and a wide array of special purpose equipment to choose from. All of these new abilities require the use of a new expanded starcraft display.

The Starcraft Display

Completed starcraft display have been provided in the center section. Please refer to a display throughout this discussion.

Crew

Escorts have more crew than fighters to help perform specialized functions like damage repair, long range screening, and act as gun crews. When you come to 🯅 or 🯅 on the damage track you must mark off a crew, not Pilot or Captain, from a weapon or other ship system. 🯅 means target's choice while 🯅 is attacker's choice.

Equipment and Warhead Display

The first page of the new display contains a large silhouette view of the ship and four tables. These tables are the ship's Critical Hit Tables. Each table is labeled with the name of the damage track to which it corresponds on the second page of the display. Whenever the ship takes damage which results in a critical hit, roll 2D6 on the table which corresponds to the track on which the damage occurred.

The ship diagram contains information on the ship's regular systems, as well as any special equipment the ship is carrying.

Bow Torpedo Magazine

Escort vessels do not carry torpedoes externally, like fighters, but instead have torpedo rooms. (Exactly how these work

Cry 'Havok!' and let slip the dogs of war.
— William Shakespeare: *Julius Caesar*

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will be discussed later in the Escorts in Combat section, page 13.) All torpedo rooms mounted in the front hex of the ship draw ammo from a common supply, the Bow Torpedo Magazine. A sophisticated loading system processes each torpedo room's launch commands and automatically loads the appropriate torpedoes into the room's tubes.

The four boxes underneath the Bow Torpedo Magazine heading, labeled Mk.__, are used to record the magazine's ammunition supply. The Constellation carries 10 Mk. 60 torpedoes, 10 Mk. 50 torpedoes, and 10 Mk. 20 torpedoes.

Front Special Equipment

The next two boxes are special equipment slots. If the ship has any forward-mounted special equipment, such as a fighter rack or cargo space, it would be recorded here. A ship with cargo capacity would record the amount and point value of any cargo in one of its special slots. The Constellation has no special equipment. The use of special equipment is described on pages 21 and 22.

Electronics Suite

The area below that is the ship's electronics suite. The first line is simply a reminder that escort vessels successfully jam torpedoes targeted at them on a roll of 1-2 on 1D4. The second line is used to record the ship's ECM ability. The numbers on this line are the ECM's success rate and the number of long-range screening attempts it may perform each turn. The Constellation, for example, has an ECM unit capable of 4 screening attempts per turn. Each attempt succeeds on a roll of 1-6 on 1D10. This is a piece of specialized equipment which will be fully explained in the Escorts in Combat section. The third line shows how many crew are in the Electronics Suite. A ship may not make more screening attempts than it has crew in its Electronics Suite.

The Bridge

Recorded here are the Captain's die, the Pilot's skill, and the Tactical Operations Center (TOC) bonus. Captain die is a measure of the captain's tactical prowess and
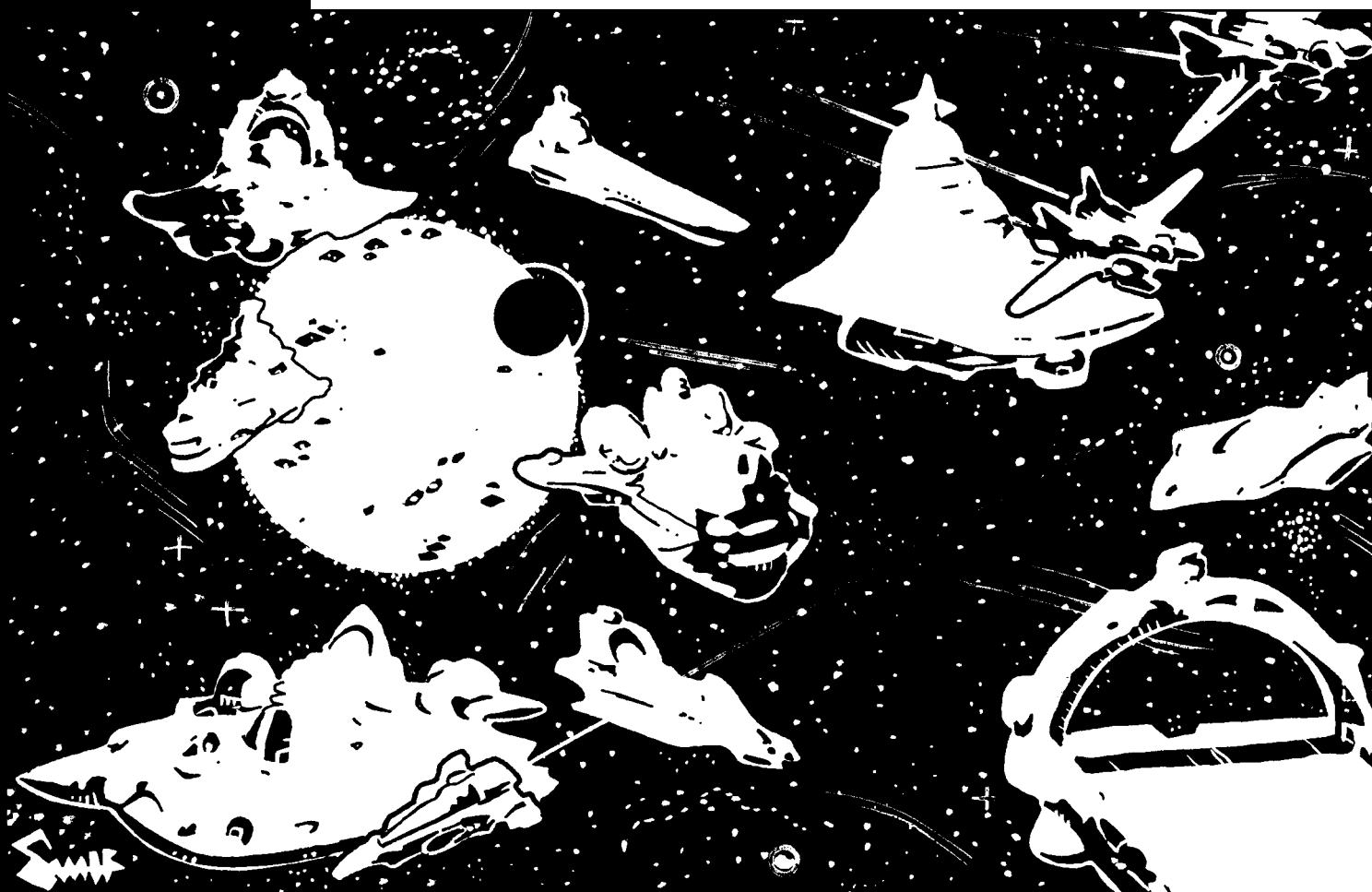
ability to influence the battle outcome. Use of the Captain's die and the TOC bonus is explained in the Escorts in Combat section

Rear Special Equipment.

Below the bridge are four more special equipment boxes. These are used to record any rear-mounted special equipment such as fighter bays.

Engineering

This area is used to keep track of the ship's Damage Control rating. Escorts lose one point of Damage Control each time they lose a engineering/ damage control crew. When Damage Control is reduced, mark out all numbered boxes above the new rating.Escorts may not repair more damage than it has Engineering Crew available.

Stern Torpedo Magazine

The last four boxes are used to record the torpedo supply for rear mounted torpedo rooms. The Constellation does not have any rear-mounted torpedo rooms.

Weapon and Damage Display

This brings us to the second page of the display. Although the layout has been altered to accommodate a two-hex ship, it is used in essentially the same way as a fighter display. There are a few differences; these are listed below.

Damage Tracks

Escort vessels have four Damage Tracks, two for each hex of the ship.

Point Defense Battery

Each Damage Track has its own P-DB (Point Defense Battery) rating. Like fighters this number is the kill spread. Unlike fighters Point-Defense there is no limit to the number of torpedoes (or missile salvo's) that a P-DB can be used against. A Point Defense Battery may be used against torpedoes and missiles during the same turn. A P-DB also has a one hex range and is treated as an attack against any ship that enters that area. See page 15 for details.

When you get to ◆ on the damage track, your Point-Defense spread drops by 1.

Gun Crews

The larger escort weapons require multi-person crews to operate them. Usually only one crew member handles the actual targeting of the weapon. The higher complexity of these more powerful weapons requires additional personnel to monitor such things as dedicated sensor arrays, power levels, and proper shield synchronization. As crew members are lost the survivors are forced to handle multiple functions, reducing the crew's efficiency. Weapons requiring crew fire before gunners.

The boxes following the space for the crew's skill level represent the crew members and are used to mark casualties as they occur. Each missing crew member imposes a -2 penalty to hit.

The Universe

Escorts in the Empire

The production of escort vessels was closely monitored by the early Emperors. This was done for one simple reason: A force which was composed entirely of fighters had no significant translight capability. A force with no translight capability could not be used offensively against other star systems and was therefore no threat to the Imperial Throne. The first Emperor, Macedon I, was a pragmatist. He realized that an outright prohibition of escort production by anyone other than the Imperial Shipyards, while providing short-term security, would have serious long-term effects on the Empire. Such a policy would cause the Provincial Houses to feel powerless and this in turn would lead to resentment of Imperial power. In addition, the Imperial Navy was stretched thin patrolling the expanding borders of the Empire. If the Houses were not given the tools to police their own domains, anarchy and the eventual fragmentation of the Empire would result.

In a move reminiscent of his "land-leasing" policy, Macedon I arrived at a compromise solution. The right to build and operate facilities capable of producing escorts would be a privilege granted by the Emperor. This privilege could be revoked at any time. The Emperor's approval was also needed to expand existing facilities.

We were a ghastly crew.
— S.T. Coleridge: ***The Rime of the Ancient Mariner***

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Brute force without wisdom falls by its own weight.
— Horace

This policy gave the Emperor tremendous political leverage. All of the Houses desired this privilege and were willing to make concessions to the Emperor in order to get it. It allowed the Emperor to fine tune the balance of power between rival Houses by granting expansion privileges to one, while denying them to another. Enforcement of the policy required minimal Imperial resources. Houses trying to curry Imperial favor were more than willing to assist Imperial forces in chastising those who violated it.

Macedon I's successor, Macedon II, expanded this policy. The Empire's still-expanding borders were placing an ever greater strain on the resources of the Imperial Navy. To alleviate this, Macedon II imposed a twenty percent production tax on all Houses with escort production facilities. This meant that every fifth ship produced would be turned over to the Emperor and commissioned into the Imperial Navy. This ship would have to be equal in size to the average tonnage of the last four ships built at the facility.

Loosening of the Reins

During the closing decades of the Empire, a succession of weak and decadent emperors caused strict enforcement of the escort policy to wane. The majority of the ships provided for Imperial service by the Inner Provinces were built with substandard materials and by incompetent technicians. Simultaneously, many of the Outer Provinces, with the help of corrupt Imperial agents, were able to falsify production reports.

As tensions mounted between the Powers and the Emperor, Modestinus III granted sweeping privileges to the Houses which comprised the Band of Iron. They were allowed to increase their production capabilities as they saw fit and exempted from the production tax. In response, the Powers, who already had secret production programs in place, stepped up their production. This only ensured that when the clash came, it would be on a scale never before seen.

The opening battles of the Imperial Civil War were awesome spectacles involving dozens of escorts and hundreds of fighters. During the battle for Jericho, the two opposing fleets unleashed such a tremendous display of firepower that the night sky was illuminated with an eerie, flickering light. The violence was such that it could not help but awaken the Hatchlings.

The Hatchlings' Return

The naval build-up preceding the return of the Hatchlings, although a precipitating factor, gave the Empire a distinct advantage in the early stages of the conflict. Although their ranks had been thinned by the Civil War, large armadas of escort vessels were still at the Emperor's disposal. These ships and the fighters they carried could be rushed to threatened systems, allowing the defenders to fight the Hatchlings on equal terms.

It was during the early stages of the conflict, before the Hatchling swarming had reached its full intensity, that an unfortunate sequence of events took place.

The Hatchlings' emphasis on small, fighter-sized ships had placed their early attack forces at a severe disadvantage when faced with large groups of escorts. The escorts' rugged durability and overwhelming firepower, when combined with well coordinated fighter attacks, seemed to be an irresistible force and the first few Hatchling raids were repulsed. It was during this period that the newly introduced Fletcher class destroyers gained much of their vaunted reputation.

Bolstered by these initial successes, and by reports that Hatchling incursions along the Frontier were light, the Emperor gave orders recalling all Imperial escort flotillas to aid in the defense of the Core Worlds. At roughly the same time, scout ships reported an unprecedented swarming of Hatchling activity in the Proxima Centauri system. These two events would lead to the only major offensive operation of the war and what was probably the biggest strategic blunder in the history of Humanity.

Operation Crusader

Convinced that his forces were superior to those of the Hatchlings, Modestinus III secretly ordered all returning flotillas to rendezvous in the uninhabited G-80 system. Ignoring the more modest proposals put before him by his advisors, Modestinus forged ahead with his grand scheme, Operation Crusader.

Operation Crusader, dubbed Operation Bughunt by its opponents, called for the assembly of the largest interstellar fleet in human history. This fleet, comprised of the returning flotillas, as well as other Imperial forces stripped from the defense of the Core Worlds, would gather in the G-80 system. From there, it would jump to Proxima Centauri and annihilate the growing Hatchling presence. The fleet would then proceed to each identified Clutchworld and eradicate it. After this had been accomplished, Modestinus would appear before the full Imperial Senate and declare himself the savior of the Human race.

Unfortunately for Modestinus, the Grubs had other plans.

Dreams of Glory

As Modestinus waited for his flotillas to assemble, the size and intensity of the Hatchling assaults increased. The defending forces were holding their own, but the relentless pressure was taking its toll in both ships and personnel. Modestinus' advisors that had been briefed on Operation Crusader begged him to call it off and release the flotillas for the defense of the Core Worlds, but he remained adamant.

Mere days before the attack on Proxima Centauri, Modestinus publicly ordered all Imperial flotillas to return to Earth to defend the Imperial Capital. Secretly the flotilla commanders were given sealed orders commanding them to rendezvous at G-80.

At 0430 on Imp 507:333 the Crusader fleet jumped for Proxima Centauri and Old Earth's fate was sealed.

The Centauri Debacle

Things went well at first for the Imperial forces. Shortly after arriving in the system, a probing force of light Grub fighters attacked the fleet. This force failed to even penetrate the Terrans' fighter screen.

An hour later, the fleet was hit by a massive fighter assault. The Grubs came in hard and fast, and, in a reversal of their usual tactics, the heavy Hatchling fighters mixed it up with the Terran fighters, while the Lampreys and Remoras concentrated on the escorts. This attack was also repulsed with heavy losses for the Grubs.

After this second attack, the fleet was forced to reduce its speed because many of the escorts had suffered damage from drive leeches. Repairs had just gotten underway when the third wave of Grub fighters hit.

The third wave contained a type of Grub fighter never before seen. These new ships were large, ungainly, pear-shaped monstrosities. From the rear of each trailed six armored tentacles. They streaked past the Imperial fighters, heading straight for the escorts.

The Grub fighters made no attempts at evasive action; hundreds were destroyed by the murderous wall of fire from the defending fleet. Despite the Imperial gunners' best efforts, hundreds more survived and slammed into the slow-moving escorts. On impact, the fighters' tentacles flew forward and anchored them securely to their victims.

Let God arise, let his enemies be scattered:

let them also that hate him flee before him.

as smoke is driven away, so drive them away: as wax melteth before the fire, so let the wicked perish at the presence of God.

— Psalms 68:1

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Bloodworms

Humanity's first contact with these creatures came during the battle for Proxima Centauri. The few survivors of that battle dubbed these monstrosities "bloodworms" because of the deep red color of their chitinous armor.

Bloodworms are not actual Hatchlings. They are a genetically engineered creature developed by the Builders. Analysis of the DNA of the few specimens which have been recovered indicates that bloodworms' DNA is a mix of Hatchling, Builder and Human DNA. Genes from a few Terran animal species have been identified as well.

The average bloodworm is 2.5 meters long and masses roughly 300 kilograms. Bloodworms look like a large, segmented worm. Each segment is encased in strong chitinous armor, which is usually a deep, blood red in color.

Tense seconds passed as all in the fleet waited for what they assumed would be an enormous explosion. A minute passed and the fleet breathed a collective sigh of relief. Perhaps these new Grub weapons were failures. Damage control teams were dispatched to remove them from the hulls of the affected ships and the fleet turned its attention to mopping up the remaining conventional Grub fighters.

A fourth attack wave appeared on the fleet's sensor screens. As the fleet turned to meet this new threat, individual ships began to stagger out of formation. Fragmentary radio messages from these ships indicated that the crew was under attack from inside the ship.

As the fleet's battle formation disintegrated, large gaps opened in its anti-fighter defenses. When the fourth wave struck, hundreds of escorts fell prey to the new Grub weapon. Shortly before the flagship, Mary Rose, stopped broadcasting, Admiral Welton gave the order to withdraw.

Only three Betafortresses and a badly damaged Constellation returned to G-80.

Worm Pods

The Hatchling mass-mind had recognized the threat posed by the massed escort formations and devised a solution: worm pods.

The pods consist of a rudimentary drive and sensor system attached to an organically grown chamber. Attached to this are the armored grappling tentacles. The pod's simple design allows a single Clutchworld to produce thousands in a single month.

The pods are in essence fighter-sized torpedoes. Pod formations are simply launched in the direction of the enemy fleet. Once the formation comes within range, each pod's sensors lock onto a target and maneuver the pod on an interception course. The pod will pursue its target until it either impacts or is destroyed.

On impact the grappling tentacles secure the pod to its target. It then begins to secrete a powerful acid which bores through the target's hull. Once the hull has been breached, the pod releases its deadly cargo.

Inside each pod are a dozen bloodworms. These are genetically engineered attack creatures, bred solely for this purpose by the Builders. After entering the target, the bloodworms systematically slaughter the crew.

Doomsday

On Earth, Modestinus III anxiously awaited news of the Crusader fleet's fate. Removal of the Imperial flotillas had seriously weakened the Core World's defense and the Hatchlings were making rapid gains.

On the same day on which Eden fell, a courier arrived bearing news of the Crusader fleet's destruction. Modestinus immediately ordered the creation of the doomsday missile. Imperial leaders, most of whom had no knowledge of Operation Crusader and were expecting the momentary arrival of the recalled flotillas, protested in vain. Modestinus' bid for glory had stripped Old Earth of its defenses. The missile was the planet's only hope, and, ultimately, the bringer of its destruction.

Last Stands

The detonation of the doomsday missile and the Clutchworlds that it awoke brought the destruction of Old Earth and the Core Worlds. With them were lost the majority of the Empire's largest shipbuilding facilities.

As the new Clutchworlds swarmed, the Hatchling consciousness passed on the worm pod concept to them. Wherever large escort formations were encountered, worm pod attacks inevitably followed. The ranks of escort flotillas throughout Terran space were decimated.

These losses were irreplaceable. Some escort production facilities existed in the Outer Provinces, most notably the Yoko-Shan shipyards, but proved incapable of meeting the demands placed on them. Escorts, due to their large size, have no capability for atmospheric flight. Because of this, they may only be manufactured in orbital facilities. These facilities were easily damaged or destroyed by Grub attacks.

As the number of available escorts decreased, the Houses' ability to defend multiple star systems diminished. Most Houses were forced to abandon their outlying systems and concentrate all of their remaining forces for the defense of their capital. All existing facilities were switched to fighter production. Many facilities were moved deep underground, beyond the Grub's reach.

As the Hatchling threat began to wane, a few foresighted Houses looked to the future and withdrew some of their remaining escort vessels from front-line service. The leaders of these Houses realized that power in the post-Imperial period would belong to those who could project it beyond their own system. House Colos was particularly active in planning for the postwar period, withdrawing a fully equipped destroyer flotilla from active service.

Escorts Today

Now, in AL 7, the Twelve are actively involved in restoring their interstellar capabilities. The Sigurd Archdiocese, due to the relatively light casualties suffered in the war, and House Colos, due to foresighted planning, currently have the most escort vessels available for service. All of the Twelve, regardless of the size of their fleets, use escorts cautiously for fear of awakening the Hatchlings.

The primary source of new escort vessels is the Yoko-Shan Mutumbe shipyards. Although heavily damaged during the war, they were quickly rebuilt. The majority of the yard's production is being used to equip Yoko-Shan units. The Warworld's government would rather sell the services of Yoko-Shan units than help re-equip possible enemies.

House Colos may soon match the Warworld's production. After retaking their homeworld, one of the Colosians first priorities was the rebuilding of the massive shipyards constructed just prior to the Civil War. Production by both groups is of pre-war Imperial designs. Newer designs, better equipped to handle worm pod attacks, are still in the early stages of development.

The other factions have all started new shipbuilding programs, but it will be some time before these can begin full-scale production. In the meantime, some groups have looked to alternate sources to increase the size of their fleets.

The Ghost Fleets

As the Hatchling scourge spread through Terran space, numerous star systems were abandoned or wiped clean of human life. The majority of these systems have yet to be reclaimed.

In the systems where the inhabitants made a stand against the Grubs, the abandoned hulks of defeated escorts float silently through space, guarded only by the ghosts of their dead crew. Many of these ships, particularly those knocked out by worm pods, have suffered relatively light battle damage.

A number of factions have begun operations to salvage these ships. At the moment, all of these operations are on a small scale. The planets in these systems are all home to hibernating Clutches and no one wishes to disturb their slumber. For this reason, salvage teams from rival factions have a tacit agreement to avoid conflict while conducting operations in these systems.

Unfortunately, the ghost fleets have proved a rich resource for those with few morals and an entrepreneurial spirit. The past few years have seen a drastic increase in the number of escorts being used for piracy.

Short legs, usually 10 to 16, are visible along the rear half of the creatures' bodies. Each leg ends in a cluster of small tentacles. These are used to anchor the bloodworm in zero G. The bloodworm's estimated top speed is 20 miles per hour. Bloodworms seem able to survive for long periods in a total vacuum.

The musculature of the central segments allows the bloodworm to lift the front half of its body upright. The first segment of the creature's body contains its eyes. These are mounted on retractable, armored stalks which can swivel in any direction, thus giving the creature full 360 degree vision. Prior to attacking a bloodworm will usually retract its eye stalks to avoid damaging them in combat.

Attached to either side of the second segment is the creature's first pair of arms. Each arm ends in

a hand which has three digits and an opposable thumb. These are used for fine manipulation and the use of tools. There have been no recorded instances of bloodworms using weapons, but they have been observed opening doors, moving obstructions, etc.

The third segment contains the creature's mouth. The mouth seems to have been designed solely for its ability to inflict damage on its victim. The armor of this segment is hinged at the rear, allowing the segment to open in front and expose a set of razor sharp teeth. These teeth are surrounded by powerful muscles which shift the jawbones outward at the time of attack, allowing the bloodworm to get a better grip on its prey. Scientists are still divided on the issue of whether bloodworms actually eat their prey. Digestive organs are present, but these appear vestigial. Most researchers believe

Escort Rules

Buying Escorts

To purchase an escort vessel in a point based scenario, subtract the Total Point Value of the ship, which is equal to the ship's Base Point Value plus the cost of the crew, from your available points.

Buying Crew

Skill levels for gunners, gun crews, torpedo room crews and pilots, are purchased in the standard way, i.e., 1 point per level of skill for the entire crew of a given weapon. Skill is not bought for each individual crew member. Skills do not need to be purchased for Engineering or Electronic Suite crew.

Captain Dice

Captain Dice are a measure of the captain's ability to influence the outcome of the battle. Captain Dice are used to modify die totals affecting the ship. Point expenditure should be recorded in the Bridge box of the Starcraft Display. Use of a captain's die must be announced before dice are rolled. If the captian is killed he may no longer modify die totals.

Captain's die costs :

5	D4
10	D6
20	D8
40	D10

Captain's die may be used once per turn to affect a roll per turn. They may aid in missile launches or cannon attacks, but they may not be used for torpedo attacks.

For use with a missile lock-on, simply subtract a roll of the captain's die from the crews lock-on roll.

When used to aid a cannon attack the Captain's die is added to the To Hit total and the final damage.

- A Captain's die does not count towards doubles and triples on attack rolls.
- Damage awarded by the Captain's die is never multiplied.

Example: *John is going to fire his Laztube and announces he is going to use his Captain's Die. His Crew has a D6, and his Captain rolls a d8. The ship he is targeting is an Aosho 12 hexes away. The result of his to hit roll is 1,4,6, & 8. This hits and the result of the Captain's die (the 6) is incorporated into the damage, doing 28 points.*

Concealed Weapons

When using concealed weapons, it is important to use the hidden ship display rules with the following modifications: When the two ships meet each other, the players must tell each other the hull type of ships each is flying. It is possible that a ship may be designed to appear as another. If this is the case, the scan will return inaccurate information.

Example: *Kris is flying a Hell Bender K and Tim is flying a Teal Hawk III. Kris tells Tim that his sensors detect a Hell Bender. Tim tells Kris that her sensors detect a Teal Hawk. Neither side knows which variant of the ship types the other is flying, or the exact weapons mounted on it.*

When a weapon is concealed, the weapon type is only revealed when the weapon is fired.

Cargo Rules

The cargo rules are intended for use in scenarios where victory is determined by the value of enemy ships destroyed. In convoy scenarios, lightly armed freighters should be the attackers' targets of choice, but, because they cost less than their heavily armed escorts, they are often ignored. Carrying cargo increases the point value of freighters.

Basic Cargo Rules

Cargo is divided into units and each unit has a point value. To find the increased value of a freighter, multiply the number of units of cargo carried by the cargo's point value and add this to the freighter's BPV. This does not increase the cost to buy the ship as part of your forces, just how much the ship is worth if destroyed.

Cargo in published scenarios has a point value assigned to it. When designing your own scenarios, use the guidelines below to arrive at a value. All players should agree on a cargo's worth prior to play.

Unit Value	Cargo
5	Food, oxygen, basic medical supplies, ore
10	Ammunition, spare ship components, cars
15	Infantry in stasis, luxury items, gold
20	Armored vehicles, platinum, andrite

The cargo ship templates in Next Millennium have set cargo capacities. These are:

Template	Cargo Capacity
Shuttle	4 units
Lt. Freighter	13 units
Med. Freighter	27 units
Hvy. Freighter	40 units

Example: *A Shryak Shuttle, with a cargo capacity of 4, is carrying a full load of ammunition. At 10 points per unit this adds 40 points to the shuttle's BPV. If destroyed, the shuttle will be worth 95 pts plus the cost of its crew.*

Advanced Cargo Rules

Cargo Capacity

Every freighter will have a cargo capacity listed as a number of units.. A ship's total cargo space is divided into one or more cargo bays. The more cargo bays a freighter has, the less chance that all of the freighter's cargo will be destroyed in combat. On the other hand, the more cargo bays a freighter has, the smaller each bay will be.

Each cargo bay is equipped with an ejection mechanism, similar to a fighter's or gunboat's escape pod. This is used when the destruction of the freighter is imminent and the cargo needs to be saved and picked up at a later time, or when pirates are attacking the freighter and the freighter captain sees no other alternative than to give up his cargo.

Cargo Damage

When attacking a freighter, the cargo bay itself is not particularly vulnerable, but the cargo is. Whenever a 'C' is marked off of the damage track, some damage will be done to whatever is in the cargo bay. The type of cargo will determine how much damage is done by an incoming attack, with less damage done to cargo such as metallic ore and more damage done to cargo such as glass panes or explosive materials.

Each cargo bay will have 1 hit for every unit of cargo found inside of it. When a cargo bay is hit, roll a Cargo Loss Die (CLD) to determine the number of hits marked off from the cargo bay. The type of die is determined by the type of cargo inside the bay. When all of the hits are marked off, all of the cargo in that bay is destroyed.

CARGO LOSS	
Die	**Cargo Type**
1D4-2	Raw common metallic ores.
1D4-1	Troops in powered armor, armored machinery, packaged goods.
1D6-1	Combat-ready personnel in gear, heavy machinery, andrite.
1D8-1	Combat personnel, military specialists, non-volatile gas, perishable food.
1D10-1	Tourists/normal people, Imperium Age andrite, most luxury items, advanced medical equipment.
1D12-1	People in cryo/stasis, children/aged/infirm, critically wounded, explosive/volatile materials.

that they are somehow nourished, as are the Hatchlings, by psychic manifestations of violence.

Attached to the fourth segment is a second pair of arms. These are much stronger than the top pair. Each arm ends in a large pincer. These arms are used both to rend their victims and to hold them in place for a mouth attack.

The brain is normally found in the fifth or sixth segment. The armor of the segment containing the brain is much thicker than usual. Although not believed to be sentient, bloodworms do possess a high level of intelligence. They are capable of simple problem-solving and have been observed using cooperative hunting techniques. Like the Hatchlings, they appear to be sensitive to psychic emanations of violence. Some researchers believe that they are also sensitive to emana-

tions of fear. This is based on their uncanny ability to locate well-hidden prey.

Exposure to violence seems to energize these creatures. The harder their prey fights back the more frenzied they become. As one dazed survivor put it, "Imagine being thrown into a pool of bloody water with a Great White shark that has the brain power of a chimpanzee."

Example: *A Vishnu has three cargo bays of 10 units each. Mahatma is hauling ore in one bay, andrite in another bay, and some packaged goods in the third bay. Assuming all three bays are full, each bay will have 10 hits. Anytime a 'C' is marked off on the damage track corresponding to the first bay, 1D4-2 hits will be filled in. On the second bay, each cargo bay hit will do 1D6-1 hits, and each time the third bay is damaged, it will do 1D4-1 hits to the cargo.*

If a weapon has been mounted inside a cargo bay with cargo, the first hit on the cargo bay will destroy one weapon of the freighter player's choosing. The next cargo bay hit will affect the cargo as normal. The third cargo bay hit will destroy one weapon of the freighter opponent's choosing. The fourth cargo hit will affect the cargo as normal, and so on.

If a cargo bay contains only weapons, then each cargo bay hit will destroy one weapon. The first weapon destroyed is chosen by the freighter's player, the second hit is chosen by the opponent. This process continues, alternating between player and opponent, until all weapons are destroyed or no more cargo bay hits can be scored against that bay. Due to the weakening of the cargo bay's structure from weapon mounts, when the last cargo bay hit has been marked off for a particular cargo bay, that cargo bay ruptures and all weapons inside of it are immediately destroyed. This does not occur if a cargo bay is carrying only cargo, only if the bay has weapons mounted in it.
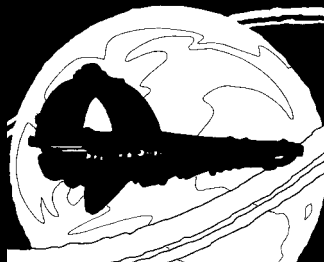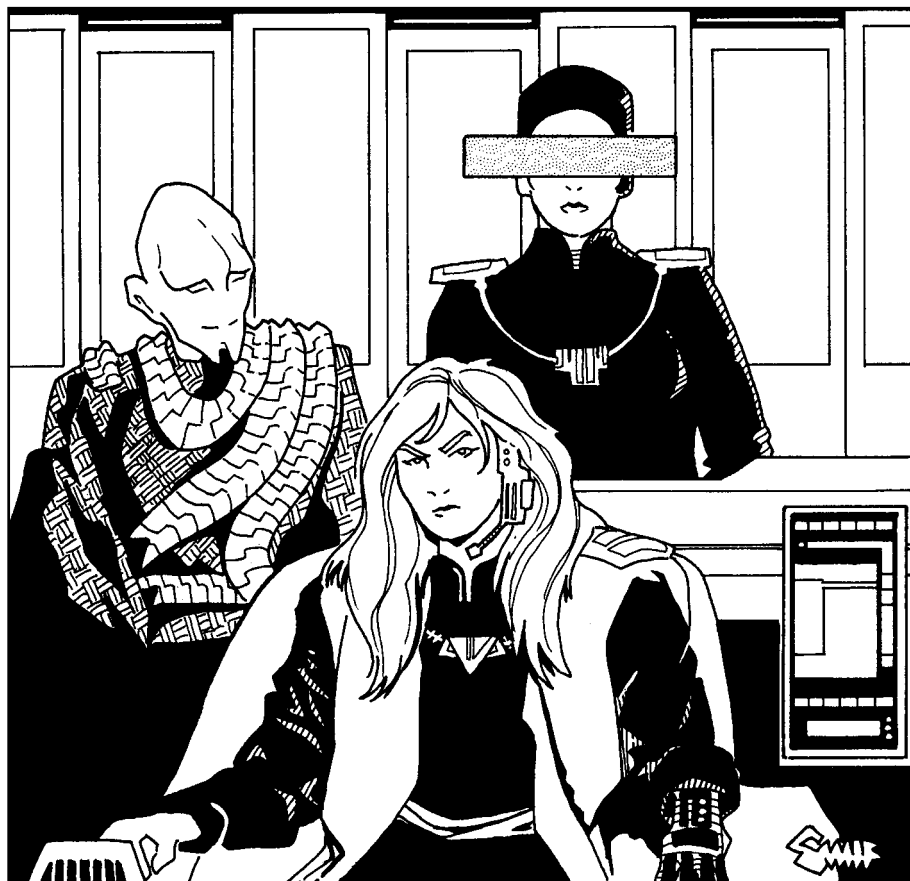
Escort Movement

Escorts and Initiative

The use of escort vessels in a *Silent Death* game adds a new step to the movement phase: The Escort Movement Step. Escorts are less maneuverable than smaller craft, unable to make the rapid course changes necessary to outmaneuver an enemy. All escorts must therefore move before any fighters or gunboats move.

Initiative is determined as normal: both players roll 1D10 and add their highest Pilot skill to the roll. If a player has an escort with a Tactical Operations Center, the TOC bonus may be added to the total. If a player has multiple ships with Tactical Operations Centers only the highest bonus should be used. Escorts which have been jammed, (See The Electronic Warfare Phase), may not contribute their TOC bonus. The player with the highest total wins the initiative.

If both players have escorts they must alternate their movement; the player who lost initiative moves first. The initiative winner may hold one escort's move until all the opposing player's escorts have moved. This ship must move, however, before any fighters take their turn.

After all escort vessels have moved, fighters alternate their movement by initiative order as usual.

Example: *William and Michelle are about to roll for initiative. William's forces include a Constellation, a Stingray and 6 fighters. Michelle's fleet contains a Fletcher, a Constellation, and 4 fighters. William rolls a 6 and adds his highest Pilot skill, an 8, for a total of 14. His Constellation has a TOC bonus of +3 and this is added as well; giving a total initiative total of 17. Michelle rolls a 4 and adds her highest Pilot skill of 9, for a total of 13. She could normally add the Fletcher's +5 bonus to the total, but it was successfully jammed at the end of the last turn by William's Constellation. Instead she adds the +3 bonus of her Constellation. This gives her a total of 16. William wins initiative and Michelle must move an escort first. After all escorts have moved the fight-ers alternate movement. Michelle must also move the first fighter.*

Miniature Placement

Escort miniatures should always be placed on the map in such a way that both

Legal Placement   Illegal Placement
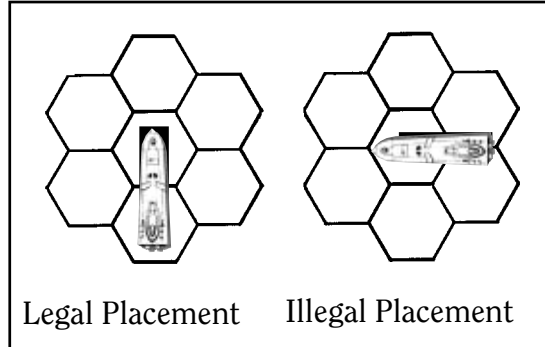
halves of the ship lie inside a hex and the bow and stern of the ship are pointing at hex sides.

Escort Movement

Escorts move in the same manner as fighters, expending 1 movement point to enter the hex immediately to their front. They must expend 4 movement points to turn, but Escorts may not perform tight turns. Side-slips are performed as normal..

When an escort turns, it may pivot around either the front or rear hex, at the player's discretion. It does not pivot around the center of the ship. An escort may not turn if this would bring one end of the ship into an occupied hex.

If an escort's Drive should drop below 4, it may turn once as its only move for the turn.

Escorts In Combat

Firing Arcs

All weapons mounted on escorts must be designated as being mounted in the front or rear hex of the ship. All ranges and firing arcs are figured from the hex in which a weapon is mounted.

With the exception of a few special weapons, all weapons may have up to five firing

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Silent Death

Escort Firing Arcs

Bow Firing Arcs

Forward

Bow Rear
Quarter
Left

Bow Rear
Quarter
Right

Bow Front
Quarter
Left

Bow Front
Quarter
Right

Stern Firing Arcs

Stern Front
Quarter
Left

Stern Front
Quarter
Right

Rear

Stern Rear
Quarter
Left

Stern Rear
Quarter
Right
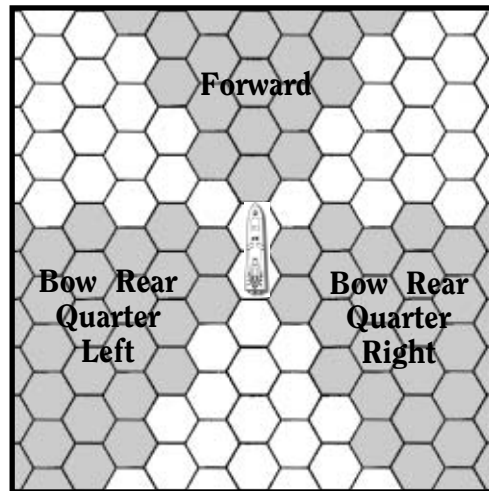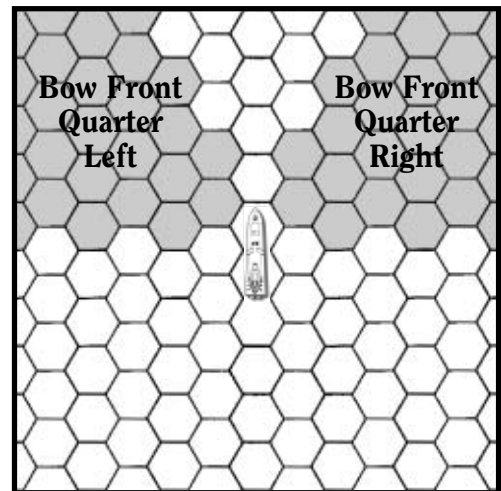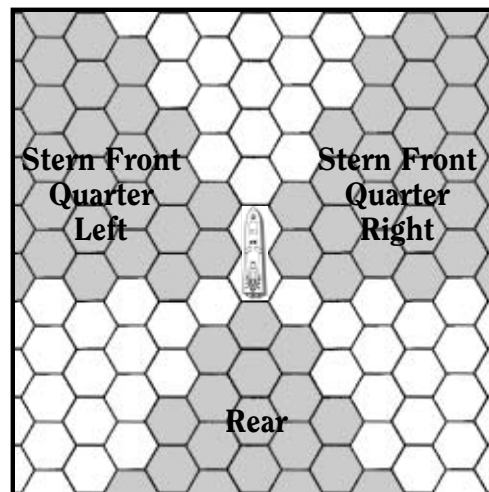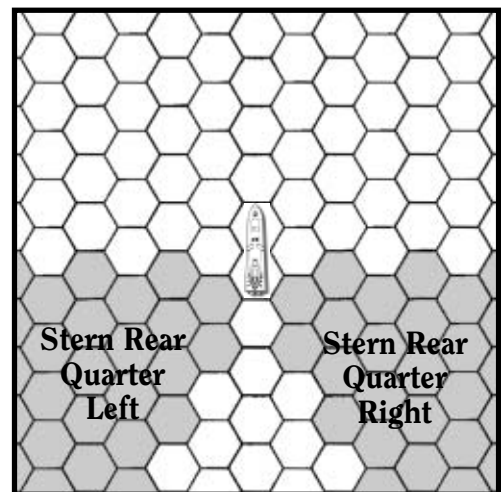
arcs. No weapon may be mounted so as to fire through the other hex of the ship. Arcs for front-mounted weapons are called Bow arcs. Arcs for rear-mounted weapons are Stern arcs. See the Firing Arc Diagrams for legal firing arcs.

Escort Attacks

The vast majority of weapons carried by escort vessels are fired using the same game mechanics employed by fighters. The only exceptions are:

- Crew weapons fire before Gunners and Pilots.
- Crew weapons missing crew suffer a -2 to hit for each missing gunner.
- If using the Gunnery Duel optional rule, Gunners may duel vs. crew, but Pilots may not.

Torpedo Rooms

As mentioned earlier, escorts do not carry torpedoes on external racks. Escort designers found early on that a specialized delivery system was necesary due to escort class Point Defense Batteries. They moved the ship's torpedo load inside the hull armor. In addition, they added computerized launching accelerators, automated loading system, dedicated tracking sensors, and a command guidance system.

An escort may have both front and rear-mounted torpedo rooms. Each torpedo room has a number of crew and launch tubes which is determined during the design process. Each torpedo room also has an assigned firing arc. During the Warhead Launch Phase, each torpedo room, as long as it has at least one active crew member, may launch 1 torpedo for each launch tube

it possesses. Launched torpedoes are placed in the same hex of the ship as the torpedo room which fired them, facing the first hex of the torpedo room's assigned firing arc. Torpedoes launched from tubes have an additional six movement points the turn they are launched.

A torpedo room may fire any combination of Mk. numbers in a single turn. It is limited only by the supply of torpedoes available in its magazine. Forward mounted torpedo rooms may only draw torpedoes from the Bow Torpedo Magazine. Rear mounted torpedo rooms may only draw torpedoes from the Stern Torpedo Magazine.

Normal torpedoes launched by escorts have two guidance options. They may be launched in Auto-Lock Homing (ALH) mode or in Escort Directed Homing (EDH) mode. (ALH is the standard homing system for *Silent Death* torpedoes) Because torpedo rooms have much more sophisticated guidance capabilities than fighters, EDH torpedoes behave differntly than fighter command guided DXH torpedoes.

EDH torpedo specs
- Escort Directed Homing Torpedoes move as directed by torpedo room crew.
- EDH torpedoes move after all other torpedoes and ships have moved
- Defensive Value equal to 5 plus the torpedo room crew's skil
- Pilot skill is equal to the torpedo room crew's skill.
- May be guided by any torpedo crew from vessel that fired it.
- Each torpedo crewman may only guide one torpedo.
- EDH torpedos without a crewman to guide that have not been locked on should be removed from the board.
- Prior to launching new torpedoes the Warhead Launch Phase, any EDH torp may be assigned a target, becoming an Auto-Lock Homing torpedo.
- Specialty Torpedoes do not have the option of being command guided, unless specified in weapon descrption.

As torpedoes are launched, the controlling player must announce which mode each torp is using. A marker of some sort should be placed next to each EDH torpedo

launched. EDH torps from the same ship should use similar markers. This will allow you to keep track of which torpedoes are being guided by which ships, as well as the number of EDH torps each ship has in flight. An escort may not have more EDH torps in flight than active torpedo room crew. If a damage result should reduce the torp room crew below the number of EDH torpedoes, eliminate an EDH torpedo controlled by that ship.

The number of crew in a torpedo room does not affect the number of torpedoes which may be launched each turn, only the number of EDH torpedoes that vessel may control. As long as there is at least one active crew member in the torpedo room, you may launch as many torps as the room has launch tubes.

At the beginning of the Warhead Launch Phase, prior to launching new torpedoes, any EDH torp may be assigned a target and switched to Auto-Lock Homing.

If an escort is the victim of a successful long-range jamming attempt all EDH torps under its control detonate harmlessly and are removed from play. Also, if a Torpedo Room looses power its crew are treated as dead for the purposes of controlling EDH torpedos until power is restored.

Torpedoes are not affected by the P-DB of the ships that launched them on the turn they are fired.
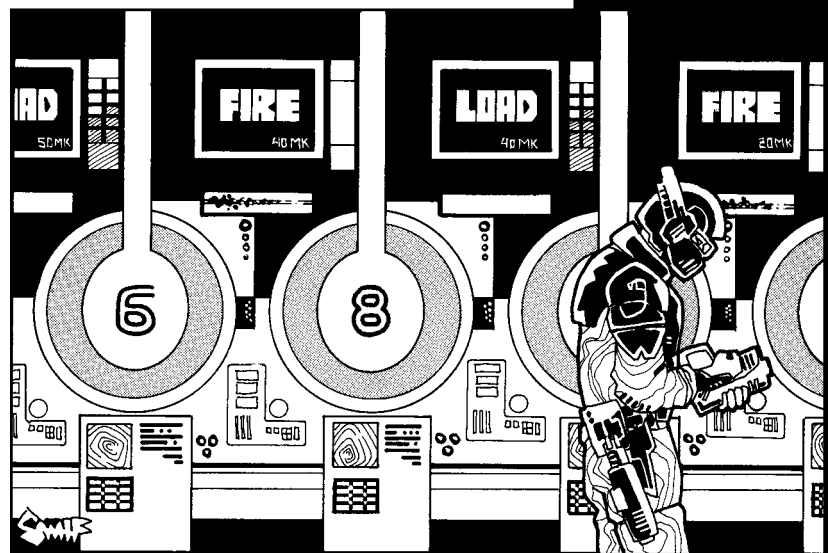
"Okay, that brings us to our next topic. Fighter attacks on escorts. Listen up people, because what I'm about to say will probably save your life.

First, if your orders allow you a choice of targets, pick your target carefully. Yeah, it would be nice to come home and say you slagged the enemy's flagship, but if it's well supported by other escorts, ya ain't gonna be comin' home. Unless the enemy commander is a total putz, he's gonna keep his escorts in a formation that allows their anti-fighter weapons to form nice interlocking fields of fire.

So, if you gotta choice of targets, go after a straggler that's fallen out of formation. If that's not possible, go after a ship at the edge of the enemy fleet.

Okay, we've now got a target. The key to making a successful attack run is something which isn't seen

Mark 60+ Torpedoes

Torpedoes of Mark 60 size and larger are designed for use against escort sized targets and larger. As a result, they lack the maneuverability to engage smaller targets. Fighters with a drive of 1 or more may automatically dodge torpedoes of this size.

Gunboats with a drive of 1 or more may dodge Mk. 60 torpedoes and larger using the standard dodging procedure.

No torpedoes of this size are provided in *The Next Millennium*. You may want to paint some of your torpedo figures a distinctive color and use these for the larger torpedo types.

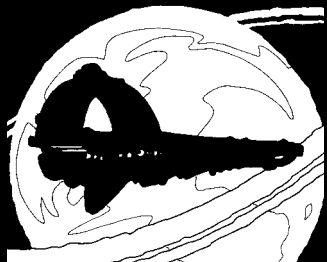If using the optional Variable Speed Torps rule, all torps Mk. 60 and above have a speed of 8.

Keel Cannons

The Keel Cannon is a particularly devastating escort weapon available to most houses. It is a large magnetic accelerator that runs the length of the ship and is used to hurl 1-ton steel projectiles at tremendous velocities. Because it can only be aimed by turning the entire ship, it has a special firing arc: (KF) the single line of hexes extending from the front hex of the ship. An escort may have more than one Keel Cannon, but each one must be a separate weapons system.

Plazprojectors

The Plazprojector taps raw plasma from the ship's reactor, focusing it through a magnetic tube running the length of the ship, and disgorging it through out the bow. The plasma stream can be deflected and diffused by applying magnetic fields, thus a plazprojector may simultaneously engage multiple targets throughout the entire Front firing arc, (BFQL)(F)(BFQR). A Plazprojector gains one bonus damage die for each point of Drive that went unused in the current turn. (The exact die type varies with the size of the firing ship.) Once the number of dice have been determined, the attacker rolls the two base attack dice plus the gun crew's Attack Die Bonus to see if the target has been hit. If the target has been hit, bonus damage dice are rolled and added to the damage total.

- At least one Drive point must be held back to activate the Plazprojector or it may not fire.
- The plazprojector has a range of five hexes. All targets within that area are considered to be at Medium range.

Plazprojector To Hit and Damage, X = number of unused Drive points
- **Corvet**
  To Hit: 2D8+ADB
  Damage:
  ALL+(XD8-1D8 per additional target)
- **Frigate**
  To Hit: 2D10+ADB
  Damage:
  ALL+(XD10-1D10 per additional target)
- **Destroyer**
  To Hit: 2D12+ADB
  Damage:
  ALL+(XD12-1D12 per additional target)

To fire on mutiple ships:
- All targets must be declared before dice are rolled
- Compare the final To Hit total against the defensive value of all targets.
- Targets with defensive values that are not met or beaten are missed.
- For each additional ship the Plazprojector targets in a turn, subtract one of the bonus damage dice.

Example: *During the Cannon Fire Phase Shane decides to fire his Stingray's Plazprojector at two different targets. The Stingray has a Drive of 8 but has only used 5 Drive points this turn, giving him 2 bonus damage dice. The Stingray's plazprojectors use D8s, so Shane rolls 2D8 plus the gun crew's Attack Die Bonus of a D6. He rolls a total of 14, which is good enough to hit his target but not the other. Since he hit, and the Plazprojector does All damage plus one die for each point of unused drive, minus one die for each additional target, he rolls the 2 damage bonus D8s for a total of 7 and adds this to his original roll, for a grand total of 21 points of damage.*

Escorts as Targets

Escorts are large, slow targets when compared to their smaller counterparts. They are too slow to dodge torpedoes and too large to decoy them. Because they cannot evade fire effectively, they must rely on their strong shields to deflect or weaken attacks. Their Defensive Values, therefore, are a reflection of defensive screening.

Escorts and Torpedoes

Escorts may never dodge torpedoes. However, due to their more powerful electronics, escorts may jam torpedoes targeted at them on a roll of 1-2 on 1D4. At the end of the Torpedo Results Phase, each escort may designate a hex containing torpedoes which are currently targeting the escort, for jamming. If the roll is successful all torpedoes in the designated hex which are targeting the escort are destroyed. The escort may then designate another hex and roll again. This process may continue until all torpedoes targeted against the escort are destroyed or a jamming roll is failed.

Escort Point-Defense Batteries

Due to their greater size, escorts are able to mount much more sophisticated point-defenses than their smaller cousins. These Point-Defense Batteries (PDB) consist of a mix of short-barreled, wide-aperture lasers and hyper-velocity slug-throwers mounted in batteries around the exterior of the vessel. These batteries are linked to dedicated fire-control computers. Because the bulk of these systems are mounted externally, they require the same amount of space regardless of ship size. The internal space that is required is used for the fire-control computers and auxiliary power units.

Game Mechanics

The point-defense batteries create an overlapping field of fire in each of the hexes adjacent to the ship. Any missile, torpedo, or ship which enters one of these hexes will be attacked by the batteries. Defensive fire versus missiles and torpedoes which are targeted at the firing ship is resolved during the appropriate results phase.

Point-Defense Batteries do not fire when the Warhound is moving, so moving a PDB field past a ship will not cause it to attack that ship.

Point-Defense Batteries vs Torpedos: Roll 1D10 against each incoming torpedo, if the result is less than or equal to the attacked quadrant's battery rating the torp is destroyed.

Point-Defense Batteries vs Missiles: Roll 1D10 against each incoming salvo of missiles, if the result is less than or equal to the attacked quadrant's battery rating then the number rolled is eliminated from that salvo. (i.e., d6's may not be rolled for missiles eliminated in this way, and the attack does not gain the +1 to damage that it would have received from eliminated missiles).

Fire versus torpedoes, ships and anything which move through a covered hex during the movement phase is resolved immediately. Anything moving moving into a hex covered by a PDB will be attacked by the PDB once for each hex it enters. For torpedoes roll 1D10 against the appropriate quadrant's battery rating, if the result is less than or equal to the rating the torpedo is destroyed. Ships attacked by a battery suffer a 3D6 + (battery rating) attack which scores Low + (battery rating) damage. In situations where a hex is adjacent to two quadrants of a ship, the firing player may make one attack using the highest rating of the two quadrants.

If two escorts are close enough to each other that their batteries overlap, each ship may make a single attack at eligible targets.

Point-Defense Battery Fire vs non moving targets like already placed drones and satelites is not usualy possible. (Check out the Point Defense Battery Straffing optional rule for an alternative.) However drones being moved through or droped into a PDB area off effect will be attacked by the PDB.

Resolving Damage to Escorts

When an escort is successfully attacked, you need to determine which of the ship's damage tracks is affected. Consult the Escort Class Quadrant Diagram to determine which quadrant the attacker lies in. The darkened hexes represent where two quadrants overlap.

much these days: formation flying. You try to play glory boy and go one-on-one with one of the big boys, you're dead. I'll repeat that: YOU ARE DEAD. Maybe it'll sink in, but from what I've seen in combat, I doubt it. When possible, you should attack in formations of Flight strength or larger. If you and your buddies all attack simultaneously, the enemy gunners will have to choose between you. This drops your chance of being dead from 100% to 25%.

Direction of attack. Against an undamaged target, come in from one of the stern quarters. Do not come in from directly astern unless you are sure that the target has lost some weaponry. Most escorts' stern anti-fighter weapons are mounted so that they can all swing to cover the engine ports. Coming in from the
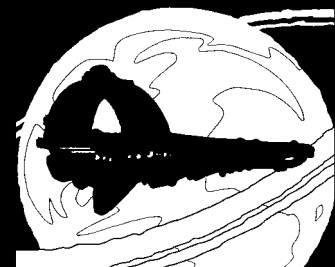
rear quarter should roughly halve the amount of fire you take.

You've started your run. Open up with your light stuff, cannons and what not, as soon as you're in range. Hold onto your warheads until you can read the enemy gunner's name tag, and then let everything, missiles, torps, whatever, fly at once. Escorts usually have good point-defense systems and hellacious jammers. You let your stuff go too far out, it'll never make it there. If the entire flight launches simultaneously, you should be able to overwhelm the target's defenses and some of the warheads will impact.

Once you've dropped your torps, get the hell outta there.

This next item's for you future squadron leaders. Keep up the pressure. Unlike your fighters, escorts have people onboard whose only job is to fix stuff you broke. Don't make a single run and then take a coffee break.

Escort damage tracks are different from those of fighters and gunboats in that each box on the damage track has an intrinsic point of armor. This is applied after the damage track's normal Damage Reduction is subtracted from an attack. In effect, this means that it requires two full points of damage to destroy a box on the track.

Example: *Chris does 10 points of damage to the Front Right Quarter track of Shane's Warhound. After subtracting the track's DR of 3, 7 points of damage are applied to the track. Shane marks out 3 boxes, accounting for 6 points. The seventh point is absorbed by the next box's armor and lost. The armor on that box is unharmed.*

Disruptor weapons ignore the intrinsic armor on escorts, but EMP weapons do not. EMP weapons must roll triples to cause an additional critical hit.

Cannon/Projector Attacks

Damage from cannon and projector attacks should be applied to the damage track which corresponds to the quadrant from which the fire originates. If the attacker is in the forward kiel line the target vessel decides what damage track is hit. If the attacker is in the rear kiel arc or a hex where forward and rear quadrants overlap, the attacker may choose which damage track is hit, provided both damage tracks lie within

Escort Class P-DB Quadrant Diagram

Forward Quadrant Left

Forward Quadrant Right

Rear Quadrant Left

Rear Quadrant Right
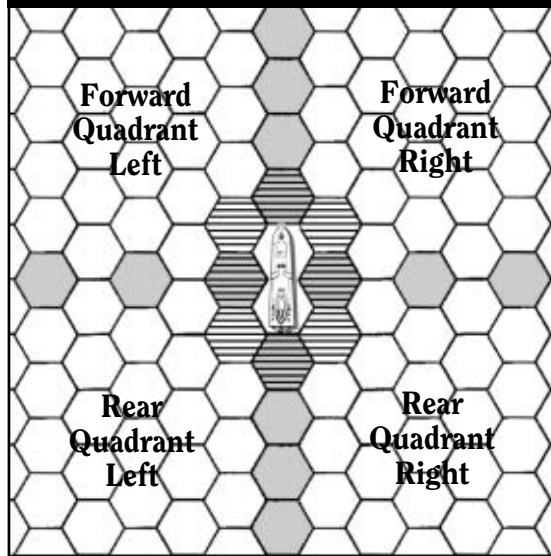
Overlapping quadrants

Point-Defense Battery Coverage

the attacker's firing arc. If a ship is in one quadrant and only has another Damage Track/quadrant that is in arc, or you wish to fire at a Damage Track in a quadrant that your ship is not in, there is a -3 To Hit penalty.

Weapons with arcing fire may choose to effect a quadrant adjacent to the quadrant it would normally hit. Both quadrants must be in arc. Both of the quadrants must meet the arcing fire requirements.

Missile Attacks

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

If the escort does enter a new hex during a turn that missiles are fired at it, roll 1D4 for each group of incoming missiles. This roll will tell you which track they strike:

Escort Missile Hit Location

Roll	D4 Damage Track
1	Front Left
2	Front Right
3	Rear Right
4	Rear Left

Torpedo Attacks

Damage from torpedo attacks should be applied to the damage track which corresponds to the side of the ship hex which was entered, e.g., a torpedo entering an escort's front hex from the left would hit the Front Left Quarter damage track.

When a torpedo enters an escort's hex from the hex directly in front of, or directly behind, the ship, the damage track must be determined randomly. Roll a die. On an odd result the torpedo hits the left damage track, on an even result it hits the right.

Torpedo Room Hits

Torpedo rooms are treated as a normal weapon system and may be knocked out by "w" or "W" hits. The loss of a torpedo room does not affect the number of torpedoes in the Torpedo Magazine; these may only be damaged by critical hits.

Escort Damage Control

Escorts have an engineering crew whose job it is in combat to make repairs and keep the ship combat effective for as long as possible. This makes the damage control system on escorts much more powerful than that used on fighters and gunboats.

Escorts may use their damage control at the end of every turn, regardless of whether they have fired or been damaged. To use damage control pick a Damage Track

to repair and roll 1D10. If the number rolled is less than or equal the ship's Damage Control Rating, that number of boxes are repaired. An Escorts Damage Control rating drops by one for each Engineer crew killed, or otherwise removed from Engineering. (See optional rules page 21.) Repaired boxes no longer have their intrinsic armor, and so may be knocked out by a single point of damage. This reflects the frailty of repaired sections. When erasing damage, leave a small mark in the restored boxes to differentiate them from completely undamaged boxes.

If the restored boxes contain special damage symbols, the effects of those hits are negated. There are three exceptions to this. Lost Damage Reduction, crew, and damage from critical hits may not be recovered. The boxes containing these symbols may be restored as just a blank box, however.

Example: *The Aosho has a Damage Control of 6. At the end of the turn Christy attempts repairs. She rolls 1D10, getting a 5. She decides do repair two rear left damage track boxes and boxes three on a docked blizzard.*

Destroying Escorts

Escorts are destroyed whenever two X results are scored against them. These may come from any damage track.

Electronic Warfare Phase

Some escorts carry powerful electronic warfare suites permitting them to engage in long-range screening. In games which include these ships, the Electronic Warfare Phase should be added to the turn sequence. This phase follows the Missile Results Phase and is resolved in two steps: Screening and Burning Through.

Ships' ECM suites are recorded in the electronics box on the first page of the starcraft display. The first set of numbers separated by a dash is the unit's success spread on a roll of 1D10. The last number in parentheses is the number of screening attempts the unit may make each turn. Each time a ship loses an electronic suite crew, its number of screening attempts is reduced by one.

stern quarter. Flight two comes in from dead astern. Flight three comes in from the starboard quarter. All three flights should launch simultaneously. This puts a lot of warheads in flight at once and you should score some hits. The main advantage of this attack is that no matter which way the target turns, one spread of torpedoes will be aimed at the engine ports.

The disadvantage is..."

— excerpt from Lt. Commander Lucey's lecture to pilot cadets at the Unkulunkulu Academy.

Although all long-range screening is resolved in this phase, you should keep in mind that it represents a continuous process of screening and counter-screening throughout the following turn. Ships which "burn through" manage to find, or create, a small window in the screening which allows them to obtain reliable targeting data.

Screening

Beginning with the player who lost initiative, players should alternate ships, resolving all of a ship's screening attempts at once. All long-range screening targets should be designated prior to rolling. All fighters, gunboats, escorts, and torpedoes are legitimate screening targets. Note: Torpedoes do not have to be targeted at the screening vessel. This is one of the ways in which escorts can protect convoys they are guarding from enemy fire. Multiple attempts may be allocated to a single target to increase the chance of success.

After all screening targets have been designated, roll 1D10 for each screening attempt. If the result is within the screening unit's success spread the target has been screened. A die should be placed next to the target's base and turned to show the number of successful attempts made against the target. Exception: Torpedoes may not burn through screening and are immediately removed from play if screened.

Burning Through

After all screening attempts have been resolved, each screened ship may attempt to burn through the screening. Each screened ship should roll a die. Escorts roll 1D6. Fighters and gunboats roll 1D4. If the number rolled is greater than the number of successful screened attempts against the ship, the screening has been burned through and all markers should be removed. If the number rolled is less than or equal to the number of successful screening attempts against the ship, the ship is screened and suffers the effects described below. Leave a marker next to the ship until the beginning of the next Electronic Warfare Phase.

Screening Effects

Being screened has the following effects:
- Screened torpedoes detonate.
- Directed EDH torps of a screened escort and directed DXH of screened fighters are removed from play.
- Screened ships may not launch torps or missiles in the following Warhead Launch Phase.
- -3 to hit in the following Fire Phase.
- Screened escorts may not add their Tactical Operations Center (TOC) bonus to the initiative roll.

Effects on Screened Brood:
- -3 to hit in the following Fire Phase
- May not drop Drones
- May not use Drone Mover
- Cannot launch Spore Molds
- Suffers -2 to initiative roll if designated as ship being used.
- Screened Drones are removed
- No effect on INK or Grapling Tube

Example: *It is the Electronic Warfare Phase. Mike has two ships with an ECM suite, a Constellation and a Narwhal. His opponent, Jim, has one, a Fletcher. Mike lost the initiative at the start of the turn and must resolve one ship's screening first. He chooses to use the Narwhal first. The Narwhal's ECM unit allows it to make 5 long-range screening attempts. Mike decides to use 2 attempts against a Betafortress which has moved into the Narwhal's rear quadrant and 3 against torpedoes targeted at the Nar-*

whal. He rolls 1D10 twice against the Betafortress and gets a 2 and an 8. The Narwhal's success spread is 1-6, so one attempt is successful. Against the torpedoes he rolls 3, 4, and 9. Two torps are screened and removed from play. Jim must now resolve the Fletcher's screening. The Fletcher's ECM unit allows 4 attempts which succeed on 1-7. Four Mk. 60 torpedoes from Mike's Constellation are about to hit Jim's Fletcher, so Jim decides to use all 4 attempts on these. He rolls 1, 5, 6, and 10. Three torpedoes are screened and removed from play. Mike now resolves the Constellation's screening. He decides to use all 4 attempts against the Fletcher. He rolls 1, 2, 7, 7. The Constellation's success spread is 1-6, so two attempts are successful. Two of Jim's ships have been screened, so now he must attempt to burn through. He rolls 1D4 for the Betafortress and gets a 3. This is greater than the one success against it and the screening marker is removed. Jim rolls 1D6 for the Fletcher and gets a 1. This is less than the 2 successes against it, so the Fletcher remains screened until the next Electronic Warfare Phase.

Using Special Equipment

Tactical Operations Center (TOC)

Some escorts are equipped with Tactical Operations Centers. A ship with a TOC has extra sensors, communications gear, and computers. The staff of the TOC uses this equipment to analyze the sensor returns from all friendly ships, plot enemy positions and predict the enemy's most likely course of action. The game effect of this is a bonus to the initiative die roll. The bonus varies with the size of the TOC.

If a force has multiple ships equipped with TOCs, use only the highest bonus available. Ships which have been jammed may not add their bonus to the roll.

Example: *Jason is about to roll for initiative. He has two TOC-equipped ships, a Fletcher and a Constellation. He would normally use the Fletcher's +4 bonus, but, because it is jammed, he must use the Constellation's +3 bonus.*

Fighter Racks

Some escort ships are equipped with fighter racks. These racks allow small fighters to ride "piggyback" on the escort's hull through hyperspace. While in hyperspace the fighter crew is quartered onboard the escort. When fighter cover is needed, the crews scramble and undock from the escort.

Unless the scenario specifically states otherwise, transported fighters may begin a scenario docked or undocked. A docked fighter is invisible to sensors and must be visually targeted. To attack a docked fighter, the attacker must be within 2 hexes of the escort and in the same arc that the fighter is docked in. Docked fighters have a Defensive Value of 9. (They receive some benefit from being within the escort's shields.)

Launching is done between the escort movement phase, and fighter movement phase in initiative order. Launched fighters may move their full movement.

Undocking Procedure

On a turn in which a fighter will undock, the transporting escort may not turn. The fighter begins its movement in the first hex of the firing arc in which it is docked, facing away from the escort. Because undocking is linked with the P-D Battery computers, undocking ships do not undergo attacks from P-D Batteries.

Combat docking procedure

On a turn in which a fighter will dock, the transporting escort may not turn, and must shut down the PD Battery for that quadrent. Otherwise the landing fighter will undergo an attack from the P-DB. The fighter must approach the escort from the arc of the fighter rack. To dock, roll 1D10 against the Pilot's skill. If the roll is less than or equal to the skill, the fighter is docked. If greater than the skill, the fighter is docked but both the es-

Silent Fury

Pilot Jim Mallory reduced speed as he approached the tangled jumble of shattered fighters before him. Seeing an opening, he pointed the nose of his Betafortress, *Blarney Stone,* toward it and slammed the throttle forward. A sensation of oppressive weight flickered over him as the artificial gravity generators momentarily overcompensated for the sudden acceleration. The *Blarney Stone* passed cleanly through the wreckage into a clear area beyond.

A low whistle sounded in Mallory's headset. It was Willy Noreen, one of the starboard gunners.

"That scumbag was telling the truth after all."

"It sure looks like it," Mallory responded.

The impressive bulk of a Fletcher class destroyer loomed before the *Blarney Stone*. Obviously abandoned, it floated

Silent Death

silently through space, surrounded by the shattered wreckage of the fighters that had died trying to protect it.

"I'm gonna take us around so we can get a quick damage assessment."

Mallory started a slow circle around the battered hulk. On the foredeck, the barrels of the Fletcher's deadly twin ion cannons were canted at an unnatural angle. The remnants of a Lamprey protruded from the wreckage of the cannons' turret.

"Ouch, that must of hurt," observed Willy.

The rear gunner, Caroline Flynn, piped up, "Jim, I just ran the ship's registration number through the computer. According to the database, that's the *Mary Rose.*"

Wow, thought Mallory, nothing like hitting paydirt on the first try. He had expected this entire trip to be a complete waste of time. They were here on the word of a captured pirate. He had offered

cort and the fighter take one point of damage for each point by which the roll exceeded the skill. Damage Reduction may be applied to this damage.

The presence of fighters which begin a scenario docked does not have to be revealed to the enemy until the docked fighters launch or an enemy ship moves close enough to target them. Docked fighters are destroyed if the ship carrying them is destroyed.

Fighter Bays

Fighter bays allow escorts to transport fighters internally. Bays can hold much larger fighters than racks. The presence of fighters docked in a bay does not have to be revealed to the enemy until the docked ships launch. While in a bay, fighters cannot be targeted. Properly equipped bays may also replenish the fighter's fuel and ammo. Docked fighters are destroyed if the ship carrying them is destroyed.

Docking and undocking procedures are the same as for fighter racks with the exception that launching fighters begin their move in the hex immediately in front of the escort and the fighter must approach the escort from the rear and have sufficient movement points to enter the hex containing the rear half of the escort.

Landing Corridors

An escort may provide a landing corridor through PD Battery coverage directly out the rear hex of the ship for ships to pass through for landing. This must be announced before Warhound movement.

Example: *John knows that he will be landing a Deathwind on his Aosho this turn so announces that the flight corridor out the aft hex of ship. After the Aosho has moved Jay is able to guide a MK 10 Torp down that corridor so the Aosho takes 1d12 damage to one of its rear damage tracks.*

If a critical hit roll results in a fighter bay hit, roll 2D4 on the table below:

Fighter Bay Hit Table

2- O$_2$ explosion! Docked fighter and escort take 15 points of damage. A fire is started as in 3 below.

3- Bay Fire! Docked fighter and escort take 10 points of damage a turn until fire extinguished. A successful Damage Control roll will put out the fire.

4- Docked fighter takes 10 points of damage. No effect if bay empty.

5- Docked fighter takes 5 points of damage. No effect if bay empty.

6- Automated systems knocked out. Bay may not be used to replenish fighters.

7- Replenishment points destroyed. Lose 1D4 Replenishment Points.

8- Bay collapses! Docked fighters are trapped in the bay. Undocked fighters may not enter bay.

Replenishment Points

Some fighter bays are equipped with Replenishment Points (RPs). These are stocks of ammunition, spare parts and fluids which the bay's automated systems use to replenish docked fighters. In combat, fighters may use these to reload expended ammunition. Doing this expends one of the bay's RPs.

To do this, the fighter must dock with its tender. Roll 1D4+1. The result of this roll is the number of turns that the fighter must remain in its bay while the automated systems refill magazines and attach new torps. (An easy way to keep track of this is to write the number in the bay slot of the tender's starcraft display. Make a tick mark as each turn passes.) After the required number of turns has passed, the fighter may launch during any subsequent Movement Phase.

Fighters in fighter bays may do a damage control roll each full turn docked.

Optional Rules

This section will add a number of optional rules which you may use to customize the complexity of your *Silent Death* games to your tastes. All players in a game must agree on the use of a particular rule.

Asteroid Demolition

This rule allows the targeting and destruction of asteroids. Asteroids may be fired on like any other target; they have a Defensive Value of 5. To destroy an asteroid it is necessary to do 30 points of damage to it in a single shot. This represents hitting the asteroid with sufficient energy to shatter it and propel the pieces off in different directions. If a shot does less than 30 points of damage, it has no effect on the asteroid.

Ammo as Cargo

This rule is similar to the RPs as Cargo rule but requires a little more bookkeeping. It allows ship's with cargo capacity to carry ammunition reloads for other escort ships in the fleet.

For each point of cargo capacity a ship has, it may carry five slots worth of ammunition. Ammunition costs as many slots as it would take to install an additional magazine for the appropriate weapon. Missiles cost 1 slot and 1 point per 10 missiles. Torpedoes are bought by the rack. The point cost to buy this ammo is equal to the cost to install it in a ship and is added to the point value of the ship carrying it if destroyed.

> **Example:** *A Narwhal has a Cargo Capacity of 10. This allows it to carry 50 slots of ammo. It could carry: 50 missiles (5 slots), 10 Protobolts (10 slots), 5 Keel Cannon rounds (20 slots), 20 Twin Minigun bursts (10 slots), and a rack of Mk. 20 Torpedoes (5 slots). This would add a total of 75 points to the Narwhal's BPV if it were destroyed in combat.*

This ammo may only be used to reload weapons between scenarios in a campaign.

Damage Control Gunnery

This rule assumes that a ship's Damage Control personnel have received some cross-training on the ship's weaponry. At the end the turn, prior to performing damage control, a player may voluntarily sacrifice 1 point of Damage Control Rating to re-crew a weapon that has lost its crew. Each point of Damage Control sacrificed replaces one lost crew member. If a weapon's crew is completely replaced by Damage control personnel, the restaffed weapon now has an Attack Die Bonus of 1D4. Guns and torpedo rooms which are restaffed in this way have a Gunnery skill of 3.

Damage Control lost in this way may not be regained.

ECM Range Increments

Under the basic long-range jamming rules, ECM units function at full strength at any range. This rule changes that.

For jamming attempts at a range of 5 hexes or less, add 1 to the ECM unit's success spread. For jamming attempts between 6 and 10 hexes of range, use the ECM unit's normal success spread. At ranges beyond 10 hexes subtract 2 from the unit's success spread.

Emergency Launch

This rule gives docked fighters a chance to escape the destruction of their tender. When a docked fighter's tender is destroyed, roll 1D10 against the Pilot's skill. If the roll is less than or equal to the skill, the fighter has performed an emergency launch and is placed on the map as if it had launched normally. Subtract 2 from the pilot's skill when attempting an emergency launch from a bay. If multiple fighters perform an emergency launch from bays, place each fighter after the first in a hex adjacent to the first fighter.
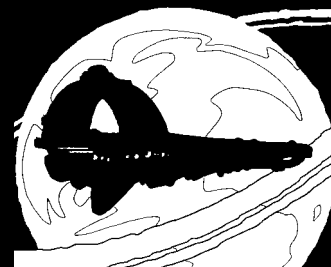
oxygen supply. The thought of being abandoned to a slow, suffocating death, made Mallory very glad his ship was translight capable.

"No, sir."

"Probably abandoned, then. Log their positions for the salvage teams, but keep an eye on them just in case."

"Yes, sir."

Mallory heard the whine of servos over the intercom as Priller's quad splatterguns traversed. Mallory glanced over at the screen which echoed Priller's targeting data. A battered Betafort Alpha was centered squarely in his sights.

The *Blarney Stone* swept around to the port side of the disabled escort. There, just below the superstructure, hung what was probably the cause of the ship's destruction: a worm pod.

Mallory groaned. He had hoped that the ship's demise had been caused by some sort of conventional weapon. He had once helped

Escort Explosion and Debris

Any escort which suffers a reactor explosion or is destroyed by the marking off of the last hit on a damage track, explodes. All ships in adjacent hexes are immediately subjected to a 3D8 attack scoring Low damage.

All destroyed escorts, regardless of whether they have exploded, leave debris. When an escort is destroyed, place a marker in both ship hexes or flip the ship figure on its side. Any ship or torp which enters these hexes suffers a 3D8 attack scoring Low damage. This includes emergency launched vessels.

Escort Half Moves

Escorts split movement, moving at least half of its movement points (round down) at the beginning of the movement phase, in initiative order. All of the fighters move in initiative order. Then escorts finish the rest of their move at the end. Any MP's not used during the first half escort movement that should have been are lost or may be used for PlazProjectors. Torps tracking escorts do not move until after the second escort movement phase.

Escort Plotted movement.

In escort plotted movement players plot escort movement on paper but do not move. Fighters move as normal, then Warhounds move. They must move their plotted movement. If an escort ends its turn in a hex with another ship is is considered an automatic ram, no roll is made. Using plotted movement an escort may not ram using normal ramming rules.

Escort Satellites

Many systems, rather than decommissioning aging escorts, convert them into cheap defensive satellites. They are parked in a geosynchronous orbit above the planet they are to defend, and their drives are removed. These are replaced by additional crew quarters and weapons.

Escort satellites may be purchased in scenarios which take place in the proximity of one player's home planet. To find the cost, subtract the cost of the ship's drive and add the cost of any additional weapons and crew. Additional crew and weapons may be added to the ship in the slots opened by the removal of the ship's drive. Escort satellites may not maneuver at all. Once placed on the map they are stationary. They have a Defensive Value equal to their original value minus 5 to a minimum of 5. (Note: Empty slots may be used to upgrade the ship's original Defensive Value. If this is done, adjust the ship's BPV accordingly.)

This is done with aging ships which would otherwise be scrapped, thus Escort satellites suffer from Poor Mechanical Reliability and gain a 30% BPV rebate.

Lifeboats

In an emergency situation, the crew of an escort vessel may evacuate the ship via the lifeboats. A single lifeboat holds 11 crew, 10 in stasis and 1 pilot. All escorts are equipped with sufficient lifeboats to evacuate the entire crew. In situations where the surviving crew does not completely fill the lifeboats, assume that they are divided evenly between them.

Lifeboats may not be deployed if the ship is destroyed by a "reactor hit" critical, there is insufficient time for the crew to reach the lifeboats. In all other cases roll 1D6. On a roll of 1-3, the lifeboat deploys normally. On a roll of 4-6, the lifeboat fails to clear the escort in time and is destroyed.

Lifeboats may be deployed from escorts which have not yet been destroyed. During the Movement Phase, when it is the escort's turn to move, a player may declare that the crew is abandoning ship. The escort may not move or fire weapons for the remainder of the turn. This represents the crew making its way to the lifeboats. At the end of the turn, all lifeboats deploy automatically. The escort is considered destroyed for victory purposes, but it is left on the playing surface as a movement obstruction.
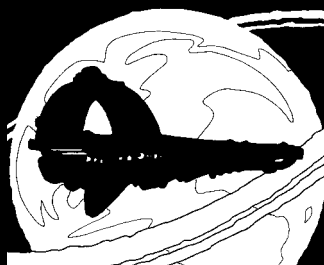
If an escort has only one lifeboat, the controlling player may choose which hex of the escort it deploys into. If there are multiple lifeboats, they should be divided evenly between the hexes occupied by the escort. Odd numbered lifeboats are placed at the discretion of the owning player. Place a life pod figure for each lifeboat.

Lifeboats have a Defensive Value of 5, a Drive of 2, no Damage Reduction and are destroyed by a single hit. A lifeboat may perform one turn per Movement Phase.

Lifeboats may be recovered after the battle in the same way as life pods. If not all lifeboats survive the engagement, assume that crew for front-mounted weapons and equipment used the forward lifeboats and crew for rear-mounted weapons and equipment used the rear lifeboats.

Ramming

If using this optional rule, the same general procedure applies when attempting to ram escorts, with these changes:

To reflect the difference in maneuverability, fighters and gunboats ramming escorts may add +3 to their Pilot skill. Escort-on-escort rams are resolved normally.

Corvettes inflict 8D12 damage, frigates 10D12, and destroyers 12D12.
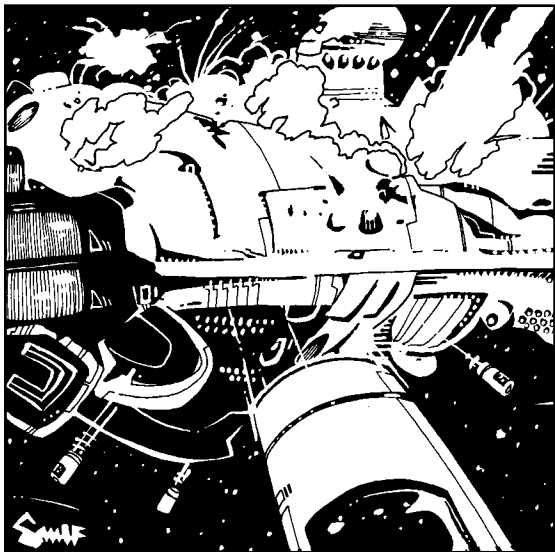
Replenishment Points as Cargo

This rule is also intended for use in campaign scenarios. Under this rule ships with cargo capacity may carry extra RPs as cargo. RPs for 300 ton bays or less take up 1 unit of cargo capacity. RPs for 400 ton bays and larger take up 2 units of cargo capacity. A Narwhal, for example, with a cargo capacity of 10, could haul three 400 ton RPs and four 300 ton RPs.

The cost to buy these RPs is the same as for installing them in a ship and are added to the value of the ship carrying them if it is destroyed. See the Special Equipment Cost Table, page 36. These RPs may only be transferred to bay-equipped ships between scenarios in a campaign.

Replenishment Points as Repair Points

This rule is intended for use in campaign scenarios. Replenishment points are an abstract idea; they can represent anything from stored torps to minigun ammo. They can also be interpreted as spare components or armor patches.

If this rule is used, players may expend RPs to repair their fighters between scenarios. Each RP expended repairs 5 boxes of damage. All systems knocked out by damage symbols in these boxes are restored. Lost Damage Reduction may be restored. Expending an RP as a repair point does not reload the fighter. A separate RP must be used for this.

Salvage

This rule is intended for use with the RPs as Cargo and/or the Ammo as Cargo rules.

After any scenario in a campaign in which only one side has forces remaining on the map, that side may attempt salvage. For a ship to be eligible for salvage, it may not have suffered a reactor explosion or been destroyed by the last hit box in a damage track being marked out.

All unexpended ammo and RPs may be removed from a salvaged ship. These may be used immediately to reload weapons or replenish fighters or may be stored on a ship with cargo capacity for later use.

evacuate the crew of a Manta that had been disabled by a worm pod. What he had seen on that ship, he had hoped to never see again.

"No visible drive damage," commented Willy as they passed the *Mary Rose*'s stern.

Mallory keyed the intercom, "OK, folks. She looks like a good salvage prospect. We'll dock at one of the shuttle locks and have a look inside.

Priller, take Carol and Doc and check out Engineering. Willy, you come with me up to the bridge."

"Yes, sir."

"Roger that, boss," chimed Willy.

Mallory reduced speed again as the *Blarney Stone* came around on the escort's starboard side. Locating an airlock intended for supply shuttles, he gently nosed the Betafort against the *Mary Rose*'s hull. A metallic clang echoed through the gunboat.
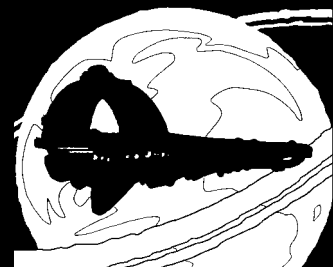
"Sir, we have capture," reported Priller.

"Right, let's go."

Mallory looked over the control panel. Green lights across the board. He reached out and powered the ship down. No sense in advertising our presence, he thought. Below, he could hear Priller and the others leaving the ship.

Mallory unstrapped himself and slid down the short access tube to the forward airlock. Willy was waiting for him, a tool-kit slung over his shoulder.

"Ready, boss?"

"Yeah," responded Mallory without much enthusiasm. The *Mary Rose's* airlock was dark, so Mallory flipped on his helmet light. After a moment's thought, he opened the gunboat's utility locker and grabbed a crowbar.

With Willy in tow, he entered the darkened airlock. The artificial gravity was off in the stricken vessel. Mallory activated the magnetic boots of his flight suit.

Unreplenished Fighters

In a campaign scenario, fighters must be replenished after each mission they fly, regardless of whether they have expended any ammunition. A fighter which flies without replenishing begins the scenario with whatever ammo it had at the end of the previous scenario. In addition, because replenishment points include supplies needed for routine maintenance, unreplenished fighters suffer from Poor Mechanical Reliability. (SD:TNM, p.78)

Point-Defense Battery Rollback

For each group of 20 targets, or portion thereof, beyond the first 20 targets that a battery engages in a single turn, the battery's rating is reduce by 1, e.g., a quadrant with a rating of 5 that is attacked by 70 missiles would fire with a rating of 5 vs. the first 20, with a rating of 4 vs. the next 20, a rating of 3 vs. the next 20, and a rating of 2 vs. the last 10.

Point-Defense Battery Screening

When an escort is screened its P-DB operates at half efficiency, round up.

Point Defense Battery Strafing

When a Point-Defense Battery fire zone covers non moving targets, like already placed drones, drive 0 ships, and satelites (friend or foe), that target comes under attack. Each turn a stationary target can only be attacked once by the PDB of each warhound. The attack must come from the first hex of PDB it can be attacked by. Stationary targets attacked by a battery suffer a 3D6 + (battery rating) attack which scores Low + (battery rating) damage. In situations where a hex is adjacent to two quadrants of a ship, the firing player may make one attack using the highest rating of the two quadrants.

Escort Design

The Escort Design System uses the same basic concepts as are used in *The Next Millennium* rules. If you own a copy of *The Next Millennium* and are anxious to begin the design process you may wish to skip ahead to Step 1: Selecting A Template and dive right in. The only major difference to keep in mind is the wide range of special equipment that Escort vessels may carry.

If you are unfamiliar with *The Next Millennium* design system, don't despair, it is a straightforward system that is easy to learn. The system uses two main concepts, ship templates and construction slots. Escort vessels are broken down by class and size into a number of templates. Each template details tonnage, crew size and the number of available construction slots. All ship equipment from drives to weapons to electronics, has a cost in both points and construction slots. Once all construction slots have been used, the ship is full and may not mount any further equipment. The total point cost of all equipment on the ship is the number of points which must be spent to buy the ship in a scenario.

Step 1: Selecting An Escort Template

Escort vessels are divided by size into three classes: corvettes, frigates, and destroyers. Within these classes, they are divided into templates by tonnage. To select a template, consider the design concept you have in mind and pick an appropriate size and tonnage of ship. As a general guideline, the smaller ships are faster but lack the room or crew to mount heavy firepower. The larger ships, while slower, are capable of carrying larger weapons and sophisticated special purpose gear.

The tables for each template give the tonnage, crew size, available construction slots and hit boxes that a ship of that size has. They also contain the point and construction slot costs a ship of that size must pay for Drives, Defensive Value, Damage Reduction, and Damage Control.

Corvette

Drive

Tons	4	5	6	7	8	9	10	11	12	13	14
4000	20-8	25-10	30-13	35-16	40-20	74-30	80-55	86-60	92-65	104-80	120-95
5000	24-9	30-12	36-16	42-21	60-30	86-60	98-66	117-73	124-80	131-95	150-110

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15
4000	X	30-8	35-10	40-13	45-18	50-23	55-40	60-48	65-55	70-65	105-113
5000	X	36-9	42-12	48-15	54-21	60-24	66-48	72-57	78-66	84-78	114-135

Damage Reduction

Tons	0	1	2	3	4	5	6
4000	0	7-9	9-18	16-27	19-36	24-45	30-54
5000	0	9-11	11-22	20-33	22-44	25-55	33-66

Damage Control

Tons	0	1	2	3	4	5	6	7	8	9
4000	0	4-5	8-10	12-15	16-20	20-25	24-30	28-35	32-40	36-45
5000	0	5-6	10-12	15-18	20-24	25-30	30-36	35-42	40-48	45-54

Slots Per Ship

Tons	Crew	Slots	Front Hit Boxes Left & Right	Rear Hit Boxes Left & Right	Weapon Mounts
4000	15	500	65	50	14
5000	17	550	75	60	14

Frigate

Drive

Tons	4	5	6	7	8	9	10	11	12	13
6000	28-13	35-17	42-21	49-29	87-59	101-68	112-76	120-87	144-104	152-125
7000	32-17	40-22	48-29	56-59	94-69	110-79	137-89	146-102	164-114	173-140

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15
6000	X	42-12	49-16	56-20	63-28	70-32	77-64	84-76	91-88	98-104	136-180
7000	X	48-14	56-18	64-23	72-32	80-36	88-72	96-86	104-99	112-117	150-203

Damage Reduction

Tons	0	1	2	3	4	5	6
6000	0	11-13	13-26	24-39	26-52	30-65	39-78
7000	0	13-45	15-30	28-45	30-60	35-75	45-90

Damage Control

Tons	0	1	2	3	4	5	6	7	8	9
6000	0	6-8	12-16	18-24	24-32	30-40	36-48	42-56	48-64	54-72
7000	0	7-9	14-18	21-27	28-36	35-45	42-54	49-63	56-72	63-81

Slots Per Ship

Tons	Crew	Slots	Front Hit Boxes Left & Right	Rear Hit Boxes Left & Right	Weapon Mounts
6000	20	650	85	70	15
7000	23	700	95	80	15

Willy's voice crackled over his headset's proximity band, "Hull's breached. No internal life support."

Mallory grunted an acknowledgment and lumbered forward into the halls of the destroyer. Not having a pressurized hull was going to be a pain, he thought. Even if they were only a few feet from each other they would have to depend on their suit radios to communicate. The suits low-power proximity frequency had a limited range. A thick bulkhead could sometimes block it. The suits other frequencies had a stronger signal, but could be heard by everyone on the ship.

Mallory turned the corner. There was the lift to the bridge. After prying open the doors, he shined his light up the shaft. He could see the bottom of the lift car, one deck above.

"Looks like we take the stairs."

The emergency stairs were located next to the lift tube.

Mallory tried the door. Jammed. Bracing himself, he wedged the crowbar in next to the handle and threw his weight against it. The door gave easily, and Mallory sailed down the hall.

"Oh, shit," gagged Willy.

Mallory regained his footing and turned around. Willy's face looked deathly white in the glare of his helmet light.

Mallory peered into the stairwell and staggered back. One of the *Mary Rose*'s crew floated there, his suit torn and bloody. Exposure to the vacuum had mummified the corpse. The desiccated flesh of his face had pulled the lips back into a macabre grin.

Mallory placed his hand on Willy's shoulder, "Hate to say this, but you had better get used to it. I can guarantee you there'll be more."

Willy looked up, "I'll be okay. Just kinda surprised me, is all."

Destroyer

Drive

Tons	4	5	6	7	8	9	10	11	12
8000	36-21	45-27	54-57	92-68	110-79	134-90	135-101	155-118	175-155
10000	40-29	50-59	60-70	98-82	118-94	164-106	176-118	200-130	224-175

Defensive Value

Tons	5	6	7	8	9	10	11	12	13	14	15
8000	X	54-15	63-20	72-25	81-35	90-40	99-80	108-95	117-121	126-141	164-236
10000	X	60-18	70-24	80-30	90-42	100-48	110-96	120-114	140-156	178-270	XXX

Damage Reduction

Tons	0	1	2	3	4	5	6
8000	0	15-17	16-34	32-51	34-68	40-85	51-102
10000	0	19-21	21-42	40-63	42-84	45-105	63-126

Damage Control

Tons	0	1	2	3	4	5	6	7	8	9	10
8000	0	8-10	16-20	24-30	32-40	40-50	48-60	56-70	64-80	72-90	80-100
10000	0	9-12	18-24	27-36	36-48	45-60	54-72	63-84	72-96	81-108	90-120

Slots Per Ship

Tons	Crew	Slots	Front Hit Boxes Left & Right	Rear Hit Boxes Left & Right	Weapon Mounts
8000	30	750	105	90	16
10000	34	900	115	100	16

Crew Size

The crew size listed for each template is the maximum number of combat personnel which the ship's basic life support system can sustain. The actual number of crew in your design may be less. As you add weapons and special equipment that have crew costs, you should keep a running total of your crew size. If the size of your crew should exceed that listed in the template, you will either have to buy Additional Life Support (See Optional Purchases on page 36) or discard some equipment to reduce your crew size.

Captain and Pilot do not take up crew slots for ship building or damage track calculating.

Template Summary

Class	Size (Tons)	Crew	Slots	Hit Boxes
Corvette	4000	15	500	65/50
	5000	17	550	75/60
Frigate	6000	20	650	85/70
	7000	23	700	95/80
Destroyer	8000	30	750	105/90
	10000	34	900	115/100

Hit box numbers are Front Right & Left Quarters/Rear Right & Left Quarters

The basic life support system that is included in a ship's template is an integral part of the ship's systems. If your crew size is less than that listed in the template you may not trade excess capacity for more construction slots.

Once you have selected a template you can then begin outfitting your ship.

Step 2: Select Drive

A ship's drive determines how fast it can move. To assign a value consult the Drive Table for your selected template. Cross-referencing the tonnage of your ship with the desired drive value yields two numbers separated by a dash (e.g., 5-8). The first number is the drive's point cost. The second is the number of construction slots that drive requires.

How fast should your ship be? Look over the following table and compare the descriptions with your design concept to get some idea.

Drive Guidelines

Drive	Role
4	Minimum escort drive fighter tenders command ships
5	Average drive for Assault Destroyers, Troop Transports
6	Average drive for light carriers
7-10	Average drives bulk freighters convoy escorts heavy patrol ships
11	Average drive for Screening Corvette
12	Max Destroyer drive fast patrol ships fleet picket ships commerce raiders
13	Max Frigate drive fleet scout craft, smuggling interdiction.
14	Max Corvette drive blockade runners, fast assault ships

Step 3: Select Defensive Value

An escort's Defensive Value is a measure of how difficult it is for the enemy to deliver a telling blow against the ship. Since escorts are larger and less maneuverable than fighters, the Defensive Value represents superior shields and counter-measures more than evasive ability.

To assign a Defensive Value consult the table for your selected template. Cross-referencing the tonnage of your ship with the desired Defensive Value will yield two numbers separated by a dash (e.g., 5-8). The first number is the Defensive Value's point cost. The second is the number of construction slots that Defensive Value requires. A guideline to typical Defensive Values is listed below.

Defensive Value Guidelines

Def. Val.	Characteristic
5	No drive or shields
6	Garbage scow
7	A jink & a prayer
8	Minimal screens
9	Light screens
10	Light screens, some ECM
11	Medium screens
12	Solid defenses, but nothing fancy
13	Good screens and ECM
14	Heavy screens
15	Heavy screens with automated backups and power shunting.

The Next Millenium

Mallory entered the stairwell and gently pushed the corpse to one side. He could feel frozen particles of blood crunching under his feet. He made his way to the next landing. There was a door to the emergency power cell storage room. Looking up the stairs, he could see the door to the bridge. He turned to Willy.

"Take a look in here and see how the power cells have held up. I'll head up to the bridge and take a look around."

Mallory tramped up to the next door and pushed it open. In the light from his helmet, he could see a number of suited figures floating lifelessly around the bridge. He sighed and entered the room.

Gingerly, he pushed his way through to the captain's console. He tried very hard not to look at what he was touching. Once seated at the console, he focused on the panel before him, trying to shut out the grisly

game of tag his motions had started among the floating corpses.

Mallory flipped open an access panel and switched the console over to the emergency power supply. It flickered to life. He punched the button for the ship's diagnostic routines and waited patiently as the console interrogated its electronic brethren throughout the ship.

The display lit up sooner than expected with a single line: BRIDGE SYSTEMS DISCONNECT.

Damn. The reactor must have surged before the ship's systems went down. Mallory swore softly to himself. He would have to manually reset the bridge systems. The switches for that were behind a panel on the other side of the room. It would be easier if he had some help.

"Willy, how's it going down there? I could use a hand up here."

Silence.

"Willy?"

Step 4: Select Damage Reduction

Damage Reduction represents the ship's armor and the ruggedness of its design. Once enemy fire has penetrated the shields, only the armor of the ship's hull stands between the crew and the vacuum of space.

Like gunboats, escort vessels must buy Damage Reduction separately for each Damage Track. Because the rear armor must be breached for the main drive's exhaust ports, the Rear Quarter Damage Tracks may not be assigned a Damage Reduction value higher than that assigned to the Front Quarter tracks.

To assign Damage Reduction, consult the appropriate table for your selected template. Cross-referencing the tonnage of your ship with the desired Damage Reduction value yields two numbers separated by a dash (e.g., 5-8). The first number is the Damage Reduction's point cost. The second is the number of construction slots that Damage Reduction requires. A guideline of typical Damage Reduction values is listed below.

Damage Reduction Guidelines

Dam. Red.	Hull
0	Steel hull, no armor
1	Poor quality Crysteel
2	Crysteel with minimal armor
3	Crystanium or heavily armored Crysteel
4	Crystanium with substantial armor belting
5	Hull reinforced with alloy plates

Example: *Melissa is about to buy Damage Reduction. Her design is built on the 8000 ton Destroyer template. Because she plans to add a Keel Cannon to the design later, she wants to add extra armor to the front of the ship to protect it while making head-on attacks. She decides to buy a value of 4 for the Front Right and Front Left tracks. This costs 34 points and 68 construction slots per track, for a total of 68 points and 136 slots. She chooses a value of 2 for the remaining two tracks. This costs 16 points and 20 slots per track, for a total of 32 points and 40 slots. The total cost for all Damage Reduction is 100 points and 176 slots.*

Step 5: Select Damage Control

Due to their greater size, escort vessels are much more durable than their smaller counterparts. Most escorts have a dedicated engineering crew whose function it is during combat to keep vital ship's systems online and to make ad-hoc repairs. A ship's Damage Control rating is a measure of not only the ability of these personnel but also the presence of multiply redundant ship's systems and sophisticated diagnostic computers which aid in rerouting power and sensor data throughout the ship. Due to the greater sophistication needed to maintain an escort's systems, it may not use the simple off-the-shelf units employed in fighters.

To assign a Damage Control value, consult the appropriate table for your selected template. Cross-referencing the tonnage of your ship with the desired Damage Control value yields two numbers separated by a dash (e.g. 5-8). The first number is the Damage Control system's point cost. The second is the number of construction slots that system requires.

A guideline of typical damage control ratings is listed below.

Damage Control Guidelines

Dam. Ctrl.	Type
0	What damage control?
1	Ship's cook & a roll of duct tape
2	Two overworked engineering crew
3	Poorly trained engineering section.
4	Average engineering section
5	Well trained engineers
6	Well trained personnel with good diagnostic computers
7	As above, but ship's systems are modularized
8	As above, with high system redundancy
9	Crack engineers with excellent equipment

Step 6: Select Weapons

This step defines the offensive punch of your ship. Escort vessels may mount all weapons available for fighters, plus a number of larger and more powerful weapons not before available. All available weapons are listed below on the Weapon System Data Table. (A note to *Next Millennium* owners: although some escort-class weapons may fit in the larger fighter and gunboat templates, these weapons may only be mounted on escorts. Fighter powerplants are incapable of adequately powering these larger weapons.)

Weapons are purchased in the same manner as other equipment. Each weapon listed on the table has a point cost and a construction slot cost. There are different restrictions for mounting escort class weapons versus fighter class weapons, so each type will be addressed separately below.

Fighter class weapons may be mounted as in the *Next Millennium* rules; i.e., one gunner may control multiple weapon mounts but may only fire one weapon per turn. The exception to this is torpedoes. (See Torpedo Rooms below.) All fighter-class weapons are purchased with a single firing arc. Additional firing arcs may be purchased for the prices on the Fighter Weapon Expanded Arc Table. All weapons must be designated as being mounted in either the front or rear hex of the ship when purchased. No weapons may purchase a firing arc which would pass through the other hex of the ship, i.e., rear-mounted weapons may not fire through the front hex of the ship, and vice versa.

In addition to point and construction slot costs, all escort weapons have a crew cost. This cost is the number of crew needed to staff the weapon. The crew assigned to an escort class weapon may operate that weapon only. They may not operate any other weapons or special equipment. Escort-class weapons are subject to the same firing arc restrictions as fighter weapons. Because of their much greater mass, escort weapons must pay higher point and construction slot costs for increased firing arcs. See the Expanded Firing Arc Cost Table for details.

Due to their greater mass, escort weapons suffer greater target speed restrictions than fighter-class weapons. Each escort-class weapon which is added to a mount slows its traverse rate and lowers the target speed restriction by one. (See the Integrated Escort Weapon Table.)

Example: *A Blast cannon can normally engage targets of Drive 9 or less. Adding another Blast cannon to the same mount lowers the restriction to targets of Drive 8 or less.*

Escort vessels have no pilot-controlled weapons. Escort vessels' bridge crews are too busy maneuvering the ship and assigning targets to fire weapons themselves.

If a weapon system has a limited amount of ammunition, the cost to expand its magazine is listed on the Expanded Magazine Data Table.

Each torpedo room purchased must be assigned one and only one firing arc. Torpedo rooms include no ammunition, torpedo racks must be purchased separately and are recorded in the appropriate Torpedo Magazine. If a ship has both front and rear torpedo rooms a separate ammo supply must be provided for each.

Lastly, the number of weapon record boxes listed on the Starcraft Template is the maximum number of weapon systems which can be mounted on one ship.

A note of warning: before assigning your entire crew to gun batteries, you may wish to scan over the Special Equipment Table. Some of the items on this table require crew to operate them.

Silent Death

ules of frozen blood bobbed drunkenly around his body. A grimace of pain distorted his boyish features.

Mallory froze. Every nerve in his body screamed at him to run, but he knew that if he allowed himself to, it might be the last thing he ever did. Slowly, he turned and placed his back against the wall. He drew the 10mm automatic he carried from its holster. With his left hand, he switched his headset from the proximity band to the frequency Priller should be on.

"Priller, this is Mallory, over."

"Priller, this is Mallory, over."

Damn. If they had reached the engineering compartment, the heavy shielding around the reactor would block all but the most powerful radio signals. Or, they might be dead. Can't think like that, Mallory told himself, I have to warn them.

Weapon System Data Table I
Fighter Class Weapons

Weapon System	Points	Slots	Attack Dice	Damage	Ammo
Minigun	1	1	2D6	Low	4
Twin Minigun	2	1	2D6+1	Low+1	4
Triple Minigun	3	2	2D6+2	Low+2	4
Quad Minigun	4	3	2D6+3	Low+3	4
Autocannon	2	2	2D6	Medium	4
Twin Autocannon	4	3	2D6+1	Medium+1	4
Quad Autocannon	8	6	2D6+3	Medium+3	4
Railrepeator	8	8	2D6	High	4
Pulse Laser	1	1	2D8	Low	U
Twin Pulse Laser	2	1	2D8+1	Low+1	U
Triple Pulse Laser	3	2	2D8+2	Low+2	U
Quad Pulse Laser	4	3	2D8+3	Low+3	U
Quint Pulse Laser	5	4	2D8+4	Low+4	U
Sext Pulse Laser	6	5	2D8+5	Low+5	U
Meld Laser	2	2	2D8	Medium	U
Twin Meld Laser	4	4	2D8+1	Medium+1	U
Turbo Laser	5	5	2D8	High	U
Splattergun	1	1	2D6	Medium	U
Twin Splattergun	4	2	2D6+1	Medium+2	U
Quad Splattergun	10	6	2D6+3	Medium+6	U
Sext Splattergun	16	10	2D6+5	Medium+10	U
Blatgun	3	3	2D6	High	U
Twin Blatgun	8	6	2D6+1	High+2	U
Quad Blatgun	18	15	2D6+3	High+6	U
Sext Blatgun	24	20	2D6+5	High+10	U
Disruptorgun	2	1	2D8	Medium	U
Twin Disruptorgun	4	3	2D8+1	Medium+1	U
Disintegrator	4	4	2D8	High	U
Impulse Gun	2	2	2D8	High	U
Ion Ram	7	6	2D8	All	U
Plazgun	10	10	2D6	All	U
Heavy Plazgun	20	20	2D6	Allx2	U
Protobolt	3	2	2D6	10/8/6	U
Missile Launcher	1	1	D6	High+1/	5
Missile Launcher	2	1	D6	High+1/	10
Missile Launcher	3	2	D6	High+1/	15
Missile Launcher	4	2	D6	High+1/	20

Expanded Firing Arc Cost Table

Number of Arcs*	Fighter Weapons		Escort Weapons	
	Points	Slots	Points	Slots
Two arcs	1	0	2	4
Three arcs	3	0	6	6
Four arcs	5	1	10	8
Five arcs	6	1	12	10

* Torpedo Tubes, Keel Cannons, and Plazprojectors can only have one arc.

Weapon System Data Table II

Escort Class Weapons

Weapon System	Points	Slots	Crew	Attack Dice	Damage	Ammo
Ion Weapons						
Ion Cannon	25	20	3	2D8	Allx2	U
Twin Ion Cannon	50	30	3	2D8+1	(All+2)x2	U
Triple Ion Cannon	75	45	3	2D8+3	(All+4)x2	U
Quad Ion Cannon	100	60	3	2D8+5	(All+6)x2	U
Impulse Cannon	20	15	3	2D8	Highx2	U
Twin Impulse Cannon	40	23	3	2D8+1	(High+2)x2	U
Triple Impulse Cannon	60	34	3	2D8+3	(High+4)x2	U
Quad Impulse Cannon	80	45	3	2D8+5	(High+6)x2	U
Blast Weapons						
Blast Cannon	15	10	2	2D6	Medium x2	U
Twin Blast Cannon	30	16	2	2D6+1	(Medium+2)x2	U
Triple Blast Cannon	45	23	2	2D6+2	(Medium+4)x2	U
Quad Blast Cannon	60	30	2	2D6+3	(Medium+6)x2	U
Repeating Blaster	15	10	2	2D6	High x2	U
Twin Repeating Blaster	30	16	2	2D6+1	(High+2)x2	U
Triple Repeating Blaster	45	23	2	2D6+2	(High+4)x2	U
Quad Repeating Blaster	60	30	2	2D6+3	(High+6)x2	U
Lazer Weapon						
Laztube	20	15	3	2D10	High x2	U
Twin Laztube	40	23	3	2D10+2	(High+1)x2	U
Triple Laztube	60	34	3	2D10+4	(High+2)x2	U
Quad Laztube	80	45	3	2D10+6	(High+3)x2	U
Mass Drivers						
Gatling Cannon	5	5	2	2d6	Low x2	4
Twin Gatling Cannon	10	8	2	2d6+1	(Low +1)x2	4
Triple Gatling Cannon	15	11	2	2d6+3	(Low +2)x2	4
Quad Gatling Cannon	20	14	2	2d6+5	(Low +3)x2	4
Hyper Cannon	15	10	2	2d6	High x2	4
Twin Hyper Cannon	30	15	2	2d6+1	(High +1)x2	4
Triple Hyper Cannon	45	23	2	2d6+3	(High +2)x2	4
Quad Hyper Cannon	60	30	2	2d6+5	(High +3)x2	4
Keel Cannon	30	30	4	2D8	All x3	5
Plazprojectors						
Corvette	20	20	4	XD8	All	U
Frigate	25	30	6	XD10	All	U
Destroyer	30	40	8	XD12	All	U
Torpedo Rooms						
Single tube	10	12	1	varies		
Double tube	20	18	2	varies		
Triple tube	30	24	3	varies		
Quad tube	40	30	4	varies		
Quint tube	50	36	5	varies		
Sext Tube	60	42	6	varies		

The Next Millenium

"I've gotta get a grip," Mallory muttered. His mind raced. According to the briefing we got, bloodworms can sense fear. But, it couldn't be a bloodworm, could it? The *Mary Rose* had been listed as missing in action for over five years. Nothing can survive in a total vacuum for five years. Can it?

Mallory forced himself away from the wall. He had to get to the engineering section and warn the others.

Mallory cautiously made his way down the stairs and peered out into the hallway. Something brushed his back and he stifled a scream. It was the first corpse they had encountered.

He moved out into the hallway and turned right. He reached the hall which led back to the *Blarney Stone*. Gritting his teeth, Mallory turned right, heading deeper into the *Mary Rose* and

Integrated Escort Weapon Table

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

* May never fire at targets moving faster than 13.
** X = Number of remaining movement points. At least 1 unused movment point is required to fire.

Escort Expanded Magazine Cost Table

Weapon System	Points	Slots	Ammo Added	Maximum Load
Minigun	0	1	2	20
Twin Minigun	1	1	2	20
Triple Minigun	2	1	2	20
Quad Minigun	2	1	2	20
Autocannon	1	1	2	20
Twin Autocannon	1	1	1	18
Quad Autocannon	2	2	1	18
Railrepeator	2	2	1	16
Gatling Cannon	1	1	2	20
Twin Gatling Cannon	2	1	2	20
Triple Gatling Cannon	2	2	2	20
Quad Gatling Cannon	3	2	2	20
Hyper Cannon	1	1	1	16
Twin Hyper Cannon	2	2	1	16
Triple Hyper Cannon	3	2	1	16
Quad Hyper Cannon	4	3	1	16
Keel Cannon	4	4	1	10
Protobolt	1	1	2	14

Escort Extended Range Effects Table

Weapon Type	PB(+2)	S(+1)	(0)	L(-1)	VL(-2)	E(-4)
Escort Weapons						
Ion Cannon	1-2	3-8	9-15	16-20	21-25	26-30
Impulse Cannon	1	2-3	4-5	6-9	10	11
Blast Cannon	1-4	5-8	9-15	16-20	21-23	24-25
Repeating Blaster	1-2	3-4	5-8	9-10	11-14	15
Laztube	1-3	4-10	11-20	21-30	31-35	36-40
Gatling Cannon	1-3	4	5-8	9-10	11-14	15-16
Hyper Cannon	1-4	5-8	9-15	15-20	20-25	26-30
Keel Cannon	1	2-10	11-15	16-17	18-19	20
Plazprojector	-	1	2-4	5		

away from the safety offered by his own ship.

Mallory turned left and then paused when he came to another corridor which intersected his from the right. He glanced down the other corridor. Dark figures floated at the far end. Straight it is, he thought, and began walking.

An access panel cover on the wall to his left erupted into a thousand plastic shards. His honed pilot's reflexes caused him to react without thinking. He leaped forward. There was a flash of light and something tugged at his leg.

Adrenaline got the best of him. Once his magnetic boots left the floor he sailed helplessly down the hall, slamming head first into the bulkhead. Mallory's boots made contact and he slumped groggily to the floor.

His left leg was cold. Mallory looked down. There was a rip in his suit just above the left ankle. The suit's autoseal system had

Torpedo Rack Data Table				
Weapon System	Points	Slots	Damage	Rack
Torpedo Racks				
MK. 10 Rack	10	3	1D12	10
MK. 20 Rack	20	5	2D12	10
MK. 30 Rack	30	8	3D12	10
MK. 40 Rack	40	10	4D12	10
MK. 50 Rack	50	13	5D12	10
MK. 60 Rack	60	16	6D12	10
MK. 70 Rack	70	19	7D12	10
MK. 80 Rack	80	22	8D12	10
MK. 90 Rack	90	25	9D12	10
MK. 100 Rack	100	28	10D12	10

activated the sphincter valve around his left thigh; the pressure was cutting off the blood flow to his leg. He fumbled for a patch.

Something rattled of off his helmet and Mallory looked up. A man in a grimy flight suit stood in the inter-section. In his hands was a shotgun. He appeared to be working vigorously to clear a jam.

Mallory's pistol was floating beside him. He grabbed it and pumped three rounds into his attacker. The man staggered back and released the shotgun.

Another disturbance. The creature stirred uneasily in its sleep.

Mallory cursed his own stupidity as he patched the hole in his suit. Scavengers. They had probably come in that Betafortress Priller had targeted. They left their ship floating, so no one would suspect they were here, and came in through the worm pod hole.

He walked over to his

Step 7: Optional Purchases

In addition to basic components and weapons, escort vessels have a large selection of optional equipment to choose from. This specialized equipment can be used to tailor a ship to its duties.

Point-Defense Battery Systems

Too slow to dodge and too large a target to effectively use decoys, escorts have only two options against a torpedo attack: jam them or shoot them. Using the ship's primary weapons to stop incoming torpedoes is a waste of firepower. This makes a point-defense battery system a must.

Point-defense batteries are bought separately for each quadrant of the ship. Battery rating hits will appear on the damage tracks of each quadrant. These hits will appear as an ◆.

ECM Systems

While almost any ship will find ECM capability useful, it is a necessity for ships doing actual escort work. A good electronics suite will allow an escort to mask the ships under its protection from enemy fire while it seeks to eliminate the source.

To add an ECM system to your ship look on the table below. The Max # column is the maximum number of screening attempts the system can make each turn. The screening succes rate is the system's success range on 1D10.

To pick a system, cross reference the desired number of screening attempts per round with the screening rate you want. This will give you two numbers separated by a dash, followed by one number in parentheses. The first number is the point cost of the system, the second, the number of construction slots the system requires. The third number is the number of crew which must be assigned to operate the system.

Point-defense Battery Chart							
1	2	3	4	5	6	7	8
6-5	12-10	18-15	24-20	30-25	42-36	56-49	72-64

ECM Cost Table							
Screen Rate							
Max. #	**1-2**	**1-3**	**1-4**	**1-5**	**1-6**	**1-7**	**1-8**
1	2-5(1)	3-5(1)	5-10(1)	10-10(1)	15-20(1)	20-20(1)	25-30(1)
2	3-5(2)	5-10(2)	10-10(2)	15-20(2)	20-20(2)	25-30(2)	30-30(2)
3	5-10(3)	10-10(3)	15-20(3)	20-20(3)	25-30(3)	30-30(3)	35-40(3)
4	10-10(4)	15-20(4)	20-20(4)	25-30(4)	30-30(4)	35-40(4)	40-40(4)
5	15-20(5)	20-20(5)	25-30(5)	30-30(5)	35-40(5)	40-40(5)	45-50(5)
6	20-20(6)	25-30(6)	30-30(6)	35-40(6)	40-40(6)	45-50(6)	50-50(6)

Other Equipment

Costs for installing all other special equipment may be found on the Special Equipment Table. Following is a quick description of each piece of equipment and notes on any special restrictions or requirements.

If a crew cost is listed for an item, this is the number of crew which are needed to operate the equipment.

Fighter Racks

Fighter racks allow fighters to ride "piggyback" on the hull of an escort vessel. This enables escorts to bring limited fighter cover with them into a hostile system.

Racks have advantages and disadvantages. Racks take up less room than fighter bays, but, because they are externally mounted, they do not receive the benefits of the ship's armor. Racks are also limited to carrying fighters of 200 tons or less.

Because racks are externally mounted, they take up space on the hull which would normally be used for external sensors and weapon mounts. Each rack must be designated as being on the front or rear hex of the ship when purchased. Each rack mounted reduces the available firing arcs from that hex of the ship. As you buy each rack, record a firing arc next to it. Any weapons mounted in the same ship hex with the rack may not use that firing arc. This is also the arc on which enemy vessels must approach to target the rack. (See Targeting Fighter Racks on page 21)

The crew cost for fighter racks actually represents the space which must be set aside for the fighter's crew. When purchasing fighter racks, the crew cost is equal to the size of the fighter's crew. The rack's tonnage limit, crew size and arc should be recorded in one of the special equipment boxes on the Starcraft Display.

Example: *Mark decides that he wants his design to have the capability to carry light fighters. He purchases two 200 ton fighter racks. They are mounted in the rear hex of the ship in the Stern Front Quarter Right and Stern Front Quarter Left arcs. Because most 200 ton fighters have a crew of 1, Mark allots quarters for 2 pilots; 1 for each rack. This increases the size of his crew from 15 to 17.*

Fighter Bays

Fighter bays are internally mounted bays which house one fighter each. Each bay is just large enough to house a fighter of the tonnage specified at the time of installation. Bays may not house fighters larger than 700 tons. Fighters larger than this require the facilities of a carrier's hangar deck. Carriers are beyond the scope of this supplement.

Although bays are much bulkier than racks, they offer the advantage of protecting unlaunched fighters from enemy fire. Unlaunched fighters may only be damaged if the bay is affected by a Critical Hit. Each bay has an automated loading system which is capable of replenishing a fighter's ammo, fuel and life support system. It may do this once for each Replenishment Pack (RP) the bay is supplied with.

assailant's body. The man's grimy flight suit had Luches Utopia insignia on the right sleeve. Probably a deserter, Mallory thought. A utility knife, covered with frozen red crystals, was attached to his belt.

"You're the bastard that killed Willy," Mallory growled. He brought the butt of his pistol down hard on the man's face plate, shattering it.

Mallory turned his attention to the man's weapon. It was a standard 12 gauge autoloader. It was not a model designed for use in the subzero temperatures of a vacuum. After his attacker had fired a few rounds, the temperature difference between the breech and the magazine had warped the loading mechanism, causing a misfeed and saving Mallory's life.

Carol's voice crackled in his headset, "Jim! Willy! Help, we're under attack.! We're pinned down just inside the

Bays may be used to house fighters smaller than the bay's rating.

As with fighter racks, crew space must be set aside for the crew of fighters stored in the bay. You may allot more crew space to a bay than needed, but never less. The bay crew size should be recorded with the bay's tonnage limit in one of the special equipment boxes on the Starcraft Display.

Example: *John adds a 600 ton bay to his design. Looking at the 600 ton fighter template in The Next Millennium, he sees that fighters of that size may have a crew of 2 or 3. Because he is running low on both available crew space and construction slots, John decides to allot 2 crew to the bay. This means that no fighters with a crew of 3 may be transported in the bay.*

Replenishment Points

Fighter bays may be equipped with Replenishment Points when purchased. The number of RPs added should be recorded in the special equipment box with the other bay information. The number of RPs added to a bay during the design process is the maximum number which the bay may hold at any time.

Tactical Operations Center(TOC)

Adding a Tactical Operations Center to your ship adds additional sensors, communications gear, and computers. This equipment is used to record the sensor data from all the ships in the fleet, analyze it and predict the enemy's course of action. This is represented in the game as an initiative bonus.

The command ship of almost all large escort flotillas will be equipped with a TOC.

Cargo Capacity

Adding cargo capacity equips your ship to carry large amounts of bulk cargo. Cargo capacity can be bought multiple times, each purchase increasing the number of cargo units your ship may carry.

Cargo is used in certain scenarios. Each cargo unit is worth points and these points are added to the point value of the ship carrying them when determining victory points.

Additional Life Support

This option allows you to increase the maximum size of your crew. Each additional life support system purchased increases maximum crew size by one. This may be bought multiple times.

Special Equipment Cost Table

Equipment	Points	Slots	Crew	Notes
Fighter rack				restricts
50 ton	3	5	varies	firing arcs
100 ton	5	10	"	
200 ton	8	20	"	
Fighter bay				
50 ton bay	1	15	varies	
50 ton RP	3	2		
100 ton bay	1	20	varies	
100 ton RP	5	3		
200 ton bay	2	30	varies	
200 ton RP	10	4		
300 ton bay	3	40	varies	
300 ton RP	5	5		
400 ton bay	4	50	varies	
400 ton RP	20	6		
600 ton bay	6	70	varies	
600 ton RP	30	8		
700 ton bay	7	80	varies	
700 ton RP	35	9		
Tactical Ops Center				
+1 bonus	10	10	2	
+2 bonus	17	20	3	
+3 bonus	25	30	5	
+4 bonus	32	40	6	
+5 bonus	40	50	8	
Cargo capacity	1	5	none	
Additional life support	5	5	none	

Step 8:
The Damage Track

There is one last thing to do once you have equipped and crewed your ship: the damage track. Although it may appear complicated, all it requires is some simple math.

The Number of Hit Boxes

The number of hit boxes your ship has is listed on the Escort Template Summary. Look under the name of your ship's template for the right number. Remeber, the Captain and Pilot do not count as crew for ship building or damage track construction purposes.

Kill Hits

Each escort damage track has two kill hits. One goes in the very last box of the damage track, so put an X there. To place the second kill hit on a track, divide the number of boxes in that track by 3. Round normally. Count that many boxes back from the end of the track and place the second X in that box.

Drive Hits

No Drive hits appear on the Front Right or Front Left damage tracks. Divide the Drive by 2 and round up to determine the number of Drive hits on the Rear Right and Rear Left tracks.

To place these hits, take the number of hits appearing on a track, add 1, and divide the number of boxes on the track by this number. Round Up.

Take that result, X, and starting in the Xth box of the track, place a Drive box every X boxes until you reach the end of the track. If you run out of track before you run out of Drive boxes, leave the extras off. Each Drive box should have a -1 in it.

Damage Reduction Hits

Each damage track needs one Damage Reduction diamond on it for every point of Damage Reduction you have.

To calculate placement, take your Damage Reduction, add 1, and divide the number of boxes on the damage track by this number. Round normally. Take that result X, and, starting in the Xth box of the track, place a Damage Reduction diamond every X boxes until you reach the end of the track. If you run out of damage track before you run out of diamonds, leave the extras off.

If you run into a box that's already got a symbol in it, just place the Damage Reduction diamond in the next box down the line. Remember to count toward the place of the next diamond from where the last diamond would have been. If you end up having a diamond shoved off the end of the track, leave it off.

Fill in the diamonds, starting with your Damage Reduction value. Every diamond after that should have a value 1 less than the previous diamond.

Weapon Hits

Weapon hits are a little trickier to figure, but not much so.

Each damage track should have a weapon hit for each weapon which is mounted in the same hex of the ship as the track and can fire into the quadrant covered by that track. The Front Right Track, for instance, would have one hit for every weapon which had a Forward, Bow Front Quarter Right, or Bow Rear Quarter Right firing arc. Some weapons may appear on two damage tracks. This is summarized below in the Weapon Hit Placement Chart:

Because they run the length of the ship, keel cannons and plazprojectors should be considered as having both a Front and Rear arc for hit placement purposes.

Once you have determined the number of weapon hits on a track, take that number, add 1, and divide the number of boxes on the track by that sum. Round normally.

For each track take that result X, and, starting in the Xth box of the track, place a w every X boxes until you reach the end of the track. If you run out of track before you run out of ws, leave the extras off. Once you've done that, go back and change every second w into a W.

While placing ws, if you run into a box that's already got a symbol in it, place the w in the next box down the line. Remember to count toward the place of the next w from where the last one should have been. If you end up having a symbol shoved off the end of the track, leave it off.

engineering section. There's two, possibly three of them."

Mallory started to respond, but then thought better of it. If the scavengers were listening, he would lose the element of surprise. He cursed the inoperative life support system. If the hull had been pressurized, he would be able to hear the gunshots and have some idea of where the attackers were.

Mallory ran toward the engineering section.

Stronger. Closer. The creature opened its eyes. A ripple of pleasure coursed the length of its body. Limbs that had lain dormant for years extended and flexed. Prey was near.

Mallory stopped and killed his helmet light. There it was again, a quick flicker of light up ahead. He crouched and advanced slowly into the darkness.

Weak with hunger, the creature lurched slowly upright. A wave of raw fear blasted through its system. Its
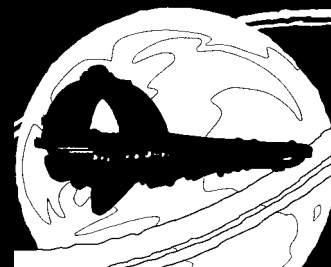
Weapon Hit Placement Chart

Front Quarter Right:	1 hit for each weapon with a Front, Bow Front Quarter Right, or Bow Rear Quarter Right arc.
Front Quarter Left:	1 hit for each weapon with a Front, Bow Front Quarter Left, or Bow Rear Quarter Left arc.
Rear Quarter Right:	1 hit for each weapon with a Rear, Stern Front Quarter Right, or Stern Rear Quarter Right arc.
Rear Quarter Left:	1 hit for each weapon with a Rear, Stern Front Quarter Left, or Stern Rear Quarter Left arc.

strength grew. In its mind, it could hear the rapid thudding of adrenaline-charged hearts. The sound beckoned it forward. To rip. To tear. To feed.

"Doc's been hit. Mallory, if you can hear me, hurry the hell up." There was an edge of panic in Carol's voice.

Damn. Mallory moved faster. There was another flash. It briefly illuminated the interior of the lift tube that led down to the engineering compartment. The doors had been pried open. Carefully, he felt his way to the edge of the shaft and looked down. Nothing was visible in the inky blackness.

No time to screw around. Gripping his pistol tightly in one hand, he entered the

Critical Hits

All escort damage tracks have two criticals per track. To place them, divide the number of boxes on a track by three. Round normally. Take that result, X, and starting in the Xth box of the track, place an asterisk every X boxes until you reach the end of the track.

If you run into a box that's already got a symbol in it, place the asterisk in the next box down the line. Remember to count toward the place of the next asterisk from where the last one should have been. If you end up having a symbol shoved off the end of the track, do the same proccess moving forward along the damage track.

Point-Defense Battery Hits

To place P-DB hits, subtract five from the number of boxes in the damage track. Then divide the number of boxes by the P-DB spread, round down. That is how far apart each P-DB icon will be on the Damage track. Count twice that number and place the first P-DB icon, and repeat the process until you have placed an icon for your P-DB rating -1. If you would have to place a P-DB hit in a box that already has an Icon in it move back along the Damage Track towards the beginning until you find an empty box.

Crew hits

Dividing the crew by 5 (round down) gives you the number of crew that you will put on each damage track. Divide the number of boxes on each track by that number +1 and to show the increment to place the crew icons. If you have a conflict move toward the front of the damage track until you find an empty box.

Design Example

The following is an example of escort design from start to finish. After each piece of equipment purchased the cost will be displayed in the following format: (Cost: Point cost-Slot cost-Crew cost).

SELECTING A TEMPLATE

Christy wants to design her own escort vessel. The first thing she does is photocopy the Escort Design Worksheet on page 40. Her design concept is for a frontier patrol ship, something which can operate away from base for an extended period of time.

Looking at the escort templates on pages 25 & 26, she realizes that a destroyer won't give her the speed she is looking for, but a corvette is not big enough. She decides to use the 7000 ton frigate template and christens it the Argo.

SELECTING A DRIVE

Christy wants something capable of maneuvering but doesn't want to use all of her construction slots on the engine. Since the engine size jumps dramatically after Drive 7, she opts to go with that as her Drive Value (Cost: 56-59-0).

SELECTING THE DEFENSIVE VALUE

Christy doesn't want her ship to be used for target practice, but she knows heavy shields are expensive. Looking over the template she decides on a Defensive Value of 11 (Cost: 88-72-0). The Argo has good, solid shields but nothing outstanding.

SELECTING DAMAGE REDUCTION

Thinking about her design concept, Christy realizes that the Argo should be fairly rugged. After looking over the template she chooses a Damage Reduction of 4 for the Front Quarter Right and Front Quarter Left tracks (Cost: 56-90-0) and a DR of 3 for the Rear tracks. (Cost: 41-72-0). This is expensive, but she feels it is worth it because it will seriously reduce the effectiveness of some of the weaker fighter weapons.

SELECTING DAMAGE CONTROL

Christy chooses a value of 6 for the Argo's Damage Control Rating (Cost: 42-54-6). The ship she envisions may often operate alone in hostile territory. Its survival may depend on its ability to repair itself, and it should have at least a better than average chance of succeeding.

SELECTING WEAPONS

Christy wants the Argo to be able to engage both fighters and other escorts. Her first selection is two double tube torpedo rooms (Cost:40-36-4). She buys a rack of Mk. 50 torpedoes, two racks of Mk. 20 torpedoes, and a rack of Mk. 10s to fill the Bow Torpedo Magazine (Cost: 120-32-0). For use against escorts, she purchases a forward-mounted Quad Laztube with all 5 forward firing arcs (Cost: 92-55-30). Wanting some weapons to use on fighters that have un-

limited ammo, she buys 4 Impulse guns with 4 firing arcs each; two mounted forward, two aft (Total cost: 28-8-4).

SPECIAL EQUIPMENT

As an added defense, Christy buys a good point-defense system on all sides, 1-5 (Cost 120-100).

Since this ship is intended to patrol frontier areas, she adds a 400-ton fighter bay (Cost: 4-50-2). Because she envisions docking a Death Wind, a two person fighter, she allots two crew to the bay. She also buys three RPs for the bay allowing it to reload the Death Wind's ammo supply three times (Cost: 60-18-0).

Christy decides to finish the ship off with an ECM system to give it long-range screening ability. She buys a unit with a 1-6(3) rating (Cost: 25-30-3).

The finished ship costs 773 points and has a crew of 22.

shaft. As he floated there, his helmet scraped against an object above him. Reaching up, he could feel what must be the bottom of the lift car. He shoved against it with his left hand and descended into the darkness.

The creature reached an intersection. An aura of violence permeated the area. It paused and allowed its mind to drink in the sensation like a cool draught of water. Refreshed, it
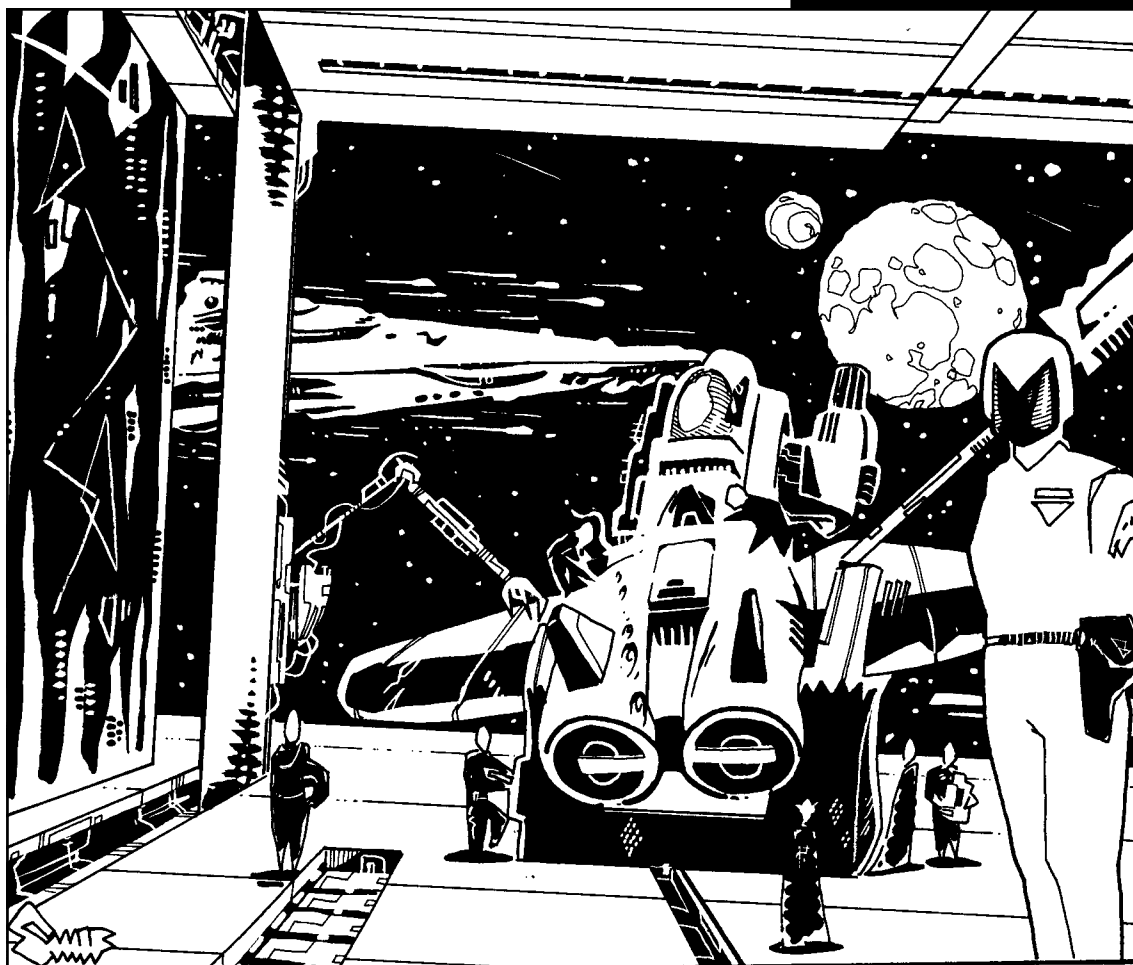
Escort Design Worksheet

Silent Death

Name:_____

Template:_____

Tons:_____   Slots:_____

Crew:_____

Hits Bow R&L_____   Stern R&L _____

	Value	Cost	Slots
Drive:	_____	_____	_____
Defensive Value:	_____	_____	_____
Point Defenses:	_____	_____	_____
BR:	_____	_____	_____
BL:	_____	_____	_____
SR:	_____	_____	_____
SL:	_____	_____	_____

	DR	Cost	Slots
Front Right	_____	_____	_____
Front Left	_____	_____	_____
Rear Right	_____	_____	_____
Rear Left	_____	_____	_____

	Value	Cost	Slots	Crew
ECM:	_____	_____	_____	_____
TOC:	_____	_____	_____	_____
Lifesupport	_____	_____	_____	
Damage Control:	_____	_____	_____	_____
Subtotals:	_____	_____		

| | | | | | _____ | _____ |

Weapon/Equipment	Arcs	Cost	Slots	Crew	Ammo
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Subtotals:	_____	_____	_____	_____	
Total		_____	_____	_____	

Warhounds Scenarios

The following scenarios are designed to help you become familiar with the new escort game mechanics and all optional rules required are listed witht he scenario.

Scenario 1: Red Star Patrol

Situation: Elements of the 3rd Patrol Squadron were conducting a routine sweep of their system's outer planets when they encountered an unidentified escort vessel. They engaged immediately, radioing their position and a request for reinforcements to another patrol in the area. A sharp engagement ensued, the unknown invaders breaking contact and fleeing when reinforcements appeared.

Forces

Elements of the 3rd Patrol Squadron
Commanding Officer:

Set up first along Edge 1.

Megafortress A—	Captain (Cpt D6)
	Pilot (Plt 6)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
	Gunner C (Gnr 7)
	Gunner D (Gnr 8)
	Gunner E (Gnr 6)
	Gun Crew F (Gnr 7)
	Torp Crew G (Gnr 6)
	Torp Crew H (Gnr 7)
Pit Viper A—	Pilot (Plt 6) (Gnr 6)
Pit Viper B—	Pilot (Plt 5) (Gnr 5)

An unidentified vessel

Set up second along Edge 3.

Stingray A-	Captain (Cpt D4)
	Pilot(Plt 7)
	Gunner A (Gnr 5)
	Gunner B (Gnr 7)
	Gunner C (Gnr 6)
	Gun Crew D (Gnr 5)
	Gun Crew E (Gnr 6)
	Torp Crew H (Gnr 4)
	Torp Crew G (Gnr 5)

Victory Conditions

The scenario ends when reinforcements arrive on turn 10. The side which has destroyed the highest Total Point Value of enemy ships is the winner.

proceeded down the right hand corridor, carelessly brushing aside the corpse which floated there as if it were a child's doll.

Impact with the bottom of the shaft came as a surprise. Mallory hit harder than he had anticipated and collapsed in a heap on the floor.
A flash from outside the lift momentarily silhouetted a figure standing just inside the open shaft doors. The individual was looking out into the engineering area and did not appear to have noticed Mallory's less than graceful arrival.
"Carol, this is Jim. Where are you?"
"Oh, thank God. Uh, we're pinned down behind one of the main control consoles. We're taking fire from the lift and a doorway about ten meters to the left of it."
"Roger. Hold on a sec."
Mallory slowly felt his way toward the lift
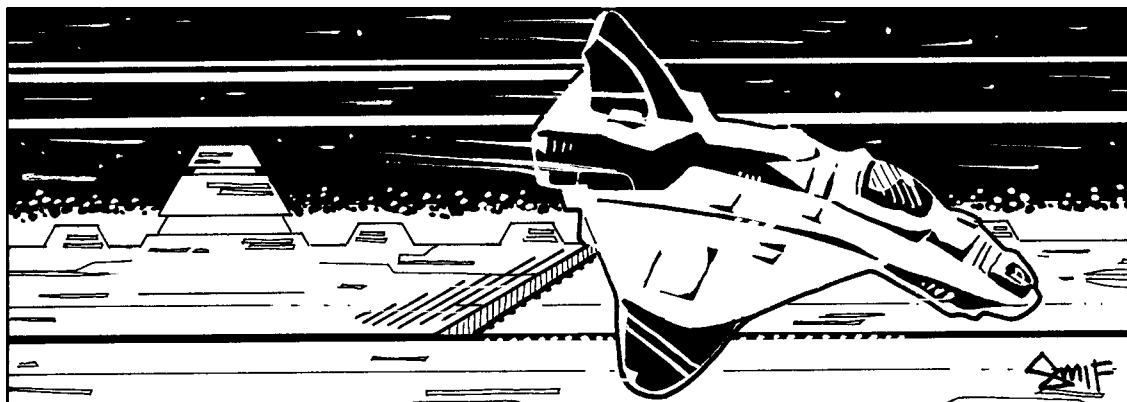
door. Please, just don't move for a few more seconds, he thought. His fingertips brushed a boot. Grabbing a handful of his target's suit leg, Mallory jammed his pistol upwards into his unseen opponent's midsection and jerked the trigger repeatedly. His victim's leg went rigid and then relaxed.

"Lift's clear."

The creature shuddered in ecstasy. Ahead. It grabbed a railing with its rear legs. With a mighty thrust, it launched itself down the passage.

Mallory's eyes, adjusted to the total darkness, were blinded by the muzzle flash of his pistol. He lurched to his feet. He put a hand out to steady himself against the wall and contacted nothing. He stumbled forward into the room.

"Jim! LOOK OUT!"

His vision beginning to clear, Mallory could dimly make out the glow of helmet lights behind a console five meters away. He jumped for it.

Scenario 2:
The Prince O' Eyre

Situation: After a Luches Utopia raid destroyed a large portion of the facility under his command, Commodore Sean O'Bannon ordered a retaliatory strike. Not wanting to seriously deplete his already weakened defenses, he dispatched the Prince O' Eyre, a Fletcher class destroyer, and a Megafortress into a nearby system which he knew contained a lightly defended Utopian mining outpost. Unknown to O'Bannon, the Utopians had expanded the scope of their operations there, installing fighter facilities. Before the Hibernian strike can reach the outpost, they are intercepted by a squadron of heavy fighters.

Forces

Two ships of the 22nd Hibernian Escort Squadron

Set up first in Areas C and E.

Fletcher A-	Captain	(Cpt D10)
	Pilot	(Plt 8)
	Gunner A	(Gnr 7)
	Gunner B	(Gnr 8)
	Gunner C	(Gnr 6)
	Gunner D	(Gnr 7)
	Gun Crew E	(Gnr 6)
	Gun Crew F	(Gnr 7)
	Torp Crew G	(Gnr 6)
	Torp Crew H	(Gnr 6)
Megafortress A-	Captain (Cpt D10)	
	Pilot (Plt 6)	
	Gunner A (Gnr 5)	
	Gunner B (Gnr 6)	
	Gunner C (Gnr 8)	
	Gunner D (Gnr 6)	
	Gunner E (Gnr 5)	
	Gun Crew F (Gnr 7)	
	Torp Crew G (Gnr 6)	
	Torp Crew H (Gnr 7)	

The 213th Luches Utopia Heavy Strike Squadron

Set up second along Edge 4.

Salamander A-	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 5)
Salamander B-	Pilot (Plt 5, Gnr 6)
	Gunner A (Gnr 9)
Salamander C-	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 8)
Salamander D-	Pilot (Plt 7, Gnr 7)
	Gunner A (Gnr 6)
Glaive A-	Pilot (Plt 6, Gnr 4)
	Gunner A (Gnr 10)
Glaive B-	Pilot (Plt 5, Gnr 8)
	Gunner A (Gnr 7)
Glaive C-	Pilot (Plt 8, Gnr 5)
	Gunner A (Gnr 7)
Glaive D-	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 8)
Pharsi II A-	Pilot (Plt 7, Gnr 4)
	Gunner A (Gnr 5)
	Gunner B (Gnr 5)
Pharsi II B-	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 7)
	Gunner B (Gnr 4)

Hibernian ships may escape by exiting off of Edge 4, Utopian ships off of Edge 2.

Victory Conditions

This one is to the death.

Whichever side is the last to have ships on the map is the winner.

Scenario 3: Your Lupines or Your Life!

Situation: During the summer of 7 AL, the 1st Material Wealth Liberation Squadron was in a desperate situation. Morale and spare parts were at an all-time low. The crews were becoming mutinous, and the ships were falling apart.

Tipped off by an informant, Whitcomb decided to attack a small convoy carrying ship components destined for the Yoko-Shan shipyards. The plan calls for the ships which are still battleworthy to attack the convoy. The remainder of the squadron will join them afterwards to assist in salvaging any disabled freighters.

Forces

Ships of the 33rd Yoko-Shan Transport Squadron

Set up first in Areas E and F. The Hell Benders begin the scenario docked.

Narwhal A -	Captain (Cpt D6)
	Pilot (Plt 8)
	Gunner A (Gnr 6)
	Gunner B (Gnr 6)
	Gunner C (Gnr 7)
	Gunner D (Gnr 5)
	Torp Crew E (Gnr 5)
	Torp Crew F (Gnr 6)
	Torp Crew G (Gnr 6)
Narwhal B—	Captain (Cpt D8)
	Pilot (Plt 5)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)
	Gunner C (Gnr 8)
	Gunner D (Gnr 6)
	Torp Crew E (Gnr 6)
	Torp Crew F (Gnr 6)
	Torp Crew G(Gnr 6)
Aosho A—	Captain (Cpt D8)
	Pilot (Plt 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 5)
	Gunner C (Gnr 6)
	Gunner D (Gnr 7)
	Gunner E (Gnr 5)
	Torp Crew F (Gnr 6)
	Torp Crew G(Gnr 6)
Death Wind A-	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 5)
Death Wind B-	Pilot (Plt 5, Gnr 6)
	Gunner A (Gnr 9)
Death Wind C-	Pilot (Plt 6, Gnr 8)
	Gunner A (Gnr 6)
Death Wind D-	Pilot (Plt 7, Gnr 5)
	Gunner A (Gnr 8)
Hell Bender A-	Pilot (Plt 5, Gnr 6)
Hell Bender B-	Pilot (Plt 7, Gnr 4)

Ships of the 1st Material Wealth Liberation Squadron

Set up second in Areas A, and B.

Constellation A-	Captain (Cpt D6)
	Pilot (Plt 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 5)
	Gunner C (Gnr 7)
	Gunner D (Gnr 5)
	Gun Crew E (Gnr 6)
	Torp Crew F (Gnr 7)
	Torp Crew G (Gnr 6)
Stingray A-	Captain (Cpt D4)
	Pilot (Plt 7)
	Gunner A (Gnr 5)
	Gunner B (Gnr 7)
	Gunner C (Gnr 6)
	Gun Crew D (Gnr 5)
	Gun Crew E (Gnr 6)
	Torp Crew F (Gnr 4)
	Torp Crew G (Gnr 5)
Stingray B-	Captain (Cpt D6)
	Pilot (Plt 6)
	Gunner A (Gnr 6)
	Gunner B (Gnr 7)
	Gunner C (Gnr 6)
	Gun Crew D (Gnr 8)
	Gun Crew E (Gnr 5)
	Torp Crew F (Gnr 4)
	Torp Crew G (Gnr 5)
Teal Hawk A-	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 8)
Teal Hawk B-	Pilot (Plt 5, Gnr 5)
	Gunner A (Gnr 10)
Teal Hawk C-	Pilot (Plt 7, Gnr 7)
	Gunner A (Gnr 6)
Teal Hawk D-	Pilot (Plt 8, Gnr 4)
	Gunner A (Gnr 8)
Salamander A-	Pilot (Plt 6, Gnr 8)
	Gunner A (Gnr 6)
Salamander B-	Pilot (Plt 7, Gnr 8)
	Gunner A (Gnr 5)

Special Rules

If both Narwhals are destroyed the escorts will withdraw, ending the scenario. After twenty turns, Yoko-Shan reinforcements arrive and the Liberators will withdraw, ending the scenario.

Too high, he was going to overshoot. A hand snagged his belt. There was a bright flash to his left.

"AAAAWWHHH!"

Mallory slammed into the deck. He opened his eyes and found himself looking directly into Priller's. Priller stared straight ahead, unblinking, his mouth open in surprise. Mallory would have thought the dumbfounded look on Priller's normally expressionless face amusing, were it not for the shattered faceplate which framed it. Blood droplets crystallized in the vacuum.

A wave of rage swept over Mallory. He pried Priller's hand from his belt and clicked on his helmet light. He stood and turned in the direction from which the shot had come. A dark figure ducked back behind the door frame. Mallory fired until the slide locked back, the empty magazine ejecting automatically. He

reached for another.

Heady sensations washed over the creature. It paused for a moment to savor them. Light beamed up the shaft before it. It slid forward to the edge. Below. Prey. Kill.

Another hand grabbed Mallory's belt and dumped him unceremoniously to the floor.

"Let's go, boss."

Mallory turned to see Carol kneeling over a hole in the deck. Tears floated unheeded inside her helmet.

"Priller found this panel just as you showed up in the lift. This crawl space should take us most of the way back to the *Blarney Stone.*"

"Okay. You first."

Carol disappeared into the hole. Mallory slapped a fresh clip into his pistol and then followed.

The creature flowed down the shaft. Emerging at the bottom, it turned left toward a bobbing light source. A flash. Pellets rattled harmlessly off the creature's chitinous

Victory Conditions

The Liberator player must disable both Narwhals to win. To disable a ship, it must be knocked out by X results on two different damage tracks. If the last X on a track is marked out or the ship suffers a reactor explosion, the ship is destroyed and the cargo is unsalvageable.

Total Liberator Victory: Both Narwhals disabled, no friendly escort vessels lost.

Major Liberator Victory: One Narwhal disabled and no friendly escorts lost or both Narwhals disabled and a Stingray lost.

Minor Liberator Victory: One or two Narwhals disabled and both Stingrays lost.

Phyrric Liberator Victor: Two Narwhals disabled and Constellation lost.

Phyrric Yoko-Shan Victory: One Narwhal lost and Constellation destroyed

Minor Yoko-Shan Victory: No Narwhals lost and one Stingray destroyed.

Major Yoko-Shan Victory: No Narwhals lost and both Stingrays destroyed.

Total Yoko-Shan Victory: No Narwhals lost and all Liberator escorts destroyed.

The Standard Map Setup

Edge 2

A	C	E	G
B	D	F	H

Edge 1 ... Edge 3

Edge 4

The Long Map Setup

Edge 2

A	C	E	G
B	D	F	H

Edge 1 ... Edge 3

Edge 4
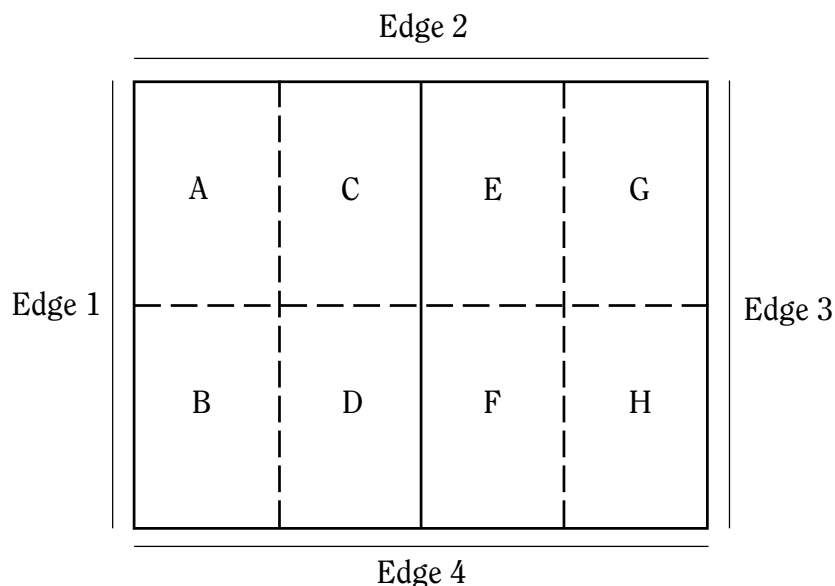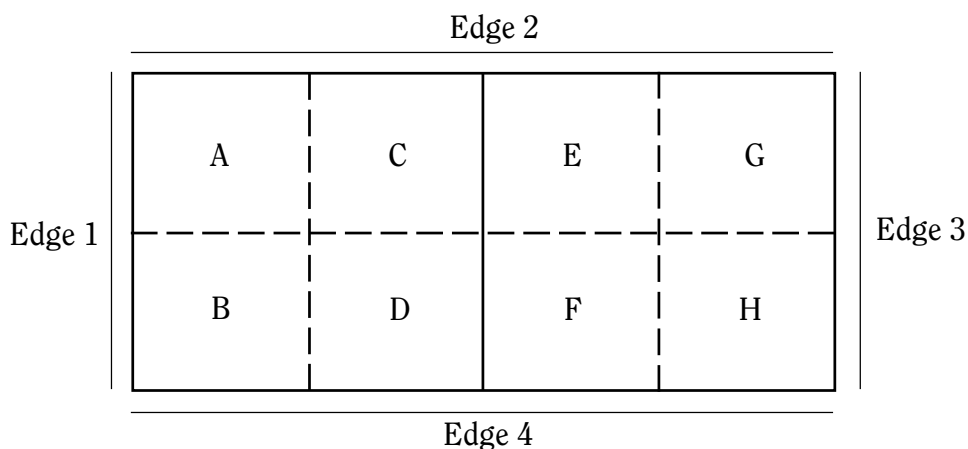
Scenario 4: They Might Be Giants

Situation: The outer defense grid has been knocked out of commission by what appeared to be smugglers or fringe pirates. Unwilling to take an unnecessary risks the Impossible Dream 674th operational group has been dispatched to act as an interim defense ring in case any threat that might appear. But what are the odds?

This scenario lasts 8 turns.

When the stingray appeared on long range scanners Captain Moisant, commander of the Impossible Dream advance element, knew it could not be ignored. Drakars, Revenges and Blizzards were sent to intercept.

Mixed elements from the 674th operational group Impossible Dream

Set up first in areas A, B, & C.

Drakar A-	Pilot(Plt 9, Gnr 6)
	Gunner A (Gnr 9)
	Gunner B (Gnr 5)
	Gunner C (Gnr 5)
	Gunner D (Gnr 5)
Drakar B-	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 8)
	Gunner B (Gnr 5)
	Gunner C (Gnr 5)
	Gunner D (Gnr 1)
Drakar C-	Pilot (Plt 5, Gnr 5)
	Gunner A (Gnr 7)
	Gunner B (Gnr 5)
	Gunner C (Gnr 5)
	Gunner D (Gnr 1)
Drakar D-	Pilot (Plt 4, Gnr 5)
	Gunner A (Gnr 5)
	Gunner B (Gnr 2)
	Gunner C (Gnr 2)
	Gunner D (Gnr 1)
Revenge A-	Pilot (Plt 7, Gnr 1)
	Gunner A (Gnr 5)
Revenge B-	Pilot (Plt 7, Gnr 1)
	Gunner A (Gnr 5)
Blizzard A-	Pilot (Plt 8, Gnr 8)
Blizzard B-	Pilot (Plt 7, Gnr 8)
Blizzard C-	Pilot (Plt 7, Gnr 7)
Blizzard D-	Pilot (Plt 6, Gnr 7)
Blizzard E-	Pilot (Plt 5, Gnr 5)
Blizzard F-	Pilot (Plt 5, Gnr 5)

The orders presented to the diversionary element of Windmill squadron were clear, "Break through the outer defense ring enough to draw the secondary defenses off balance. Elimination of the outer defense ring is not required but is encouraged."

Diversionary element of Escort Assault squadron Windmill.

Set up second within 6 hexes
    of the 3-4 corner

Stingray A-Captain	(Cpt D8)	
	Pilot	(Plt 9)
	Gunner A	(Gnr 7)
	Gunner B	(Gnr 6)
	Gunner C	(Gnr 6)
	Crew D	(Gnr 8)
	Crew E	(Gnr 8)
	Crew F	(Gnr 7)
	Crew G	(Gnr 7)
Glaive A-	Pilot	(Plt 9, Gnr 10)
	Gunner A	(Gnr 9)
Glaive B-	Pilot	(Plt 9, Gnr 10)
	Gunner A	(Gnr 8)
Glaive C-	Pilot	(Plt 9, Gnr 10)
	Gunner A	(Gnr 8)

Optional rules

- Automatic Misses SD:TNM
- Damage control SD:TNM
- Decoys SD:TNM
- Destroyed Starcraft Debris SD:TNM
- Drive 0 Turns SD:TNM
- Easing Target Speed Restrictions SD:TNM
- Standard & Warhounds Torp Rules
- Point Defense Anti-Torp Weapon System SD:TNM
- Point Defense Weapon System vs Missiles SD:TNM
- Sideslips SD:TNM
- Time limit SD:TNM
- Damage Control Gunnery WARHOUNDS
- Escort Explosion and Debris WARHOUNDS

carapace. It lunged, grabbed, caught. Surging emanations of fear nourished the creature as its prey struggled in its grasp. Instinct prompted it to bite. Bones disintegrated silently in the vacuum. One last burst of adrenaline-crazed brain waves. The body is tossed away like an empty beer can.

Unsated, the creature raced to the opening in the deck. It will not fit. Prey has escaped. The creature turned and rocketed back up the shaft.

Carol and Mallory crawled through the tunnel in silence. Mallory looked back regularly for signs of pursuit.

"It ends here."

Mallory looked up. Carol was unlatching the deck plate. She motioned for him to turn off his helmet light. Darkness pressed in around them.

"Okay. I'm out. I'm gonna hit my light and take a look around."

Light spilled down into the service tunnel. Mallory crawled closer

to the hatch. Carol's light bobbed away.

"Looks like we have to go up a level. The airlock should be just around the corner. I'll...What the... MALLORY!"

Mallory scrambled for the opening. His suit snagged on a power converter. He braced his feet and pulled. He popped out of the tunnel and slammed into the wall. Darkness.

The creature waited. Its body pulsed with energy, its instincts screamed for it to kill, but it waited. Its long dormancy had nearly killed it. It needed more sustenance to survive another such period. Over the years, from experiences with others that had entered the ship, it had learned to fight its desire to kill. It had discovered that if it toyed with its prey, it could increase both the amount and intensity of the fear it consumed. The creature's ability to learn this lesson was why it was the last one of its brethren still alive on this ship.

Victory Conditions

Total Victory Impossible Dream:
   If the Stingray and one Glaive is disabled or destroyed before leaving areas A, B, C, & D.

Major Victory Impossible Dream
   Stingray destroyed or crippled beyond repair and two Glaives destroyed, before they reach the target area.

Minor Victory Impossible Dream
   All Glaives or Stingray eliminated and Windmill's objective is not attained.

Pyrrhic Victory Impossible Dream
   Defensive force destroyed, but Windmill squadron cannot reach objective by turn 8.

Pyrrhic Victory Windmill
   If Windmill squadron gets the Stingray and one Glaive within 6 hexes, or two Glaives within 4 hexes of Edge 1 or 2 in area A, on Turn 8.
-or- Windmill moves same units into objective area twice, before turn 8, without maintaining presence for one or more complete consecutive turns.

Minor Victory Windmill
   If Windmill squadron gets two Glaives within 4 hexes or the Stingray within 8 hexes of Edge 1 or 2 in area A, and stays within that area for one full turn. This will draw the off-board defending forces out of formation putting them in poor defensive position against the Windmill squadron main element.

Major Victory Windmill
   If Windmill squadron gets the Stingray and one Glaive, or 3 Glaives within 4 hexes of Edge 1 or 2 in area A, and stays within that area for one full turn, it will draw the off-board defending forces out of formation opening a small hole for the Windmill squadron main element.

Total Victory Windmill
   If Windmill squadron gets the Stingray and two Glaives within 4 hexes of Edge 1 or 2 in area A, and stays within that area for two full turns, it will draw the off-board defending forces out of formation opening a large hole for the Windmill squadron main element.

Scenario 5: Sink the Stingray

Play Time: 4 hours
Date: AL 13:011
Location: Near Kashmeri space
Situation: The Kashmeri have just purchased a new Stingray warhound for the purpose of pirate hunting, and they are ferrying it home. Two small time pirate groups quickly join forces with all the ships they can muster. Their primary goal is to prevent the Ray from making it to its new home, because once it joins a full flight of fighters it will truly be devastating. Besides, the salvage from any warhound is a great prize and it is rare to find such easy pickings.
Scenario By: Erik Dewey

Forces

Kashmeri Element:
Set up first in Areas G and H.

Stingray	Captain D8
	Pilot (Plt 4)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
	Gunner C (Gnr 6)
	Crew D (Gnr 9)
	Crew E (Gnr 5)
	T Crew F (Gnr 4)
	T Crew G (Gnr 4)
Marut A	Pilot (Plt 10, Gnr 5)
Marut B	Pilot (Plt 5, Gnr 10)

Motley band of Pirates

Set up second in Areas A and B.

Pharsii II A	Pilot (Plt 5, Gnr 7)
	Gunner A (Gnr 8)
	Gunner B (Gnr 6)
Pharsii II B	Pilot (Plt 9, Gnr 8)
	Gunner A (Gnr 10)
	Gunner B (Gnr 6)
Prowler	Pilot (Plt 2, Gnr 4)
Hell Bender A	Pilot (Plt 5, Gnr 5)
Hell Bender B	Pilot (Plt 4, Gnr 8)
Talon A	Pilot (Plt 6, Gnr 9)
Talon B	Pilot (Plt 7, Gnr 7)
Death Wind	Pilot (Plt 5, Gnr 7)
	Gunner (Gnr 6)
Blizzard	Pilot (Plt 10, Gnr 5)

Special Rules

Set 10 asteroids on the map, each side alternating placing one asteroid.

Optional Rules

• Sideslips
• Maneuverable Torps
• Automatic Hits
• Automatic Misses
• Damage Control
• Decoys
• Drive 0 Turns
• Easing Target Speed Restrictions
• Firing Multiple Weapon Systems
• Point-Defense vs. Torpedoes
• Point-Defense vs. Missiles
• Time Limit

Victory Conditions

The game lasts until all of one side is destroyed or 15 turns pass.

Scenario 6: Supply Raid

Location: House Devon territories.
Situation: The Primate-lead forces have learned the location of a Draconian Military supply and staging area in their current region of space. The closest ships were a seasoned Narwhal battle group. They have learned prior to attack that the defenders are crewed by personnel that have seen too much garrison duty and not enough real action.
Map Setup: Standard
Scenario by: Brian Hoover

Forces

Primates - Attackers

All ships enter on Edge 1, with ships spaced as along the edge.

Narwhal	Captain	(Cpt D10)
	Pilot	(Plt 8)
	Gunner A	(Gnr 7)
	Gunner B	(Gnr 9)
	Gunner C	(Gnr 10)
	Gunner D	(Gnr 8)
	T Crew E	(Gnr 6)
	T Crew F	(Gnr 6)
	T Crew G	(Gnr 8)
Revenge	Pilot	(Plt 9, Gnr 5)
Nighthawk A	Pilot	(Plt 7, Gnr 6)
Nighthawk B	Pilot	(Plt 8, Gnr 5)
Blizzard A	Pilot	(Plt 5, Gnr 6)
Blizzard B	Pilot	(Plt 9, Gnr 8)
Blizzard C	Pilot	(Plt 10, Gnr 4)

Draconians - Defenders

Station A is in the center of line between maps D and F, Station B is in the center of map G. Defenders choose around which station each ship starts at, but each ship must be within 4 hexes of a station.

Station A	DV 7, DR 3, 400 Hits	
Station B	DV 7, DR 3, 400 Hits	
Megafortress	Captain	(Cpt D6)
	Pilot	(Plt 7)
	Gunner A	(Gnr 5)
	Gunner B	(Gnr 4)
	Gunner C	(Gnr 6)
	Gunner D	(Gnr 7)
	Gunner E	(Gnr 5)
	Crew F	(Gnr 5)
	T Crew G	(Gnr 4)
	T Crew H	(Gnr 5)
Nemesis	Pilot	(Plt 6, Gnr 3)
	Gunner A	(Gnr 5)
	Gunner B	(Gnr 6)
	Gunner C	(Gnr 7)
	Gunner D	(Gnr 6)
	Gunner E	(Gnr 8)
Sentry	Pilot	(Plt 7, Gnr 5)
	Gunner A	(Gnr 5)
	Gunner B	(Gnr 7)
Lance Electra A	Pilot	(Plt 5, Gnr 6)
Lance Electra B	Pilot	(Plt 7, Gnr 6)

Victory Conditions

• The attackers must deal at least 75% damage (300 hits) to each station.
The defenders must destroy all attacking ships or get the attackers to withdraw.

Silent Death

Scenario 7A: Defective Narwhal

Situation: 4 ASP scientists are defecting to Tokugawa for political asylum to continue their research without Draconian influence. They are hidden in the hold of a Narwhal (in suspended animation), and are scheduled to rendevous with a Yoka-Shan task force. The Sigurd Archdiocese have caught wind of these dealings, but are unaware why the scientists are being smuggled to Yoka Shan. Being Sigurdians they immediately dispatched the closest available forces and are attempting to destroy they Narwhal and its contents(ie. scientists and such) before the rendezvous can occur.

Map Setup: Long map

Scenario by: Jon & Angie Adrian

Independent Courrier "Nobless"

The Narwhal starts 15 hexes from edge 3

Narwhal-	Captain	(CptD6)
	Pilot	(Plt 3)
	Gunner A	(Gnr 4)
	Gunner B	(Gnr 9)
	Gunner C	(Gnr 5)
	Gunner D	(Gnr 6)
	T Crew E	(Gnr 2)
	T Crew F	(Gnr 7)
	T Crew G	(Gnr 6)
Spirit Rider	Pilot	(Plt 5, Gnr 7)

Sprirt Rider is aboard the Narwhal.

Sigurd Intercept Squadron 452 "Snowfury"

The Sigurds start along edge 3.

Sorenson III	Pilot	(Plt 4, Gnr 8)
	Gunner	(Gnr 7)
Hell Bender A	Pilot	(Plt 9, Gnr 5,)
Hell bender B	Pilot	(Plt 6, Gnr 7)
Blizzard A	Pilot	(Plt 1, Gnr 2)
Blizzard B	Pilot	(Plt 5, Gnr 9)
Blizzard C	Pilot	(Plt 4, Gnr 10)
Blizzard D	Pilot	(Plt10, Gnr 1)
NightHawk	Pilot	(Plt 9, Gnr 10)

Special Rules
- The Sigurd player has initiative the first 3 turns.
- The game lasts 5 turns.

Victory Conditions
- The Narwhal needs to make it off edge 1 with cargo intact. After 5 turns reinforcements from the Tokugawa arrive to rendezvous with Narwhal and will drive off Archdiocese fighters. Sigurd wins if cargo and/or Narwhal is destroyed.

Optional Rules
- Drive 0 turns
- Starcraft Debris
- Sideslips
- Decoys
- P-D vs.
- missiles/torps
- Automatic Misses
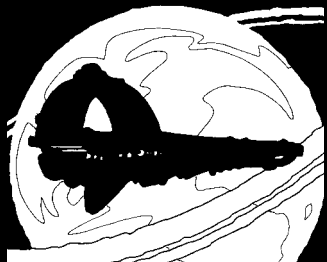
Scenario 7B: Patrol Interdiction

Location: Outside of ASP space near the Data Sphere Border

Situation: A Tokugawan Narwhal was stationed in the path of the retreating Nobless ready to lead the ASP pursuit on a wild goose chase. The ruse worked and the Cyborg Calvary intercepted the Tokugawan craft near the Data Sphere border. Even though ASP and the Data Sphere are on excellent terms, they don't dare engauge in an extended battle so close to the domain of the sentient machines.

Map Setup: Standard

Scenario by: Andrew Harms

ASP Technocracy
Element of the Cyborg Cavalry

Nebula II	Captain	(Capt D4)
"Fledspar"	Pilot	(Plt 7)
	Gunner A	(Gnr 4)
	Gunner B	(Gnr 5)
	Gunner C	(Gnr 2)
	Gunner D	(Gnr 3)
	T Crew E	(Gnr 5)
	T Crew F	(Gnr 3)
	T Crew G	(Gnr 2)
	Crew H	(Gnr 7)
Pulsar A	Pilot	(Plt 5, Gnr 4)
	Gunner	(Gnr 8)
Pulsar B	Pilot	(Plt 4, Gnr 4)
	Gunner	(Gnr 5)
Quark A	Pilot	(Plt 7, Gnr 7)
Quark B	Pilot	(Plt 6)
	Gunner	(Gnr 4)
Quark C	Pilot	(Plt 8)
	Gunner	(Gnr: 7
Quark D	Pilot	(Plt 3)
	Gunner	(Gnr 1)

Tokugawan Diversionary Force

Narwhal 1	Captain	(CptD8)
"Yugai"	Pilot	(Plt 9)
	Gunner A	(Gnr 10)
	Gunner B	(Gnr 8)
	Gunner C	(Gnr 7)
	Gunner D	(Gnr 5)
	T Crew E	(Gnr 7)
	T Crew F	(Gnr 6)
	T Crew G	(Gnr 8)
Pit Viper	Pilot	(Plt 3, Gnr 2)
Glaive II A	Pilot	(Plt 8, Gnr 9)
	Gunner A	(Gnr 8
Glaive II B	Pilot	(Plt 7, Gnr 8)
	Gunner A	(Gnr 5)

Special Rules
- The Nebula II is holding all fighters within its fighter bays. The Pit Viper is on the Narwhal's fighter rack. Due to suprise, ASP forces have the initiative first turn but may not fire torps until second turn.

Victory Conditions:
- Play until 8 turns are up. If, before those 8 turns, the Narwhal has been disabled or destroyed, ASP will be able scan the area to determine this vessel does not hold the defecting scientists, so it is a complete ASP victory.
- If the Nebula II is destroyed or its drive is taken down to at least 1 it will be unable to pursue and it is a Tokugawan Victory.
- If neither side wins by the end of 8 turns the Data Sphere fighters show up and destroy everything, because the fight has wandered into its space, resulting in a draw.

Scenario 8: Bathtub Races

Situation: A head to head race pitting Aoshos and their fighters against each other.

Map Setup: Standard

Scenario by: Glen Simpson and Richard Dufault of Redshirt Games

Each side has 2 or 3 Aoshos, each fully loaded with up to 400 ton fighters. Every Aosho has an enemy Aosho directly across the map. The goal is to cross the map.

Force Selection

Decide how many Aoshos will participate on each side. There is no theoretical maximum, but three per side makes for a six hour game. Two per side would make for a four hour game.

Each Aosho can carry 6 fighters, with a maximum of 400 tons. Players may pick any fighters, with the following restrictions:

- All six fighters on an Aosho must be of the same type, but do not have to be the same variant.
- Any published variant is allowable, in any combination.
- No fighter type may be duplicated from one carrier to another.

- Point costs are ignored.
- House considerations are ignored.
- Brood fighters may not be used.

Setup

Set the Aoshos up 16 hexes apart on Edges 2 and 4 (long side) as well centered as possible. Set up the opposing Aoshos exactly opposite. Fighters begin the game docked. There is no terrain. Use the same setup for paper or cloth maps.

Special rules

- The Aoshos each carry one full reload for the fighters they came in with.
- Fighters may reload on board "their" Aosho only.
- In order to keep the game moving, fighters docking with an Aosho need only spend one full movement phase on board before re-launching with full ammo.

Victory Conditions

The first team to exit an Aosho off the map wins.

Edge 2

A	C	E	G
B	D	F	H

Edge 1

Edge 3

Edge 4
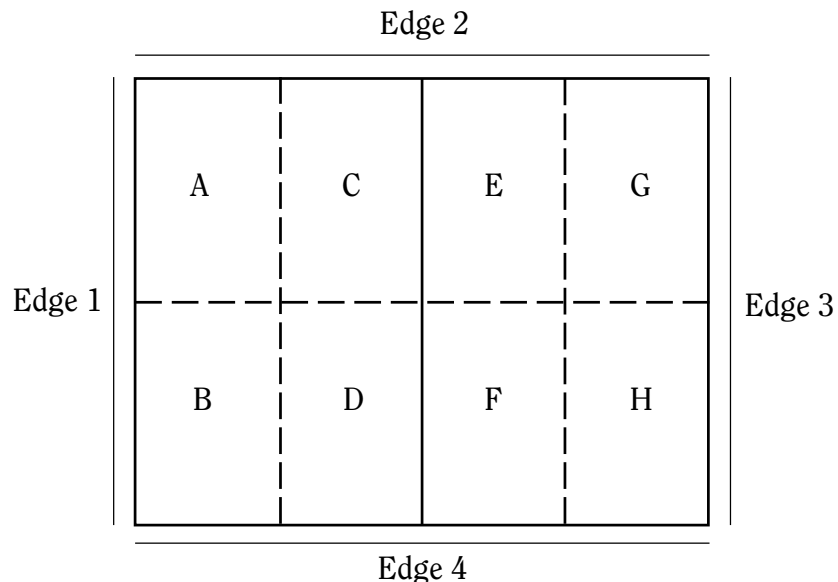
Advanced Scenarios

This section contains one large scenario which uses a number of optional rules, and, because many optional rules deal with campaign play, a short mini-campaign.

The Rock Gauntlet

Late in 6 AL, Colosian forces made a grab for the Hibernian moon, Banshee. Because of the abundance of valuable minerals on the moon it had been heavily fortified and it was able to repulse the Colosian assault. Rebuffed, the Colosians decided to blockade the moon and starve the garrison out.

Having underestimated the size of the Colosian fleet, the first few attempts by Hibernian forces to break the siege failed. With only a few days' supply of food and oxygen left on Banshee, another relief force arrived. Using the ring which surrounds Banshee's gas giant as cover, this force remained undetected until almost within range of the moon's defenses. Unfortunately, they were spotted by a Colosian picket, and a furious battle erupted within the ring.

Map Setup

This scenario use the Long Map Setup.
Tidal forces between Banshee and the gas giant it orbits have formed a split ring. Place asteroids as normal and then clear an 8 hex wide path across the center of the map from Edge 1 to Edge 3. Asteroids which have been removed from the map should be divided evenly between the two map halves and sprinkled gain outside of the cleared area.

Forces

Ships of the 101st Hibernian Flotilla
Set up first in Areas A and B. Escort vessels must begin the scenario in the cleared area between the asteroid fields.

Fletcher A-   Captain (Cpt D10)
Pilot (Plt 6)
Gunner A (Gnr 5)

Gunner B (Gnr 6)
Gunner C (Gnr 4)
Gunner D (Gnr 6)
Gun Crew E (Gnr 5)
Gun Crew F (Gnr 8)
Torp Crew G (Gnr 8)
Torp Crew H(Gnr 8)
Aosho A—   Captain (Cpt D6)
Pilot (Plt 7)
Gunner A (Gnr 8)
Gunner B (Gnr 8)
Gunner C (Gnr 10)
Gunner D (Gnr 6)
Gunner E (Gnr 5)
Torp Crew F (Gnr 6)
Torp Crew G(Gnr 6)
Stingray A-   Captain (Cpt D6)
Pilot (Plt 7)
Gunner A (Gnr 6)
Gunner B (Gnr 5)
Gunner C (Gnr 7)
Gun Crew D(Gnr 5)
Gun Crew E (Gnr 6)
Torp Crew F (Gnr 5)
Torp Crew G(Gnr 5)
Megafortress A-   Captain (Cpt D8)
Pilot (Plt 6)
Gunner A (Gnr 8)
Gunner B (Gnr 6)
Gunner C (Gnr 3)
Gunner D (Gnr 7)
Gunner E (Gnr 5)
Gun Crew F (Gnr 6)
Torp Crew G (Gnr 7)
Torp Crew H (Gnr 7)
Megafortress B-   Captain (Cpt D8)
Pilot (Plt 4)
Gunner A (Gnr 7)
Gunner B (Gnr 5)
Gunner C (Gnr 6)
Gunner D (Gnr 2)
Gunner E (Gnr 5)
Gun Crew F (Gnr 8)
Torp Crew G (Gnr 9)
Torp Crew H(Gnr 8)
Narwhal Mk. II A—   Captain (Cpt D8)
Helmsman (Plt 5)
Gunner A (Gnr 6)
Gunner B (Gnr 5)
Gunner C (Gnr 4)
Gunner D (Gnr 6)
Torp Crew E (Gnr 6)
Torp Crew F (Gnr 6)
Torp Crew G (Gnr 6)
Narwhal Mk. II B—   Captain (Cpt D8)
Pilot (Plt 7)
Gunner A (Gnr 7)
Gunner B (Gnr 5)

Gunner C (Gnr 8)
Gunner D (Gnr 4)
Torp Crew F (Gnr 5)
Torp Crew G (Gnr 6)
Torp Crew H (Gnr 6)

Shryak Shuttle A- Pilot (Plt 8, Gnr 4)
Gunner A (Gnr 8)
Shryak Shuttle B- Pilot (Plt 7, Gnr 6)
Gunner A (Gnr 7)
Shryak Shuttle C- Pilot (Plt 5, Gnr 8)
Gunner A (Gnr 7)
Pit Viper A- Pilot (Plt 3, Gnr 8)
Pit Viper B- Pilot (Plt 6, Gnr 5)
Talon A- Pilot (Plt 7, Gnr 4)
Talon B- Pilot (Plt 5, Gnr 6)
Talon C- Pilot (Plt 4, Gnr 7)
Talon D- Pilot (Plt 9, Gnr 4)
Night Hawk A- Pilot (Plt 8, Gnr 3)
Night Hawk B- Pilot (Plt 6, Gnr 6)

Ships of the 27th Colosian Strike Flotilla

Set up second in Areas C, D, E, F and G.

Constellation A- Captain (Cpt D6)
Pilot (Plt 7)
Gunner A (Gnr 7)
Gunner B (Gnr 6)
Gunner C (Gnr 5)
Gunner D (Gnr 4)
Gun Crew E (Gnr 7)
Torp Crew F (Gnr 6)
Torp Crew G (Gnr 6)
Constellation B- Captain (Cpt D6)
Pilot (Plt 6)
Gunner A (Gnr 5)
Gunner B (Gnr 7)
Gunner C (Gnr 4)
Gunner D (Gnr 6)
Gun Crew E (Gnr 5)
Torp Crew F (Gnr 8)
Torp Crew G (Gnr 6)
Stingray A- Captain (Cpt D8)
Pilot (Plt 6)
Gunner A (Gnr 10)
Gunner B (Gnr 6)
Gunner C (Gnr 3)
Gun Crew D (Gnr 6)
Gun Crew E (Gnr 7)
Torp Crew F (Gnr 4)
Torp Crew G (Gnr 5)
Stingray B- Captain (Cpt D6)
Pilot (Plt 6)
Gunner A (Gnr 4)
Gunner B (Gnr 5)
Gunner C (Gnr 6)
Gun Crew D (Gnr 7)
Gun Crew E (Gnr 6)
Torp Crew F (Gnr 8)
Torp Crew G (Gnr 7)
Megafortress A- Captain (Cpt D8)
Pilot (Plt 4)
Gunner A (Gnr 6)
Gunner B (Gnr 7)
Gunner C (Gnr 4)

Gunner D (Gnr 8)
Gunner E (Gnr 5)
Gun Crew F (Gnr 6)
Torp Crew G (Gnr 8)
Torp Crew H (Gnr 8)

Salamander A- Pilot (Plt 7, Gnr 8)
Gunner A (Gnr 5)
Salamander B- Pilot (Plt 5, Gnr 6)
Gunner A (Gnr 9)
Salamander C- Pilot (Plt 6, Gnr 6)
Gunner A (Gnr 8)
Salamander D- Pilot (Plt 7, Gnr 7)
Gunner A (Gnr 6)
Lance Electra A- Pilot (Plt 7, Gnr 8)
Gunner A (Gnr 5)
Lance Electra B- Pilot (Plt 5, Gnr 6)
Gunner A (Gnr 9)
Lance Electra C- Pilot (Plt 6, Gnr 6)
Gunner A (Gnr 8)
Lance Electra D- Pilot (Plt 7, Gnr 7)
Gunner A (Gnr 6)

Special Rules

1) Hibernian forces may exit safely from Edge 3. This represents the edge of the ion batteries on Banshee's range. Hibernian forces exiting any other edge are considered destroyed.
2) Colosian forces may exit from any Edge except Edge 3. Colosian forces exiting from Edge 3 are considered destroyed. Forces which have exited may not return.
3) If an asteroid drift roll would take an asteroid into the cleared area, reverse the direction of its drift.
4) The following optional rules should be used: Asteroid Demolition and Escort Explosion & Debris.
5) The Narwhals and the Shryak Shuttles are filled to capacity with cargo worth 20 pts/unit. This adds 200 points to the BPV of the Narwhals and 80 points to the BPV of the Shuttles for victory purposes.

Victory Conditions

The scenario ends when no Hibernian ships are left on the map. If no Hibernian cargo ships exited off of Edge 3, it is an automatic Colosian victory. If some cargo was delivered, add up the TPV of ships killed by each side. Don't forget to add the cargo adjustment to the freighters. If the Hibernian total is higher, the blockade was sufficiently weakened to prevent Banshee's fall and the Hibernians win. Otherwise it is a Colosian victory.

Mini-Campaign

In late 7 AL, trade negotiations between House Tokugawa and the Kashmere Commonwealth reached an impasse. Determined to obtain some concessions, House Tokugawa dispatched a small force to one of the Commonwealth's outlying systems. Its mission: to raid Kashmeri merchant ships. It was hoped that hitting them in their pocketbooks would bring them back to the negotiating table. The raiding force has one week to accomplish this.

In this campaign one player is the House Tokugawa commander. The Tokugawan commander's job is to inflict serious losses on Kashmeri shipping while limiting losses to the Tokugawan forces. The other player is the Kashmeri system commander. The Kashmeri commander's job is to protect the shipping and drive the raiders from the system.

Starting Forces

The Tokugawa player has 4500 points with which to buy starting forces. These points may be used to buy escort vessels, gunboats, fighters, and additional ammo and RPs. You may only purchase as many fighters as your escorts are capable of transporting. Keep in mind that, once the campaign begins, fighters may be replaced but escort vessels may not.

The Kashmeri player has 4000 points with which to buy forces. Because the campaign takes place in a Kashmeri system, it is not necessary to buy ammo or RPs. In addition to buying fighters small enough to be carried aboard an escort, the Kashmeri player may buy 6 system-defense fighters of any size. If these fighters are destroyed they may not be replaced.

After forces are purchased, they should be recorded on the Campaign Duty Roster. In the column labeled "Ships," you should record the names of all ships in your fleet. The second column, labeled "Duty," is used to record each ship's daily assignment. This should be left blank for now. Once this is done, you are ready to begin.

Use all optional escort rules.

The campaign consists of 7 daily turns. Each turn consists of the following phases:

1) Translight Phase
2) Convoy Phase
3) Duty Assignment Phase
4) Interception Phase
5) Raiding Phase
6) Search & Destroy Phase
7) Repair & Replenish Phase

1) Translight Phase

During this phase, ships with translight capability may enter and leave the system. On day 1, the entire Tokugawan force arrives during this phase.

Ships which are to leave the system should be marked on the Duty Roster with an "O", designating that they are out-of-system. Ships which began the turn out-of-system may return; erase the "O" beside their name. They may be assigned other duties later in the turn.

Fighter transports which leave the system do not have to take all of their fighters with them. It is assumed that the crew of fighters left in-system find temporary quarters on another ship.

2) Convoy Phase

During this phase the Kashmeri player must determine the size of the merchant convoy which will arrive in the system that day. The convoy will consist of 1D2 Narwhals and 1D4 Shryak Shuttles. The size of the convoy should not be revealed to the Tokugawan player.

3) Duty Assignment Phase

Both players now assign duties to all of their ships which are not out-of-system.

The Tokugawan player must divide his ships between Base duty and Raiding duty. Ships on Base duty should be designated with a "B" beside their name. These ships are hiding in the system's asteroid belt avoiding detection. Usually cargo ships, fighter-tenders, fighters under repair, and other ships you do not wish to risk in combat will be on Base Duty.

The Next Millenium

Convoy defense

Our topic today, folks, is convoy defense against a fighter attack. We'll start with the basics.

First, proper formation. All transports and cargo vessels should be located in the center of the fleet. I know this seems obvious, but the results of the last simulation indicate that there are some slow learners in this class. The transports should be surrounded with a ring of escort vessels. This will force any fighters trying to get to the transports to fly through overlapping fire.

Second, maintain your formation. If you make it difficult for the fighter jocks to get at the transports, they *will* turn their attention on you and try to punch a hole in the defensive coverage. If damage causes an escort to fall out of formation, shift position and close up the hole. Do not break formation to aid the damaged vessel. I know this may sound harsh to many of you, but I say
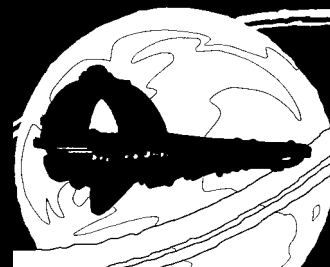
Silent Death

this out of experience. I've seen a number of convoys decimated because somebody broke formation to help their buddy. That is exactly what the enemy wants you to do. Once a hole opens in that defensive ring, you can kiss the freighters good-bye.

In the opening stages of the engagement use your ECM units defensively, to knock down torpedoes. Most fighters have a small torpedo load. Once they have exhausted their torpedo supply, they will have to move in closer to use their guns. That's when it becomes worthwhile to jam up individual ships.

Protect the rear of the convoy. All ships are most vulnerable at the stern and this is where the enemy will attack if given a chance. If you have fighters available, position them at the rear of the formation. If you can force the enemy fighters to make head-on passes at your ships, that's half the battle.

Ships on Raiding duty should be designated with an "R" beside their name. These are the ships which will actually attack enemy merchant vessels. Note: Fighters do not have to be accompanied by their tender on a raid.

The Kashmeri player has three duty choices: Intercept, Convoy, and Search & Destroy. Ships on Intercept duty should be marked with an "I." These ships are performing patrols beyond the shipping lanes and may be able to prevent raiders from attacking the convoy.

Ships on Convoy duty should be marked with a "C." These are the actual convoy escorts and will see combat if the raiders find the convoy. Ships on Search and Destroy duty are out scouring the asteroid belt for the raiders' base, and should be marked "S&D."

Search Totals

A Search Total is a dice roll which determines if a group is successful in spotting another group. Whenever a Search Total is called for, roll 1D4 for each fighter or gunboat and 1D6 for each escort in a group and add them together. If this total is equal to or greater than the Search Difficulty, the search was successful. Search Difficulty levels should be kept in mind when assigning duties.

4) Intercept Phase

This phase determines if the ships on Intercept duty are successful.

The Kashmeri player should roll a Search Total, using all ships which are on Intercept Duty, against a Search Difficulty of 25. If successful, the raiders have been intercepted and a battle ensues.

Use the standard map setup for an interception combat. Kashmeri forces enter along Edge 3; Tokugawa forces along Edge 1. The battle lasts until one side withdraws or is destroyed.

Kashmeri forces may withdraw at any time. However, if they withdraw prior to Turn 10, the surviving Tokugawan forces may continue on to raid the convoy. If this should happen, the Tokugawan player may divide his forces and send badly damaged ships back to base.

Tokugawan forces may also withdraw from an interception combat at any time. However, by doing so, they risk exposing the location of their base. If the Tokugawans withdraw from an interception combat, the Kashmeri player should roll a Search Total with all surviving craft against a Search Difficulty of 20. If successful, it means they were able to track the retreating raiders. This lowers the difficulty for ships on a Search and Destroy mission. Retreating raiders lose their chance to attack the convoy.

5) Raid Phase

Tokugawan ships which avoided or defeated interception may now attempt to attack the convoy. The Tokugawan player should roll a Search Total, using all surviving ships on Raid duty, against a Search Difficulty of 20. If successful, the convoy has been found.

Use the standard map setup. The Kashmeri forces, consisting of the merchant ships rolled in the Convoy Phase and all ships assigned Convoy duty, set up first in Areas E and F. The Tokugawan forces set up second along Edge 1.

The battle lasts until one side is destroyed or the Tokugawans withdraw.

All cargo vessels are filled to capacity with cargo worth 10 pts./unit. This adds 100 points to the BPV of all Narwhals and 40 points to all Shuttles.

6) Search & Destroy Phase

During this phase, the Kashmeri forces search for the Tokugawan base. The Kashmeri player should roll a Search Total, using all ships on S&D duty, against a Search Difficulty of 30. If retreating raiders were successfully tracked during the Interception Phase, roll against a Search Difficulty of 20. If successful, the base has been found and combat ensues.

Use the standard map set up. Place asteroids following the standard procedure. The Tokugawan forces, consisting of all ships on Base duty and any ships on Raiding duty which returned to base, set up first in Areas E and F. The Kashmeri ships enter along Edge 3. The battle continues until one side is destroyed or withdraws. If the Tokugawans withdraw, this automatically counts as a Change Base action. (See below.)

Once the base has been found Kashmeri ships may return every turn with a Search Total of 10. If the Tokugawans Change Base, use the standard procedure to find the new base.

7) Repair and Replenish Phase

Once this phase begins all ships are assumed to have returned to base for the day.

During this phase, ships which are out-of-system may:

Reload all expended ammo.

Restore expended RPs.

Repair 10 damage boxes per Damage Track. (Damage Reduction may be restored.)

Replace destroyed fighters for free. (Note: Your fleet may never have more fighters than it is capable of transporting. See below.)

Freighters may load spare RPsnd ammo. (Note: This ammo is free but does add to the point value of the freighter if it should be destroyed.)

Ships which are in-system may:

Reload weapons and RPs from freighter stores.

Fighters may use RPs to replenish.

Note: The Kashmeri player's base has an unlimited supply of ammo and RP's.

Ships which are both in-system and on Base duty may:

Damaged escorts may make 2 Damage Control rolls.

Damaged fighters may use 1 RP to repair 5 points of damage.

The Tokugawan player may elect to Change Base during this Phase. If so, this is the only action all ships in the force may take during this phase.

Replacing Fighters

Ships which leave the system are assumed to go a friendly supply depot where they can repair and resupply. While there, ships capable of transporting fighters may load new ones. Each daily turn there are 100 points worth of fighters available at the depot. All replacement crew have a skill of 5. These points may not be held over to another day.

Even if sufficient replacement points are available, you may never buy fighters in excess of the your fleet's transport ability.

Example: Rich's force contains two Aoshos and a Narwhal Mk. II. This gives him the ability to transport 13 fighters. During the fighting on the first daily turn, Rich loses 3 Spirit Riders. During the Translight Phase of the following turn, he gives one of his Aoshos orders to leave the system. Later, during the Repair and Replenishment Phase he purchases 3 Thunder Birds for 60 points. Although there are points remaining and he could fit 6 fighters on the Aosho, Rich may not buy any more fighters because this would bring the number of fighters in his force above 13.

Victory

After seven daily turns have been completed, the players should calculate the TPV of all convoy freighters destroyed by Tokugawan forces and the TPV of all losses suffered by the Tokugawans. (Don't forget to add in the value of spare ammo and RPs on destroyed freighters.) If the value of the destroyed freighters is greater than the value of Tokugawan losses, the raid was a success, and the Tokugawans win. Otherwise, it is a Kashmeri victory.

The Next Millenium

Something many captains never grasp is that their torpedo rooms can be a potent def*ensive* weapon. Use torpedoes in auto-lock homing mode against targets to your front. As early as possible in an engagement, launch a spread of DXH torps. Maneuver these to the rear of your ship and just have them circle in that position. If any enemy fighters try to make an attack run on your stern, lock these torps on them and switch them to auto-lock mode. This should break up their attack. By the time they have reformed, you should have another spread of DXH torps in position.

If the enemy fighters have electronic warfare capability, you'll have to adjust...
— Conrad Rhineman, Guest lecturer at the Mtumbe War College.

Escorts Inventory and Nomenclature

Myoto Industries 2091 series G Fighter Tender "Aosho"

Crew: 42
Maneuvering Thrust: 0.039 km/s/s
Mass: 10,000 tons
Translight Capability: 15 light-years/day
Armor: Crystanium w/belt
Atmospheric Capability: none
Armaments:

> 6 x Mk. 20 Pulse Lasers
> 4 x Mk. 26 Disruptorguns
> 4 x Missile Launchers
> > (Magazines: 20 missiles.)
> 2 x Twin tube torpedo room:
> 20 x Mk. 20 Torpedoes
> 10 x Mk. 10 Torpedoes
> 10 x 100 Torpedoes

Transport Capability:

> 6 x 400 ton fighter

Commentary: Need to teach your neighbor a lesson? The Aosho is the perfect vessel for transporting a raiding party into another system. The Aosho is capable of transporting a strike force of 6 medium fighters into hostile territory. While in the field, it can top off the fighters' tanks and provide them with one complete ammunition reload.

The Aosho should not be used for extended operations, however, without a strong escort. This vessel sacrifices speed, shielding, and armor for a greater payload. If caught alone without its fighters, the Aosho would only survive against a determined attack for as long as its missile and torpedo supply lasts.

Fighter jocks looking for an easy kill should not get overconfident when attacking this ship, however. The Aosho has a good point-defense battery system, and unless approached with some skill, the six-barreled pulse laser covering the rear bay doors could ruin your entire day.
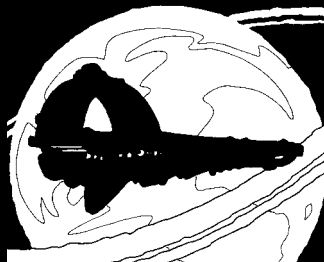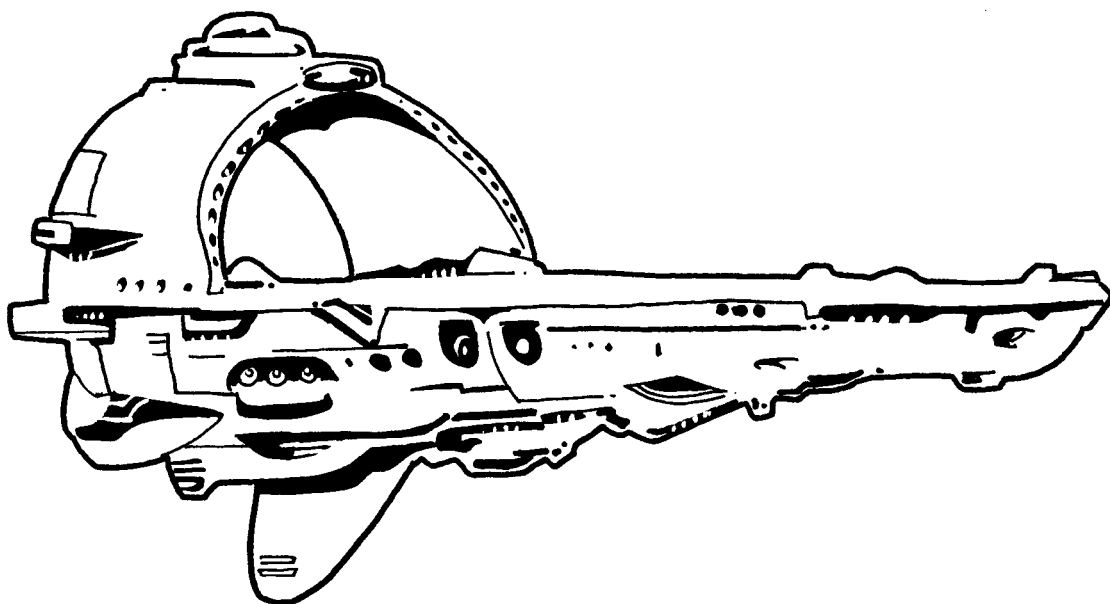
Caladyne Industries ECS-3e "Constellation"

Crew: 35
Maneuvering Thrust: 0.071 km/s/s
Mass: 7,100 tons
Translight Capability: 20 light-years/day
Armor: Crystanium
Atmospheric Capability: none
Armaments:

> 2 x Twin tube torpedo room:
> 10 x Mk. 60 Torpedo
> 10 x Mk. 50 Torpedo
> 10 x Mk. 20 Torpedo
> 3 x Mk. 25 Laztube
> 8 x Mk. 12 Disruptorguns
> 4 x Missile Launcher
> (Magazines: 20 missiles)

Commentary: The Constellation class frigate was Caladyne Industries' attempt at producing an escort command ship. Because its electronics were somewhat lacking for its intended role, not many were purchased for this purpose. It did, however, carve itself a niche. Its considerable firepower made it popular as a commerce raider.

While the Constellation's electronics are not really up to the task of coordinating the defense of a large convoy, they are more than adequate for attacking one. Constellation class frigates are the ship of choice amongst "privateers."

If able to approach undetected, a Constellation can often defeat a much larger ship. Using the deadly combination of Directed Homer Mk. 60 torpedoes and the highly accurate Mk. 25 Laztube, it can often deliver a decisive blow before the other ship can respond. The Constellation's secondary armament of Disruptorguns and missile launchers is generally sufficient to keep all but the largest fighters and gunboats at arm's length, enabling it to make quick hit and run raids without friendly fighter cover.
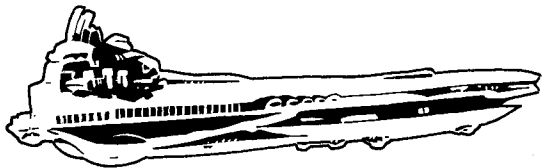
Heavy Metal's EWP-2d "Fletcher"

Crew: 37
Maneuver Thrust: 0.0695 km/s/s
Mass: 10,200 tons
Translight Capability: 18 light-years/day
Armor: Double hull w/ alloy belts
Atmospheric Capability: none
Armaments:

> 1 x Mk. 40 Keel cannon
> 2 x Mk. 27 Ion Cannon
> 2 x Twin tube torpedo room:
> 10 x Mk. 50 torpedoes
> 10 x Mk. 20 torpedoes
> 10 x Mk. 10 torpedoes
> 20 x Mk. 15 Pulse lasers
> 4 x Missile Launchers
> (Magazines: 20 missiles)

Commentary: This is the ship to beat when it comes to escort command ships. The Fletcher combines top-notch electronics with a rugged design and serious firepower. The keel cannon and twin ion cannons give the Fletcher a devastating punch. It is capable of going head-to-head with any ship in its class.

The Fletcher has gained a reputation for being indestructible which is well-deserved. Due to its combination of heavy armor, good shields, and highly redundant systems, the Fletcher is able to absorb damage that would cripple any other ship.

The major complaint voiced by the Fletcher's critics is that it has weak secondary armament. Once torpedo supplies run low, it has trouble fending off attacks by heavy fighters.
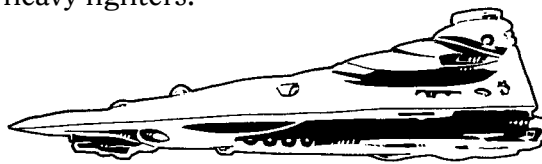
Pyramidis Shipyards 740 Model C "Megafortress"

Crew: 22
Maneuvering Thrust: 0.079 km/s/s
Mass: 4100 tons
Translight Capability: 24 light-years/day
Armor: Crystanium hull w/alloy belting
Atmospheric Capability: none
Armaments:

> 4 x Mk. 30 Blatgun
> 3 x Missile Launcher
> (Magazines: 20 missiles)
> 2 x Mk. 40 Heavy Plazgun
> 8 x Mk. 30 Splatterguns
> 2 x Twin tube torpedo room:
> 10 x Mk. 10 Torpedoes
> 10 x Mk. 20 Torpedoes
> 3 x Mk. 35 Blast Cannon

Commentary: The Megafortress is the Betafortress' bigger, badder cousin.

Inspired by the success of the Betafortress design, Pyramidis set about designing an escort version for patrol and interdiction work. The Megafortress performs well in this role, capable of chasing down and easily destroying small blockade runners like the Shryak shuttle. It is an invaluable asset to any blockading force.

Unfortunately, the Megafortress does have some deficiencies. Its point-defense system, while multi-target capable, is not overly accurate. Also, its torpedo rooms, with only a two racks of small torpedoes, lacks the staying power of most escort class vessels.
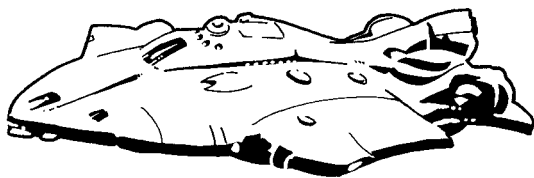
Imperial Transtar 1057 series E/T "Narwhal Mk. II"

Crew: 27
Maneuvering Thrust: 0.114 km/s/s
Mass: 6100 tons
Translight Capability: 18 light-years/day
Armor: Crystanium hull
Atmospheric Capability: none
Armaments:

> 2 x Twin tube torpedo room
> 1 x Single tube torpedo room:
> 10 x Mk. 30 Torpedoes
> 10 x Mk. 20 Torpedoes
> 10 x Mk. 10 Torpedoes
> 3 x Missile Launchers
> (Magazines: 20 missiles)
> 15 x Mk. 15 Pulse Lasers
> 1 x Mk. 25 Disintegrator

Transport Capability:

> 1 x 100 ton fighter rack
> 5,000 tons bulk cargo

The Narwhal is a common military transport. The first production models of this ship entered service near the end of the Imperial Civil War. Imperial forces were stretched thin and there was a growing need for a transport that could operate without escorts. The Narwhal proved its ability to do so and was produced in large numbers.

The original Narwhals were equipped to carry two 50 ton fighters. During the war, these were usually Transtar 950d "Deltas". These fighters were barely worth the steel used to manufacture them and their production was discontinued after the war. Most Narwhals have since been modified to carry a single 100 ton fighter, usually a Pit Viper. These are known as Narwhal Mk.II.

Although not a match for other ships in its weight class, the Narwhal is capable of giving fighter pilots a hot reception.
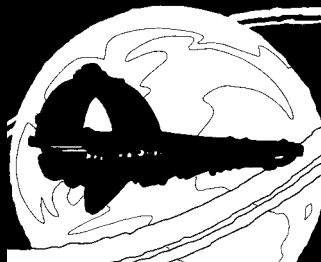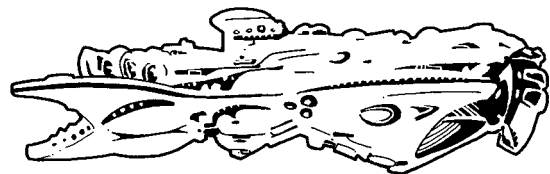
Renegade Special Retrofit 2001 "Narwhal Mk. III"

Crew: 27
Maneuvering Thrust: 0.109 km/s/s
Mass: 6,100 tons
Translight Capability: 12 light-years/day
Armor: Crystanium alloy w/belt
Atmospheric Capabilities: none
Cargo Capacity: 1 x 10 unit bay
Armaments
> 1 x Mk. 45 Repeating Blaster
> 1 x Mk. 30 Disintegrator
> 13 x Mk. 10 Pulse Lasers
> 4 x Mk. 45 Torpedo Tubes
> 2 x Missile Launcher
>   (ammo: 10 missiles)
> 1 x Missile Launcher
>   (ammo: 20 missiles)
> 10 x Mk. 20 Explosive Torpedoes
> 10 x Mk. 30 Explosive Torpedoes
> 1 x 100-ton fighter rack

Commentary: While many houses purchased Narwhals, they quickly sold them when the Kashmeri began selling open market versions of their bulk cruisers. This created a secondary market for Narwhals, and many minor houses snatched up two or three at bargain prices. With a little ingenuity and some spare parts, Narwhals started appearing with non-standard armaments. Systems that could not afford the more desireable warhounds suddenly found an irresistible "fix-up" opportunity.

The Espans were no exception. They purchased one of the escorts and proceeded to upgrade its weaponry. By removing two Pulse Lasers and the forward Torpedo Tubes, cutting large holes in the hull, and rearranging systems like life support, the Espans created enough space to mount a Repeating Blaster. This greatly increased the Narwhal's damage potential and allows it to engage other warhounds. The Narwhal Mk. III has yet to see combat, so its effectiveness is questionable.

The Narwhal Mk. III needs to focus its movement on bringing targets into its Repeating Blaster's arc of fire. The Narwhal's other weapons are defensive in nature, although the Missile Launchers can make short work of a heavy fighter. Also, never forget the Narwhal Mk. III's torpedo load.

Augustus Naval EM-230 "Stingray"

Crew: 25
Maneuvering Thrust: 0.082 km/s/s
Mass: 5100 tons
Translight Capability: 24 light-years/day
Armor: Crystanium w/ substantial belting
Atmospheric Capability: none
Armaments:
> 2 x Mk. 27 Ion cannon
> 1 x Mk. 100 Plazprojector
> 3 x Missile launcher
> (Magazine: 20 missiles)
> 6 x Mk. 30 Splattergun
> 2 x Twin tube torpedo room:
> 20 x Mk. 20 Torpedoes

Commentary: The Stingray is an all-purpose workhorse. It has sufficient speed for patrol and interdiction work, good firepower for a ship of its size, and excellent shields and armor.

In larger navies, Stingray skippers are usually selected on the basis of their resourcefulness and capability for independent action. This is because Stingrays are usually employed as advance scouts, deployed well forward of the main body of the fleet. If they get into trouble they have the speed to outrun what they can't fight and the firepower to fight what they can't outrun. Either way they will survive long enough to warn the fleet.

Stingrays are popular in systems that are on a tight budget. Their all-purpose nature and low price tag make them the ideal craft with which to stiffen an all-fighter defense force. Stingray crews in these systems tend to be overworked and underpaid, but highly proficient.

The primary complaint of Stingray crews is the weak point defense system. Its lack of real multi-targeting capability makes the Stingray susceptible to coordinated torpedo attacks.
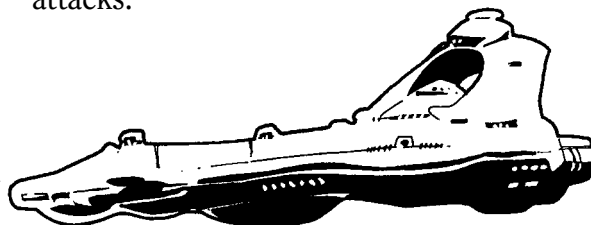
Kashmere Shipyards KW-777 "Kali"

Crew: 17
Maneuvering Thrust: 0.109 km/s/s
Mass: 5,100 tons
Translight Capability: 12 light-years/day
Armor: Crystanium double hull
Atmospheric Capabilities: none
Cargo Capacity: none
Armaments:

> 1 x Mk. 25 LazTube
> 8 x Mk. 10 Splatterguns
> 6 x Mk. 10 Pulse Lasers
> 6 x Mk. 20 Blatguns
> 4 x Missile Launchers
>   (Ammo: 20 Missiles each)
> 2 x Mk. 45 Torpedo Tubes
> 20 x Mk. 10 Explosive Torpedoes
> 10 x Mk. 50 Explosive Torpedoes

Commentary: The Kali is patrol ship designed to competnatly operate in a variety of conflict situations. It is able to fill the roll of a convoy escort, act as a picket vessel and be the muscle for a strike into disputed territory. Since the operating theater of the Kali would change often, it is armed with a combination of missile, torpedo, laser, and particle technology.

In combat, the Kali proved itself adequate. It is a dependable escort providing excellent tactical support to a small force. Its flexible weapon systems allow it to engage many different types of targets at once. While the weapons only do a moderate amount of damage, the Kali is robust enough to last through the end of the battle. With a large and flexible torpedo load, the Kali is a well-rounded warhound.
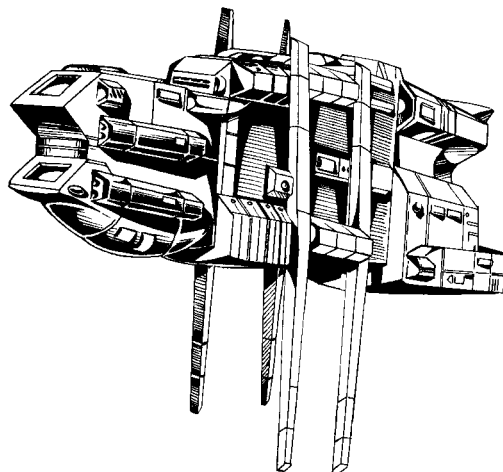
Kashmere Shipyards KF-3000 "USHAS"

Crew: 8+
Maneuvering Thrust: 0.067 km/s/s
Mass: 7000 tons
Translight Capability: 20 light-years/day
Armor: Crysteel hull
Atmospheric Capabilities: None
Cargo Capacity: 2 x 45 units each, in cargo or Battle Pods
Armaments:

> 12 x Mk. 10 Pulse Lasers
> 1 x Mk. 50 Repeating Blaster

Commentary: The Ushas is the big boy of the Kashmere cargo fleet, named after the Indian goddess of the dawn. This large ship is often used by the military to send massive amounts of supplies to a staging area. These ships are also used by the larger megacorporations to convoy incredible amounts of products in one trip. A convoy of Ushas is almost always heavily escorted by wings of Karttikeya, openly showing the value of the cargo contained within.

The Ushas has two massive cargo bays. When unescorted it is typical for one of these bays to be loaded with weapons to protect the cargo. Using these modular bays provides the Ushas with unparalleled versatility, allowing it to be reconfigured quickly every time it is in port. Rarely, the Kashmeri Navy loads both bays with weapons and uses the Ushas as a strike ship.

The Ushas is a large freighter with only minimum weaponry and armor. Being a escort class vessel, it still takes a lot of damage to destroy, but the cargo areas are vulnerable. The flexability of its weapon loads allows it to be tailor-armed against its expected adversary. The Ushas pilot can rest comfortably, though, knowing that he will have one of the strongest escorts around.
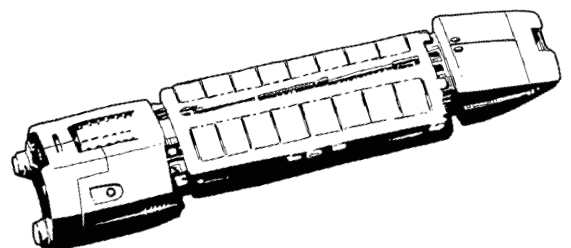
ASP 111-10 H-MPA "Nebula II"

Crew: 24 or 25
Maneuvering Thrust: 0.039 km/s/s
Mass: 10,415 tons
Translight Capability: 10 light-years/day
Atmospheric Capability: None
Armaments:

> 1 x Modular Weapon Bay, choose one of the following:
>> • Twin Ion Cannon
>> • Quad Repeating Blaster
>> • Quad Hyper Cannon
>
> 8 x Mk. 10 Splatterguns
> 2 x Mk. 10 Impulsegun Ion Cannons
> 2 x Missile Launchers
>> (Magazines: 10 missiles)
>
> 3 x Twin-tube torpedo room
> 10 x Mk. 8 C-Torps
> 10 x Mk. 20 Torps
> 10 x Mk. 50 Torps
> 10 x Mk. 20 Parasite Torps

Bays:

> 6 x 400+ Fighter Bays

Commentary: The Nebula II is the ASP's cavalry unit and strategical focal point. It carries six 400-ton fighters with two full re-loads for each ship.

Nebula IIs utilize a common Data Sphere technology: modular weaponry. This gives the Nebula II cluster groups a great variety of weaponry, since the ships are not that adept at brawling. However, the Nebula II clusters are often used in long-range missions where support is unavailable. As such, these ships have to be able to handle a wide variety of opposition. Nebula IIs can switch weaponry at any stocked dry dock.
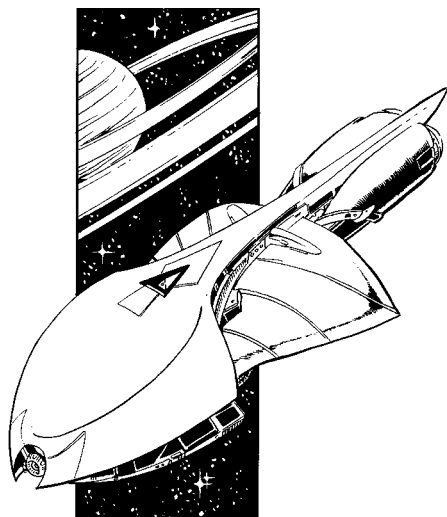
DRC/ASP 01 "Pteradon"

Crew: 21
Maneuvering Thrust: 0.091 km/s/s
Mass: 5,995 tons
Translight Capability: 10 light-years/day
Atmospheric Capability: None
Armaments:

> 1 x Graviton Cannon
> 2 x MK. 25 Laztube
> 2 x Mk. 20 Meld Lasers
> 12 x Sext Mk. 10 Splatterguns
> 3 x Missile Launchers
>> (Magazines: 20 missiles)
>
> 3 x Twin-tube torpedo room
> 30 x Mk. 10 Torps
> 10 x Mk. 40 Torps
> 10 x Mk. 8 C-Torps

Commentary: Pteradons are deadly against small numbers of fighters, but against swarms their low Damage Reduction and lack of anti-fighter weaponry becomes apparent. Aside from a pair of sext Splatterguns, Pteradon cannons throw large numbers of Mk.10 torps at incoming fighters, usually waiting until the enemy is too close to avoid the speedy torps. While the Pteradon is deficient in short-range weaponry, a cloud of Mk.10s is enough to make many enemy pilots think twice.

Pteradons serve mainly as escort ships, they are rather ineffective on their own due to a lack of a Tactical Operations Center and the aforementioned weakness against fighter swarms.
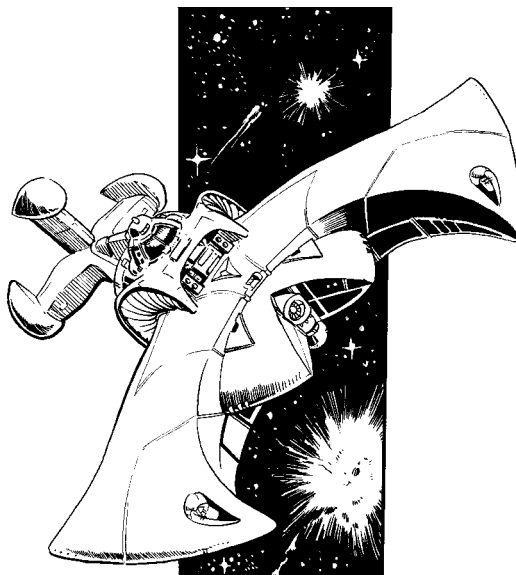
Pyramidis-Brawn S102 "Longboat"

Crew: 35
Maneuvering Thrust: 0.081 km/s/s
Mass: 11,000 tons
Translight Capability: 19 light-years/day
Armor: Double Crystantium hull
Atmospheric Capability: none
Armaments:

12x Mk. 10 Splattergun Blast Cannons
2x Missile Launcher (Magazine: 20)
2x Mk. 25 Laztube
1x Mk. 10 Mjölnir Gauss Generator
1x Mk. 40 Bifrost Gauss Generator
2x Twin tube torpedo room:
10x Mk. 10 torpedoes
20x Mk. 30 torpedoes
10x Mk. 70 torpedoes

Commentary: Weighing in at 11,000 tons and sporting amazing firepower, the Longboat is built to last. The Gauss Phaser's devastating impact shreds anything in the Longboat's direct path, while dual Laztubes soften up foes from a distance. Any fighter foolish enough to move in faces a murderous barrage from twin pairs of missile launchers, quad- and dual-Splatterguns. The Longboat's full frontal sweep with a Gauss Field Generator doubles as a fighter-killer and a torpedo-stopper.

Charles Brawn collaborated with the Pyramidis staff to produce the Longboat design. Manufactured above Midgard, Kamchatka and New Denmark, the Archdiocese placed dozens of these massive ships in service in the last 15 years. Now that the Archdiocese economy pumps at high gear, few Longboats venture out without support from Megafortresses or flanking Narwhals.

Mutumbe Shipyards DD750 "Cetshwayo"

Crew: 26
Maneuvering Thrust: 0.069 km/s/s
Mass: 7000 tons
Translight Capability: 18 light years/day
Armor: Belted Crystanium
Atmospheric Capabilities: None
Armaments:

8 x Mk. 10 Splatterguns
4 x Mk 25 Plasma Shell Cannon
(Magazines: 4 Shells each)
4 x Mk. 20 Missile Launchers
(Magazines: 20)
1 x Mk. 27 Ion Cannon

Transport Capabilities:

2 x 100 ton fighterBays
2x 100 ton Fighter Racks

Commentary: This ship was designed from the keel up for fighting pirates, raiders, and other irregular forces equipped with light to medium fighters. It excels in this role, but is lacking when faced with heavier targets like gunboats and other escorts.

An oddity among escort class vessels, the Cetshwayo possesses no torpedo room. It relies instead on its four dual splattergun mounts, four plasma shell cannons and four missile launchers to overwhelm its opposition through sheer firepower.

This tremendous barrage is backed up by a heavily-armored hull, a solid electronics suite, and good repair capabilities. Light and medium fighters, especially those with limited torpedo loads, find the Cetshwayo a tough nut to crack.

The Cetshwayo's considerable firepower is normally augmented by that of the four Iklwa fighters it carries into combat. When operating within the defensive umbrella of the escort's batteries and coordinated by the Cetshwayo's TOC, these small fighters can often defeat superior numbers of larger fighters.
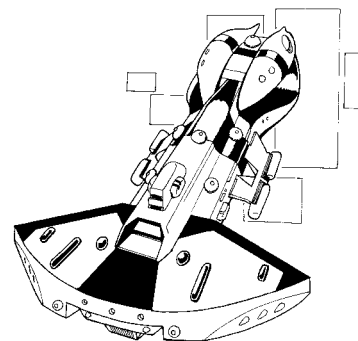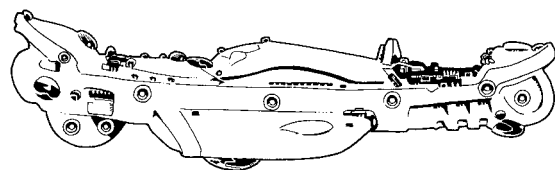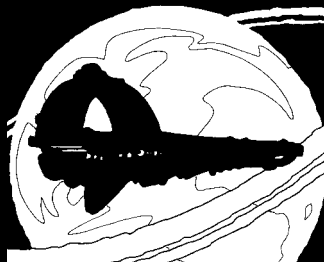
House Warhound Roster

ASP Technocracy
Fletcher, Fletcher ASP, Nebula, Nebula II, Pteradon

Colos, House
Aosho, Constellation, Fletcher, Megafortress, Narwhal II, Stingray,

Data Sphere
unknown

Espan, Minor House
Narwhal III,

Hibernian Freehold
Aosho, Constellation, Fletcher, Megafortress, Narwhal II, Stingray,

Kashmere Commonwealth
Kali, Super Kali, Ushas

Luches Utopia
Aosho, Constellation, Fletcher, Megafortress, Stingray,

Q'raj Void Protectorate
Aosho, Constellation, Fletcher, Fletcher QVP, Megafortress QVP, Saladin, Stingray, Stingray QVP, Stingray QVP-ML,

Red Star
Aosho, Constellation, Megafortress, Stingray

Sigurd Archdiocese
Aosho, Constellation, Fletcher, Longboat, Megafortress, Narwhal II, Stingray,

Tokugawa, House
Aosho, Constellation, Fletcher. Megafortress, Narwhal II Stingray

Unkulunkulu Archipelago
none

Yoka-Shan Warworld
Aosho, Cetshwayo, Constellation, Fletcher, Megafortress, Narwhal II, Stingray,

Escort Point Values

Starcraft	BPV	Crew	VSPV	SMPV	VSSMPV
Aosho	764	42	762	1034	962
Cetshwayo	575	26	575	575	575
Constellation	806	35	768	1040	930
Fletcher	894	37	918	1038	1018
Fletcher QVP	917	26	917	917	917
Kali	633	17	653	759	783
Longboat	921	35	922	1173	1133
Megafortress	482	22	526	536	606
Megafortress QVP	531	18	531	531	531
Narwhal II	623	27	682	731	828
Narwhal III	628	27	667	718	783
Nebula II	750	25	754	876	874
Pteradon	781	21	841	907	1003
Saladin	960	36	960	960	960
Stingray	551	25	599	623	699
Stingray QVP	636	19	636	636	636
Stingray QVP Minelayer	914	17	914	914	914
Ushas	345+	8+	345+	345+	345+

BPV=Basic Point Value   VSPV= Varriable Speed Point Value

SMPV= Super Maneuverable Point Value

VSSMPV=Variable Speed Super Manuverable Point Value

Combatants

This section details eight different escort vessel combat organizations that are in service as of 7:1 AL. All are generally of Flotilla or Squadron strength. This is the standard operational force used throughout Terran space at this time.

The normal, full-strength hierarchy of escort organizations is displayed below. These numbers do not include attached fighters:

      Single: an individual escort

      Element: 2 single escorts

      Division: 2-4 elements.

   Total of 4-8 vessels.

      Squadron: 2-3 divisions.

      Total of 8-24 vessels.

      Flotilla: 2 Squadrons.

   Total of 16-48 vessels

      Task Force: 2+ Flotillas.

      Total of 32-96+ vessels.

89TH TOKUGAWAN ESCORT FLOTILLA
"THE RED DRAGONS"

Commanding Officer: Taki Yamato

The 89th is one of House Tokugawa's most potent weapons in its struggle to regain its lost lands. Commodore Yamato, one of Tokugawa's ablest officers, has molded the 89th into a highly disciplined fighting force which he wields in battle with the grace and speed of a katana.

With the addition of some Narwhals, recently captured from Luches Utopia, the 89th has been able to achieve a high degree of self-sufficiency, able to carry enough stores for extended operations in enemy territory. While this increases the combat efficiency of the flotilla, it is viewed with misgivings by House Tokugawa elders. If command of the force should fall to an officer less honorable than Yamato, a struggle for political power could result.

Yamato prefers to use a fast moving strategy of deception and hit-and-run raids. His usual tactics are to enter a system, make a few quick raids and leave before his enemy can recover. Whenever possible he tries to salvage supplies from disabled enemy ships, thereby extending the operational radius of his force.

Squadron Summary

SQUADRON NAGUMO
Squadron Leader:
Yoshi Nagumo (Cpt D8)
Assets:
2 x Fletcher
3 x Constellation
3 x Megafortress
2 x Stingray

SQUADRON TAKAGI
Squadron Leader:
Seiji Takagi (Cpt D10)
Assets:
4 x Narwhal Mk.II
4 x light fighters
4 x Aosho
24 x medium fighters
2 x Megafortress
2 x Stingray

HOUSE RED STAR'S
3RD PATROL SQUADRON
"GRAY WOLVES"

Commanding Officer: Stu Redwing

In keeping with House Red Star's defensive philosophy, their navy has few large vessels. They found, however, that in order to effectively patrol the outer portions of their systems, it was necessary to maintain a few escort patrol units.

The 3rd Patrol Squadron is a good example of a typical unit. It has only a few large command and support vessels, accompanied by small escorts and fighters.

Division Summary

HOWLING WOLF DIVISION
Division Leader:
John Brooks (Cpt D8)
Assets: 1 x Constellation
3 x Aosho
18 x Medium fighters

HUNTING WOLF DIVISION
Division Leader:
Tom Running Horse (Cpt D8)
Assets: 4 x Megafortress
3 x Stingray
2 x Betafortress

27th Luches Flotilla
"The Marauders"

Commanding Officer: Carl von Liebnitz

An aggressive and expansionist group, the Luches Utopian's have sought to augment their power by forming new escort flotillas. Due to the pervasive influence of the Underground, however, they have been forced to employ drastic measures to do so.

Lacking volunteers, the Utopia found it necessary to conscript most of the crew needed for the new units. The crew's unwillingness to serve, as well as the presence of Underground agents, caused the loss of a number of ships to mutinies. This was ended through the adoption of a unique command structure.

The command ship of each squadron is always the most powerful ship available, and it is commanded by a lackey appointed by the government. All other ships in the squadron have powerful explosives attached to the ships' drives. If a ship attempts to leave the system without proper authorization codes or attempts to lock weapons on the command ship the explosives will detonate. The explosives may also be detonated at any time by the captain of the command ship. For this reason, all ECM units have been removed from non-command ships to prevent the detonation signal from being jammed.

This heavy-handed approach has lowered morale and hampered tactical flexibility, resulting in a number of notable defeats for Utopian forces. There have been no more mutinies however.

Squadron Summary

Raider Squadron
Squadron Leader:
Ivan Zhukov (Cpt D6)
Assets: 1 x Fletcher
2 x Constellation
(ECM removed)
1 x Aosho
(ECM removed)
6 x Medium fighters
2 x Megafortress
2 x Stingray

Corsair Squadron
Squadron Leader:
John Dudley (Cpt D6)
Assets: 1 x Fletcher
1 x Constellation
(ECM removed)
2 x Aosho
(ECM removed)
12 x Medium fighters
3 x Stingray
2 x Megafortress

1st Material Wealth Liberation Squadron
"The Liberators"

Commanding Officer: Jonathan Whitcomb

The 1st Material Wealth Liberation Squadron, or so they have designated themselves, is an independent group. They prefer to see themselves as privateers. Other, less charitable people, have called them "pirates" or simply "scum."

The Liberators often hire themselves out to various factions to act as commerce raiders. Unfortunately for employers, their loyalty to a cause only lasts as long as the money to pay for it. Employers who have been late with a payment have seen their own shipping begin to disappear.

The Liberators prefer to execute quick raids. Their ideal target is a solitary freighter, they seldom attack well-guarded targets unless desperate for supplies. After disabling their target they take what loot they can and leave the system.

Due to the infrequency with which they have access to high tech repair facilities, many of their ships suffer from Poor Mechanical Reliability.

Squadron Summary

First Squadron
Squadron Leader:
Jonathan Whitcomb (Cpt D10)
Assets: 1 x Fletcher
1 x Constellation
1 x Aosho
6 x Medium fighters
2 x Stingray
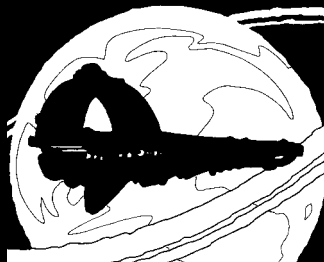
292ND COLOSIAN ESCORT FLOTILLA
"COLOSIA'S BEST"

Commanding Officer: Clarence Warner

This flotilla was one of the lead elements in the assault that recaptured Colosia, and it suffered heavy casualties in both ships and personnel. The survivors returned home to a hero's welcome, and now the 292nd is the process of rebuilding.

During the assault on Colosia, the 292nd coordinated closely with the Draconian forces that were involved. Many of the 292nd's officers have first hand experience of Draconian weapons and tactics. The Colosian government sees the refitting of this flotilla as a high priority, hoping to use it as a guard against the Draconians' recent naval expansion. Most of the flotilla's losses in hardware have been replaced. It now remains for the officers to complete the training of the replacement crews.

There have been rumors that the 292nd may be combined with the 305th Flotilla, forming the 292nd Escort Task Force. If so, this would be the first permanently organized Task Force in Terran space since the end of the war with the Hatchlings.

Squadron Summary

FIRST SQUADRON
Squadron Leader:
Anna Sowinski (Cpt D8)
Assets: 2 x Fletcher
3 x Constellation
2 x Aosho
12 x Medium Fighters
1 x Narwhal Mk.II
1 x Light Fighter
3 x Stingray
1 x Megafortress

SECOND SQUADRON
Squadron Leader:
Mark Chadwick (Cpt D8)
Assets: 1 x Fletcher
2 x Constellation
4 x Aosho
24 x Medium Fighters
2 x Narwhal Mk. II
2 x Light Fighters
2 x Stingray
2 x Megafortress
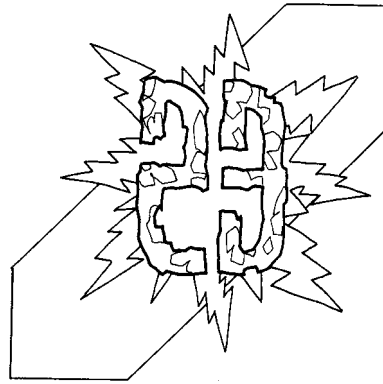
23RD SIGURD HEAVY FLOTILLA
"ODIN'S THUNDER"

Commanding Officer: Sven Hansen

A veteran unit of the Terran-Hatchling War, the 23rd has become the Archdiocese's fire brigade. Whenever there is an incursion into Sigurdian space or a potential convert world has a problem, Odin's Thunder is there to deal with it.

For the moment, the constant action has turned the 23rd into a highly cohesive fighting machine, its crews honed to a razor edge. You can only use a weapon for so long, however, before it starts to dull. Commodore Hansen is concerned that the continuous personnel drain and lack of quality maintenance time will eventually blunt the edge of his command. Right now, though, the 23rd is one of the best escort units in Terran space.

Squadron Summary

ODIN SQUADRON
Squadron Leader:
Bjorn Olsen (Cpt D10)
Assets: 3 x Fletcher
2 x Constellation
4 x Stingray
4 x Megafortress

THOR SQUADRON
Squadron Leader:
Barik Svenson (Cpt D10)
Assets: 1 x Constellation
2 x Aosho
12 x Medium fighters
2 x Narwhal Mk. II
2 x Light fighters
2 x Stingray
2 x Megafortress

Silent Death

57TH YOKO-SHAN EXPORT SQUADRON
"THE SWARM"

Commanding Officer: Mustafa Amembi

The 57th is one of many Yoko-Shan units which hires itself out to other systems. What makes it different is its unique organization and tactics.

The 57th is a strong squadron composed of three divisions, Horns, Head, and Loins. When attacking, the squadron deploys in a formation reminiscent of that used by the Zulu impis of ancient Earth. The ships of the Horns division are stationed forward of the remainder of the squadron and to either side of the main axis of attack. There job is to serve as a screen and make first contact with the enemy. Once that has occurred, the heavier ships of the Head division move forward and engage, hopefully pinning the enemy in place. The Horns ships then break contact, race around the enemy's flanks, and trap them in a crossfire. Simultaneously, the fighter tenders of the Loins launch their craft, which sweep down and finish off their weakened enemy.

Division Summary

HORNS DIVISION
Division Leader:
  Stephen Mboya (Cpt D8)
Assets: 4 x Stingray
  4 x Megafortress

HEAD DIVISION
Division Leader:
  James Mandela (Cpt D10)
Assets: 3 x Fletcher
  4 x Constellation

LOINS DIVISION
Division Leader:
  Esa Ngoya (Cpt D8)
Assets: 6 x Aosho
  36 x Medium Fighters
  2 x Stingray

11TH VOID PROTECTORATE STRIKE
"SWORD OF JUSTICE"

Commanding Officer: Qati Akman

Although the Q'raj tried to remain aloof from the political maneuvering which led to the Civil War, their vast wealth of strategic resources inevitably drew them into the conflict. Some of the most intense fighting of the war occurred in Void Protectorate space. Heavy escort flotillas like the 11th formed the backbone of the Q'raj defense.

The arrival of the Hatchlings gave the Q'raj a short respite as their enemies withdrew to protect their own systems. Shattered units were quickly reformed and refitted. When the Grubs reached Void Protectorate space, the Q'raj stood ready. Wave after wave of enemy attacks washed over their systems, but despite tremendous casualties the Q'raj held their ground.

The 11th is composed of survivors of the 11th, 12th, and 14th Strike Flotillas, reorganised into a single unit. All the pilots and crew of these vessels are hardened veterans, tempered in the fire of the Imperial Civil War and the Hatchling War. They are perhaps the most formidable fighting formation currently operating in Human space.

Squadron Summary

LION SQUADRON
Squadron Leader:
  Qati Akman (Cpt D10)
Assets: 4 x Fletcher
  1 x Constellation
  3 x Aosho
  18 x Medium fighters
  1 x Stingray

SCIROCCO SQUADRON
Squadron Leader:
  Ali Husayn (Cpt D10)
Assets: 2 x Fletcher
  3 x Constellation
  2 x Narwhal Mk.II
  2 x Light fighters
  3 x Aosho
  18 x Medium fighters
  1 x Stingray

House Technolgy Annex

The technology annex gives a review of house specific technologies and how they interact with warhounds.

ASP Entropic Accelerator

The Entropic Accelerator utilizes a high charge of anti-protons and anti-electrons to initiate a disintegrating chain reaction. The anti-particles seek out and bond with like real particles, annihilating both. The complex chain reaction continues to "burn" the target vessel until the reaction breaks down or there is nothing left to dissolve. Deaths from EA weapons are incredibly painful and terrifying, and nothing can be done to help the victim once the reaction begins.

Only ASP ships can use the Entropic Accelerator.

Tactical Readout

The Entropic Accelerator serves many purposes. It is an excellent "finishing" weapon for smaller vessels that have slowed due to engine damage. An ASP ship can also hit with several EA shots and wait while the continuous charges weaken a strong foe before coming back to finish the job.

Game Play

The EA is fired as a normal cannon fire weapon. Upon a successful hit, draw a small circle on target ship's display and apply High damage, subtracting the target's damage reduction. The next game turn, damage is rolled at the beginning of the Warhead Launch Phase, before any weapons are launched or fired. If an EA's continuing damage knocks out a torp, the target does not get to fire that torp–it's destroyed.

A target may be hit multiple times, but each 1d6 worth of damage is applied individually against the target's Damage Reduction.

If the damage rolled is a "1," the charge has burnt out. Fill in the circle on the target's sheet, indicating that that specific charge will no longer cause damage.

Entropic Accelerator vs. Warhounds & Gunboats

EA weapons work the same against Warhounds and Gunboats as they do against fighters.

- To Hit: 2D8+ADB
- Damage: High, then 1d6 continuing per turn until burnout (entropic charge burns out if a 1 is rolled on the 1d6 continuing damage roll)
- Only affects damage track hit for Gunboats and Warhounds
- Range: Short 1-4, Medium 4-7, Long 8-12
- Target Speed Restriction: ≤12
- Ammo: 6
- Cost: 8
- Slots: 4

ASP Graviton Cannon

When the Draconians arrived in Terran space, they brought with them some of the most devastating weaponry ever seen by humans. Based on gravitons, these weapons wreaked havoc with Terran forces hostile to the Draconians.

When the Draconians funded the ASP Defense Department, they helped design the Pteradon-class escort. The ASP needed to protect valuable Nebula II clusters from enemy escorts, and true to ASPer style, they wanted to weaken or destroy an enemy from a very safe distance. The Draconians provided such a weapon in the Graviton Cannon.

The Graviton Cannon utilizes a nuclear compressor to create microscopic pellets of matter that approach black hole density levels. The compressor, launched from the ship in a self-contained round, detonates a shaped charge surrounding a 10-ton ball of stabilized Lawrencium. In a split-second reaction, the compressor blast accelerates the Lawrencium charge to a high velocity, while simultaneously compressing it to a microscopic mass of immense density.

The tiny pellet, bordering on the density of a black hole, strikes with massive

force, blasting a large hole in the target vessel. In addition, as it passes through the target, the pellet's gravitational field pulls the ship in on itself, fracturing framework and, in some cases, crushing the superstructure entirely. The particle moves so fast that it passes through the ship in a millionth of a second, leaving carnage in its wake.

Graviton Cannon vs. Fighters & Gunboats

While the Lawrencium pellet's crushing gravity is nearly impossible to escape, the targeting/firing system is slow to react. The Graviton Cannon's speed restriction is not eligible for the optional Relaxed Speed Restriction rule–if the target has a Drive greater than 13, the Graviton Cannon can't hit it.

Tactical Readout

The Graviton Cannon's range is currently the longest in Terran space. The rounds don't do as much damage as a Keel Cannon, but the massive range makes up for that in extended battles. In addition, the Graviton Cannon can use the full front arc, while the Keel Cannon can only fire in a straight line (see Warhound rules). The Pteradon is capable of inflicting heavy damage on a foe before that opponent can even bring guns to bear. Graviton Cannon rounds can only detonate a safe distance from the firing Pteradon, hence the 6-hex minimum range.

- To Hit: 2d8+ADB+2
- Damage: Allx2
- Range: Short: 6-22, Medium: 23-34, Long: 35-40
- Absolute Target Speed Restriction: ≤ 13
- Ammo: 6
- Special: Escort weapon, front arc only
- Cost: 30
- Slots: 30
- Crew: 4

ASP C-Torps

The C-Torp is the ultimate non-lethal weapon in the Terran universe. The ASP's Neurologic Division and Electron Warfare Division combined to produce this little gem. The C-Torp attacks both the target ship's electronic systems and the crew's bio-electric nervous system impulses.

A C-Torp behaves just like a normal torp in every respect except for damage. When a C-Torp gets close to a target (in game terms, when it hits), it releases a large cluster of graviton-charged limpet mines which utilize Draconian graviton technology. At least some of these mines slam into the target vessel and attach to the hull. Once attached, the limpets discharge a rapidly oscillating dual-phase electrical field. The field not only disrupts a ship's electrical systems, it can "short-circuit" the target crew's synapses, creating symptoms such as temporary paralysis, agonizing pain, and severe hallucinations. While under such effects, the crew cannot function in any way.

When the C-Torp hits, roll 1d6 and subtract the target's Damage Reduction. The remainder is the number of turns the target ship is inactive, effectively dead in space with a DV of 5 and capable of no defensive, offensive, or movement actions. After the designated number of turns have passed, the ship may function normally based on its damage track.

If multiple C-Torps hit, take the highest roll, add the number of C-Torps that hit, and from that total subtract the target ship's Damage Reduction (doubles count as only one die, i.e. two 6s are treated as a single hit of 6).

Example: *Vlad lands four C-Torps from his Pulsar against a Sigurd Hammer. He rolls a 1, 3, 4, and 6. The 6 is the highest, so he adds +3 for the additional hits (+1 for each additional through, the Hammer is out of commission for six turns while pilot Flahdja Dremlusson suffers a hallucination that a Hound of Hel is crawling through the cockpit window.*

When a C-Torp hits and affects a target ship, that ship is out of action for at least

one turn. During that first turn, a ship may attempt an automatic Damage Control roll. The ship is not moving or firing–consider the roll the target ship's automatic electronic defenses attempting to contain the rogue impulses. If the ship makes that roll, it will act normally the next game turn. An affected ship may roll Damage Control each turn it is affected–a success means the ship's controls are permanently restored to normal on the **following** turn. If a ship's Damage Control has been destroyed, it cannot attempt Damage Control to negate the C-Torp's effects.

A ship may only be affected by one C-Torp strike at a time. If a C-Torp hits while the target ship is currently under a previous C-Torp's effect, then newest strike is ignored and the new C-Torp is considered destroyed.

You must purchase a special C-Torp rack to carry and fire C-Torps. Standard torps may not be placed in a C-Torp rack. Each component of a C-Torp (rack, delivery system, limpet mines) contains a built-in Entropic Accelerator. If a pilot is killed or captured in action, the C-Torp components will disintegrate, protecting the technology. Only ASP ships can use C-Torps.

Gunboats:

C-Torps can only affect the Gunboat arc that they hit. Determine normally where the C-Torp strikes using standard torpedo vs. gunboat rules. Once determined, roll the damage and determine the number of hits that get through. All gunners with a weapon that fires from that arc are affected, including 360 degree mounts. A pilot is only affected if the C-Torp strikes the front arc. If, however, the pilot is *not* affected, the target ship continues to fly normally, although affected crew members are neutralized for the specified time.

If multiple C-Torps hit in separate hexes, calculate each attack normally. Results are **not** cumulative.

Warhounds:

Larger escorts carry larger electronic shielding suites. C-Torps are useless against Warhounds.

Tactical Readout

C-Torps change dog-fighting tactics. While they don't kill a crew, they do knock a ship out for a number of turns, making the affected ship highly vulnerable to enemy attack. ASP ships often launch most or all of their C-Torps early in a fight, determine which ships are incapacitated, then follow up with normal torpedo salvoes against the defenseless ships.

- Damage: 1d6 high +1/ -damage reduction (equals number of lost turns)
- Affected ships may attempt damage control to remove C-torp effects
- Drive: 12
- Duration: 10
- DV: 10
- Tracking Cone: 360°
- Homing System: ALH
- Number in C-Torp Pack/Cost/Slots:
  - 1/2/2
  - 2/3/4
  - 3/5/6
  - 4/8/8
  - 6/10/12
  - 10/12/20

ASP Mk. 20 Parasite Torpedo

Terran fighter tactics and equipment, particularly the use of jamming and decoys, greatly reduce the effectiveness of long-range torp launches. ASP pilots complained loudly that they couldn't sit back and damage or destroy an enemy from long range. CEO Clarissa King passed down the word: make long-range torpedo fire a viable combat tactic.

Utilizing research gained through extensive study of the Brood, the highest levels of bio-tech in the known universe, and a knowledge of artificial intelligence gained through association with the Data Sphere, the ASP created the horrific Parasite Torpedoes (PT).

Modeled after the Brood ships, each PT contains an artificial bio-mech brain, which utilizes a mating instinct on the level of insect intelligence. Artificiance™ interface ties this brain into the complex torpedo track-

ing system. Many adult insects live short lives where in a matter of hours they mate and then die. The ASP's Biological Division actually *created* a brain that utilizes this basic reproductive desire, tying it to a specifically tailored targeting instinct. The end result was a semi-intelligent torpedo with an instinct to fly itself into the enemy.

While more expensive than normal torps, these babies are worth it for those who like keeping a fighter's paint job shiny and new. By utilizing biological targeting systems, the PTs completely ignore jamming. Because the torp's bio-guidance system relies only partially on electronic target recognition, Decoys do work against PTs but only on a roll of 1 on a 1d4. PTs carry solid armor that protects against all but Escort-class Point Defense, and they are smart enough to recognize and avoid enemy fire, giving them a 13 DV (instead of a normal torp's 10 DV). They are also harder to dodge: each Parasite Torp counts as two torps for dodging purposes.

Example: *Heinrich fires two Parasite Torps at an incoming Kashmere Varuna (Plt 6). The Varuna pilot thinks he's hot stuff, so he decides to keep coming. Since his point defense won't work against Parasite Torps, he tries to dodge. Our self-confident Varuna pilot rolls a 1d10 for his dodge, miraculously gets a 9, and adds that to his Plt 6 for a total of 15. Since each Parasite Torp counts as two torps, he subtracts 4 for a total of 11, then subtracts 10 for a total of 1 (6+9-4-10=1). He dodges one torp, then takes a face full of 2d12 damage from the remaining torp.*

Parasite Torps are slower than normal torps, but their biological brain and relentless targeting make up for it. PT torps take up more slot space because of the point-defense armor and the target-recognition system. A crew member firing a PT identifies the target, which is chemically written to the "mating" part of the PT's brain. Because of this mating instinct, the targeting system is Construct Scan Homer, or CSH. If the Parasite Torp's target is destroyed, the weapon will search for another ship of the same type. If it finds that ship, it will lock on and automatically go after it. If it does not see a ship of the same type, the Parasite Torp is considered destroyed (see SD:TNM p. 72).

The "smart" torps have yet another edge, which is the ability to fly around obstructions instead of flying through them. In a situation where a normal torp would smash into an asteroid, a Parasite Torp will fly around, trying to reach the target vessel. This makes Parasite Torps very interesting in asteroid fields. A Parasite Torp will, if necessary, fly **away** from its target if that is the only way to avoid obstacles in order to eventually reach that target. A Parasite Torp can only fly away from a target if there is no path to move closer to the target.

Parasite Torps only come in the Mk. 20 variety, but ASP designers are working on a deadly Mk. 40 model. Only the ASP has access to this technology.

The Data Sphere considers this a horrific weapon and a bastardization of the biological will to live.

Parasite Torps vs. Gunboats

Parasite Torps are particularly effective against Gunboats, which often rely on strong point defense to protect against torpedo salvoes. Gunboat Point Defense is at half value versus parasite torps. If you want to kill a gunboat, get close enough that the gunboat can't shoot down all the PTs with cannon fire, then let the whole rack fly and watch the fun.

Gunboats, however, can pack bigger and better electronic warfare suites, allowing them to jam normally against Parasite Torps.

Parasite Torps vs. Warhounds

Warhounds have very powerful point defense batteries. These are used normally against Parasite Torps. Warhounds may jam Parasite Torps on a 1-2 on d4, as normal. Warhounds may not, however, use screening against Parasite Torps, due to the PT's biological recognition systems as opposed to electronic recognition systems.

Tactical Readout

Harder to hit, harder to decoy, harder to dodge, impossible to jam and ignoring all but Warhound point defense, Parasite Torps are deadly. They can be used as an effective long-range weapon, because targets can't count on simply decoying or jamming them before they reach striking range. Targets have to shoot down Parasite Torps, which isn't guaranteed thanks to a 13 DV. Even if they are shot down, they draw fire and force the hand of target ships, giving clever ASP pilots a temporary tactical advantage.

- Damage: 2D12
- Drive: 10
- Duration: 16
- DV: 13
- Tracking Cone: °360
- Homing System: CSH
- Each PT counts as two torps when calculating dodge rolls.
- Parasite Torps ignore fighter Point Defense.
- Gunboat Point Defense is at half value versus parasite torps.
- Normal Brood rules apply.
- Parasite Torps ignore all jamming attempts.
- Decoys only work on a roll of 1 on 1d4.
- PTs will fly around asteroids or debris, they will not destroy themselves on such items, and they will always seek a new path to the target if obstructed.
- Parasite Torps Pack/Cost/Slots:
    - 1/3/2
    - 2/6/2
    - 3/9/4
    - 4/12/4
    - 6/16/6
    - 8/24/8
    - 10/30/10

Sigurd Archdiocese Gauss Technology

Charles Brawn is much more than a ship architect who merely combines parts into more efficient packages. He is also a creator of new technologies. As former Imperial designer, Brawn pioneered the use of gauss technology. When he established Brawn Laboratories on Midgard, he set his staff to completing that research.

The Empire stored much of his research data in multiple locations across Empire. When the grubs first attacked, Imperial officials mothballed Brawn's research. Critics said it was useless against the organic Brood fighters. Brawn has since made it effective against those ships. When the Grubs wiped out the Imperial Core, they destroyed gauss weaponry research data. Only the DataSphere may still have access to the research, and they have not developed it.

With the Gauss weaponry lost to the rest of the galaxy, Brawn's creation became the sole property of the Sigurd Archdiocese. While still in an infant stage, the technology is powerful enough to arm many Sigurd ships. To date the Archdiocese is the only House with the Gauss Field weapons. Not even the Sunrunners know gauss secrets: any Sigurd ship flying for the Sunrunners will not have Gauss weapons on board.

Using Gauss Field Generators (GFG) against multiple torps

Since the GFG uses a large field to increase its chances of hitting a target, it stands to reason it can hit multiple torps if those torps cluster together and come from the same direction.

The GFG can only strike multiple torps if a) the targeted torps are all in the same hex, b) the targeted torps are headed at the same target, and c) the target torps are within short range. A GFG can hit all torps that fall into the above categories. Make one attack roll for all torps. The damage is the number of torps destroyed, chosen by attacker, from torps that had their Defensive Value exceeded. This is not point defense: either the pilot or a gunner takes this action and it constitutes that person's firing action for the turn.

This rule will drastically change dog-fighting strategy. If someone wants to launch all of their torps simultaneously ually travel together. When you look at the to-hit numbers of the GFG (2D8+6+ADB), it will almost automatically destroy any torp targeted. Enemy pilots who cluster their torps are probably going to lose them all. This rule makes pilots much more selective about launching torps, and is very effective in giving the Sigurd forces a unique fighting signature and style.

Mjolnir Mk. 10 Gauss Field Generator

This weapon utilizes magnetic fields to spread its effect over large areas, thereby increasing the chances of hitting a target. The weapon focuses around a pulsating field that alternates positive and negative emanations, thereby creating a "shudder" effect on the targets. Instead of causing damage with a pin-point contact strike (as in beam weapons, mass-drivers or missiles), the shudder effect damages the target ship's structural integrity.

As can be expected of any weapon that spreads itself out over large areas, its damage is low. This is reflected with the 2D8+6+ADB to hit roll, while the damage is Low+1. Such damage makes the weapon nearly ineffective against ships with high damage reductions, but makes it particularly deadly against light fighters with low damage reduction.

Multiple Gauss Field Generators cannot be fitted into one mount. More than one mount can be placed on a ship.
• To Hit: 2D8+ADB+6
• Damage: Low+3 ∂
• Range: Short 1-3, Medium 4-7, Long 8-10
• Target Speed Restriction: none
• ∂ May hit all torps in one hex targeting one ship, if at short range.
• Cost: 4
• Slots: 4

Gungnir Mk. 15 Gauss Field Generator

A direct-beam variant of the GFG, the Gungnir concentrates the "shudder" effect into a narrow band. One small area of the target shudders violently while the remain-

der of the ship remains unaffected. The principles of inertia work against the target, tearing large holes in the hull.

Using a narrow band makes the Gungnir more effective against slow-moving targets. Faster ships are in and out of the weapon's field effect before any decent amount of shudder builds up, thereby escaping any damage.
• To Hit: 2D8+ADB+6
• Damage Medium+2 ∂
• Range: Short 1-5, Medium 6-10, Long 11-16
• Target Speed Restriction: Drive ≤13
• ∂ May hit all torps in one hex targeting one ship, if at short range.
• Cost: 6
• Slots: 5

Bifrost Cannon Mk. 60 Gauss Field Generator

Only the largest of Warhounds have room for this massive weapon. A breakthrough in gauss technology, the weapon places thousands of alternating, or "phasing," magnetic fields in a large but tight beam. The result is impressive as natural attract/repel principles tear the target apart. Revolving around a 50-ton gauss generator, this weapon registers a devastating impact on anything it contacts. This weapon's tight-beam principles require a firing arc of a single forward line of hexes, but unlike the Gungnir, the Bifrost Cannon has no speed restriction.

While considered "experimental," the Cannon's reliability and punch make it a key design element in many Sigurd Warhounds. The Longboat, in particular, uses it to devastating effect.
• To Hit: 2D10+ADB
• Damage: Allx2 ∂
• Range: Short 1-10, Medium 11-20, Long 21-30.
• Target Speed Restriction: none
• ∂ May hit all torps in one hex targeting one ship, if at short range.
• Cost: 32
• Slots: 32
• Crew: 5
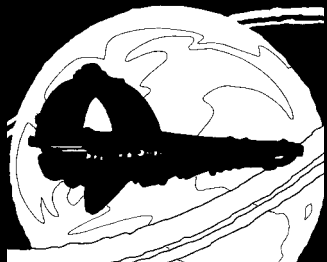
Yoka-Shan Plasma Technology

Warworld scientists have made rapid strides in the area of plasma generation and containment. The application of this new technology has led to the creation of the plasma shell. A plasma shell is a self-contained unit that holds a small amount of deuterium and a bank of high voltage super-capacitors. The capacitors hold sufficient energy to power a laser array capable of igniting a fusion reaction in the stored fuel. Ships equipped with plasma shell weapons can generate plasma without the bulky reaction vessels used by traditional plasma weapons. The trade-off is that the weapon has a finite supply of ammunition.

Plasma Missiles

Plasma missiles are standard missiles equipped with plasma shell warheads. Each warhead contains a plasma shell and laser array. The shell is activated just prior to impact by a proximity fuse. Because of the nature of Plasma Missiles the are much more effective against non armored craft, and fighters that have had their damage reduction abilities compromised.

Plasma Missile Stats

Weapon	Cost	Slots	Base Attack Dice	Damage	Ammo	Range
Plasma Missile	2	1	1d8/missile	High+1/*	5	10
Plasma Missile	4	2	1d8/missile	High+1/*	10	10
Plasma Missile	6	3	1d8/missile	High+1/*	15	10
Plasma Missile	8	4	1d8/missile	High+1/*	20	10
*Damage is High +2/per missile against craft with no remaining damage reduction						

Plasma Shell Cannon

The plasma shell cannon is basically a plazgun minus its plasma generators. In place of the generators, it carries a small magazine of plasma shells. The weapon's reduced size and power requirements allow it to be mounted on fighters that are unable carry conventional plazguns.

The tremendous energy released when a shell is fired sometimes overloads the weapon's cooling system. Whenever a plasma shell cannon's attack dice roll triples (all dice come up the same), the weapon has overheated. The current shot is resolved normally, but the weapon must cool down and may not fire on the following turn.

Plasma Shell Cannon Stats

Weapon	Cost	Slots	Base Attack Dice	Damage	Ammo
Single Plaz Shell Cannon	5	2	2d6	All	4
Twin Plaz Shell Cannon	10	3	2d6+1	All+1	4
Triple Plaz Shell Cannon	15	5	2d6+2	All+3	4
Quad Plaz Shell Cannon	20	6	2d6+3	All+5	4

Plasma Shell Cannon Ranges

Short	Medium	Long	Target Drive
1-2	3-4	5-10	———

Additional Plasma Shell Cannon Ammo

Weapon	Cost	Slots	Ammo Added	Max Load
Single Plaz Shell Cannon	2	1	2	8
Twin Plaz Shell Cannon	3	1	2	8
Triple Plaz Shell Cannon	4	2	2	8
Quad Plaz Shell Cannon	5	3	2	8

Plasma Defense System

Warworld scientists have also developed a way to use the plasma shell technology in a defensive capacity. Ships equipped with this new plasma defense system have a number of plasma shells mounted in recessed cavities around their hulls.

The shells are all linked to a fire-control panel on the pilot's console. When detonated, powerful magnetic fields channel the blast away from the ship and toward the incoming weapons.

All plasma defense systems have a rating written as a number followed by blips. The number is the system's defense rating, the blips are the number of charges the system holds. A system with a $6(\circ\circ\circ)$ rating, for example, has a defense rating of 6 and holds 3 charges. Once a system has exhausted its charges it may no longer be activated.

Plasma defense systems are activated at the beginning of the Torpedo Results Phase and have the following effects:

1. Roll 1D10 against each torpedo that will impact the ship on the current turn. If the result is less than or equal to the defense system's rating the torpedo is destroyed.

2. Roll 1D10 against every five missiles that will impact the ship on the current turn. If the result is less than or equal to the defense system's rating, that number of missiles are destroyed.

- All fire at or from the activating ship suffers a -2 penalty to hit in the Cannon Fire Phase of any turn in which the system is used. The plasma halo surrounding the ship plays havoc with everyone's sensors.
- Ships may not Dodge or use Point Defense when using PDS.

- Any alive and unstunned crew may activate PDS on fighters and gunboats. Any live Bridge or Electronics crew may activate PDS on Warhounds and Platforms.
- Ships may Jam or use Decoys when using PDS.
- Ships using PDS do not affect torpedoes targeted at other ships.
- Ships using PDS do not affect the chance for other ships to hit the targets in the same space. (Ex: torpedoes or life pods.)
- Ships using PDS do not affect line of sight for ships firing through the hex they occupy.
- Ships with PDS systems lose them only on specific critical hits.
- PDS systems work against Drones as if they were torpedoes.
- PDS systems have no effect on mine fields.
- Each charge of PDS counts against the maximum number of torpedoes on fighters and gunboats, but does not count against maximum weapon mounts for escorts.

All ships purchase plasma defense systems from the following chart. Fighters and gunboats only require a single system. Escorts must purchase a separate system for each quadrant of the ship, using standard PDS costs/slots for each quandrant. Ships may mount both plasma defense systems and conventional point-defense systems, but they may not use both in the same turn. The blast from a plasma system temporarily blinds the conventional system's sensors.

To purchase a system, find the desired rating and cross-reference it with the number of charges you want. This gives you two numbers separated by a dash. The first number is the point cost of the system. The second number is the number of construction slots the system takes up in the ship's hull.

Plasma Defense System

Charges	Rating						
	2	3	4	5	6	7	8
1	2-2	3-2	3-3	4-3	4-4	5-4	5-5
2	4-2	5-3	6-3	7-4	8-4	9-5	10-5
3	6-3	8-3	9-4	11-4	12-5	14-5	15-6
4	8-3	10-4	12-4	14-5	16-5	18-6	20-6
5	10-4	13-4	15-5	18-5	20-6	23-6	25-7
6	12-4	15-5	18-5	21-6	24-6	27-7	30-7

Each charge of PDS counts against the maximum number of torpedoes on the ship.

ALTERNATE RANGE EFFECTS TABLE

	Range Increments (To Hit Modifiers)					
	Pt Blank +2	**Short** (+1)	**Medium** (0)	**Long** (-1)	**Very Long** (-2)	**Extreme** (-4)
Terran Weapons						
Mass Driver Cannons						
Minigun	1	2	3-5	6-10	11-12	—
Autocannon	1	2-3	4-10	11-20	21-22	23-24
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 Cannon	1	2	3-4	5-6	7-8	9-10
Heavy Plazgun	1	2-4	5-8	9-10	11-12	13-15
Plasma Shell Cannons						
Plaz Shell Cannon	1	2	3-4	5-6	7-8	9-10
Energy Bolt Projectors						
Protobolt	—	5-8	9-12	13-16	—	—
EMP Cannons						
EMP Ray	1	2	3-4	5-6	7	8
EMP Beam	1	2-3	4-6	7-10	11-14	15
Gaus Field Generators						
Mjölnir	1	2-3	4-7	8	9	10
Gungnir	1-2	3-5	6-10	11-13	14-15	16
Entropy Cannons						
Entropic Accelerator	1	3-4	5-7	8-9	10-11	12
Proton Arc Cannons						
Khanjar	1-2	3	4-8	9	10	
Sayf ad-Din	1-3	4-6	7-14	15-16	17	18
Hatchling Weapons						
Beam Cannons						
X-Beam	1	2-3	4-14	15	16	—
Y-Beam	1	2-3	4-16	17	18	—
Z-Beam	1	2-3	4-20	21	22	—
Leech Cannons						
Drive Leech	—	1	2	3	4	—
Plexar Cannons						
Plexar Gun	1	3-4	5-8	9	10-11	12

WARHEAD LAUNCHER RANGE EFFECTS TABLE

	Standard & alternate Range Increments (Lock-on Modifiers)				
	Standard	**Medium**	**Long**	**Very Long**	**Extreme**
	+0	(-2)	(-4)	(-6)	(-8)
Missiles					
Standard	1-10	—	—	—	—
Plaz Missiles	1-10	—	—	—	—
Hammerheads	1-11	12	13	14	15
Spores					
Spore Mole	1-6	—	—	—	—

Turn Sequence

WARHEAD LAUNCH PHASE

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

MOVEMENT PHASE

- Make drive 0 turns
- Move scanner assisted DLT torps targeted on stationary objects
- Roll initiative
- Move escorts
- Drift
- Ventors move & detonate
- Starcraft movement:
    - Activate plasma defense system during movement
    - Mine Layers deploy mines during movement
    - Hatchlings deploy drones, attach grappling tubes & tow claws, and engage jump pods during movement
    - Torpedoes targeted at moving objects move after target moves
- Activate drones laid this phase
- Operate drone movers
- Torpedoes fired at stationary objects move
- Mine Crews may attempt mine field activation

TORPEDO RESULTS PHASE

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

CANNON FIRE PHASE

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

MISSILE/SPORE MOLE RESULTS PHASE

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

END TURN PHASE

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

ELECTRONIC WARFARE PHASE

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

Fighter Bay Hit Table

Roll 2D4

2- O_2 explosion! Docked fighter and escort take 15 points of damage. A fire is started as in 3 below.
3- Bay Fire! Docked fighter and escort take 10 points of damage a turn until fire extinguished. A successful Damage Control roll will put out the fire.
4- Docked fighter takes 10 points of damage. No effect if bay empty.
5- Docked fighter takes 5 points of damage. No effect if bay empty.
6- Automated systems knocked out. Bay may not be used to replenish fighters.
7- Replenishment points destroyed. Lose 1D4 Replenishment Points.
8- Bay collapses! Docked fighters are trapped in the bay. Undocked fighters may not enter bay.

Firing Arcs

Forward

Rear Quarter Left

Rear Quarter Right

Front Quarter Left

Front Quarter Right

Rear

Gunboat Quadrant Diagram

Forward

Left Side

Right Side

Rear

Bow Firing Arcs

Forward

Bow Rear Quarter Left

Bow Rear Quarter Right

Bow Front Quarter Left

Bow Front Quarter Right

Stern Firing Arcs

Stern Front Quarter Left

Stern Front Quarter Right

Rear

Stern Rear Quarter Left

Stern Rear Quarter Right

Escort Class P-DB Quadrant Diagram

Forward Quadrant Left

Forward Quadrant Right

Rear Quadrant Left

Rear Quadrant Right

Overlapping quadrants

Point-Defense Battery Coverage
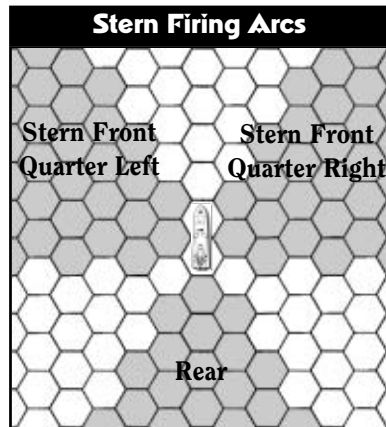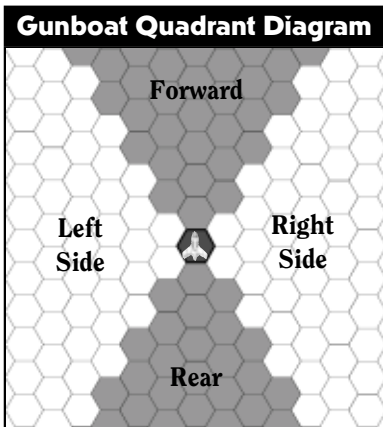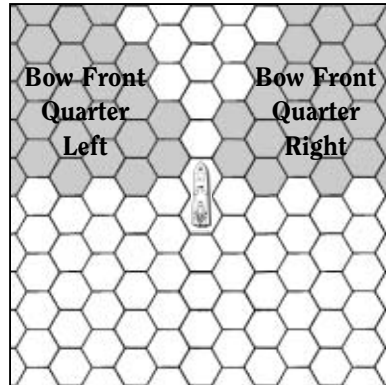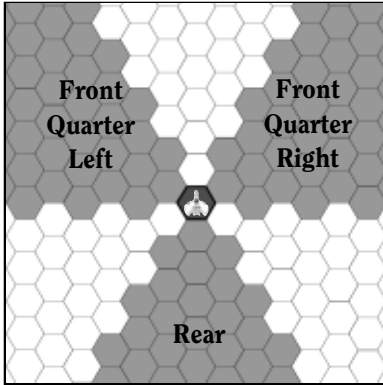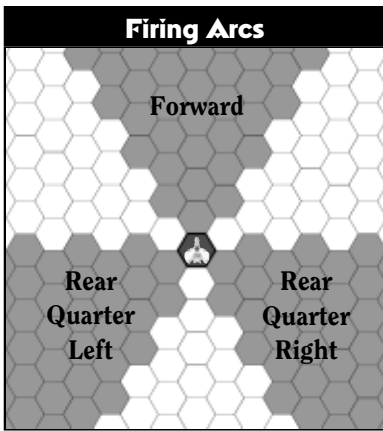
Gunboat vs. Missiles Table

Roll	Side Attacked
1	Front
2	Left
3	Right
4-6	Rear

Escorts vs. Missiles Table

Roll	Damage Track
1	Front Left
2	Front Right
3	Rear Right
4	Rear Left

Life Pod Table

Roll	Result
1	Crew member dies of injuries.
2	Crew member is injured and must miss next scenario while recuperating.
3–6	Crewman is unscathed and is immediately available for the next scenario.
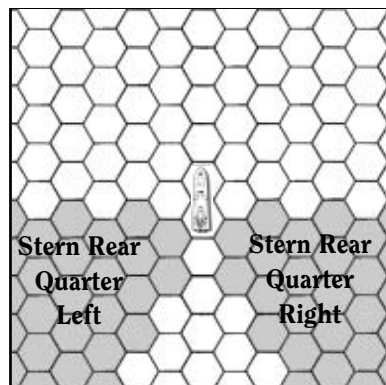
Damage Track Codes

Code	Meaning
[1]	=Reduce the vessel's current Drive number to the highest unmarked, boxed number currently on the damage track.
[-1]	=Reduce the vessel's Damage Reduction number to the highest unmarked diamond value currently on the damage track. On a gunboat or escort, reduce vessel's drive by one.
◇	= Reduce the vessel's Damage Reduction to the highest unmarked diamond value on the damage track.
◆	=Escorts reduce the vessel's Point-Defense Battery spread by 1 for the damage track quadrant in which it appears.
w	=Eliminate a cannon weapon system or missile launcher of the defender's choice.
W	=Eliminate a cannon weapon system or missile launcher of the attacker's choice.
t	=Eliminate one remaining torp of the defender's choice.
T	=Eliminate one remaining torp of the attacker's choice.
✳	=Roll 2D6 on the target vessel's Critical Hits Table. Apply the critical damage effect immediately.
⊠	=This is the last box on the fighter's damage track. If it is marked off, the vessel is destroyed and removed from the map. A gunboat or escort is destroyed if two of these boxes are marked off.
☐	=Escorts, box has additional point of damage reduction.
웃	=Escorts, eliminate a crew of the defender's choice.
C	= Some of this vessel's cargo is lost.

Missile Torpedo Table

Torpedo Class	Number of Missiles
Mk. 10	2
Mk. 20	4
Mk. 30	6
Mk. 40	8
Mk. 50	10
Mk. 60	12
Mk. 70	14
Mk. 80	16
Mk. 90	18
Mk. 100	20

Drift Table

Current Drive	Drift Die
0–5	—
6–10	1D4
11–15	1D6
16–19	1D8
20+	1D10
Escorts do not drift.	

Variable Speed Torpedo Table

Torpedo	Drive
Mk. 10	18
Mk. 20	16
Mk. 30	14
Mk. 40	12
Mk. 50	10
Mk. 60+	8

Basic Cargo Data

Template	Cargo Capacity
Shuttle	4 units
Lt. Freighter	13 units
Med. Freighter	27 units
Hvy. Freighter	40 units

Captain's Die

Cost	Die
5	D4
10	D6
20	D8
40	D10

Skill Level Effects Table

Piloting Skill (Plt)	Tight Turn Cost	Gunnery Skill (Gnr)	Attack Die Bonus (ADB)
1	1D10	1	1D4
2	1D10	2	1D4
3	1D8	3	1D4
4	1D8	4	1D4
5	1D6	5	1D6
6	1D6	6	1D6
7	1D4	7	1D8
8	1D4	8	1D8
9	1D4	9	1D10
10	1D4	10	1D10

Deflection To Hit Modifiers Table

Attacker is in this Arc of the Defender

Defender is in this Firing Arc of the Attacker	F	FQL	FQR	R	RQL	RQR	Target Has Drive 0
Front	0	–2	–2	+1	0	0	+2
Front Quarter Left	–2	–1	+1	+1	–1	+1	+1
Front Quarter Right	–2	+1	–1	+1	+1	–1	+1
Rear	+1	0	0	0	–1	–1	+2
Rear Quarter Left	0	–1	+1	0	–1	–1	+1
Rear Quarter Right	0	+1	–1	0	–1	–1	+2

TPV

■■ Gunner A ■■
1 Disruptorgun
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB
Damage: Medium§
1/2/3-6

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

■ Torp Crew G ■
2 Torpedo Tubes
⚥ ⚥
(BFQL)

■■ Gunner B ■■
1 Disruptorgun
(F) (BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: Medium§
1/2/3-6

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

■ Torp Crew F ■
2 Torpedo Tubes
⚥ ⚥
(BFQR)

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

(F)

Defensive Value
10

(BFQL) (BFQR)

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

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

(BRQL) ⟨2⟩ ⟨2⟩ (BRQR)

(SFQL) (SFQR)

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

(SRQL) ⟨2⟩ ⟨2⟩ (SRQR)

Drive: ⟨4⟩

(R)

Turn Cost: 4

◆ **P-DB**: 1-6
REAR RIGHT QUARTER DAMAGE TRACK
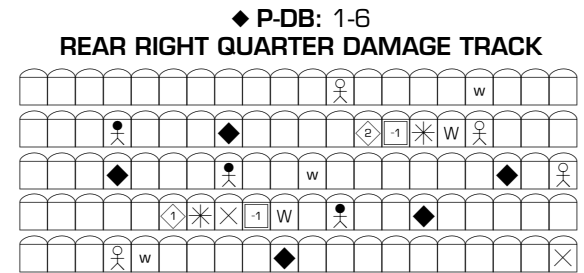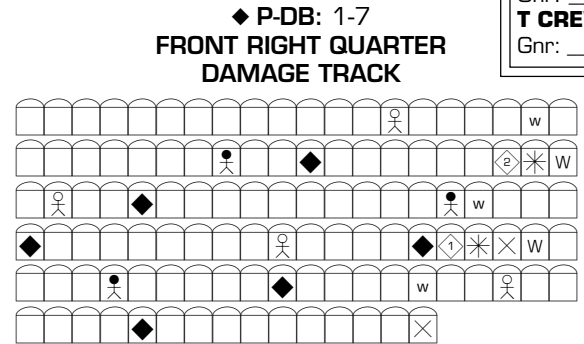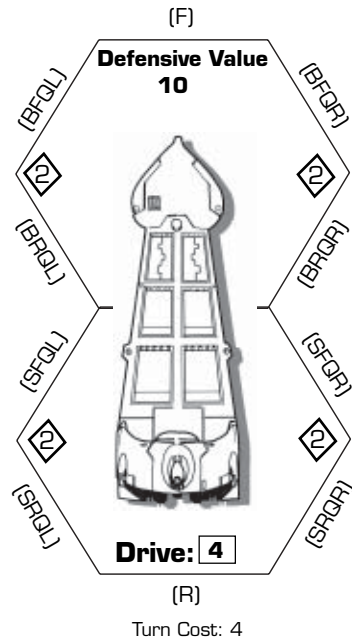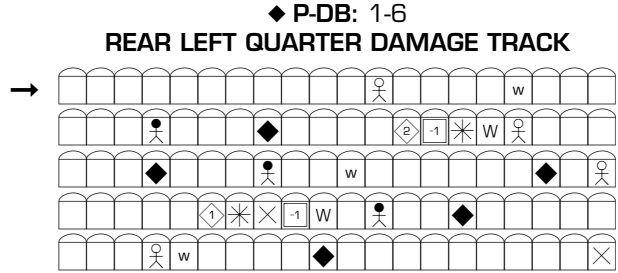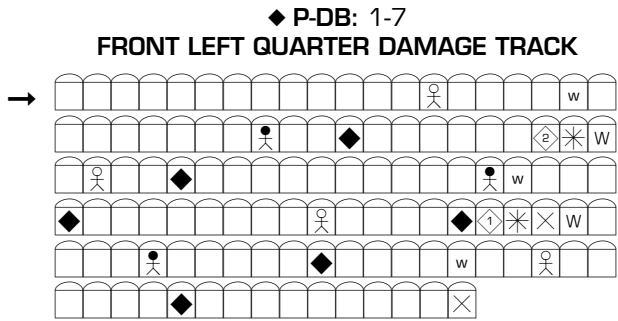
■■ Gunner C ■■
1 Disruptorgun
(SFQL) (SRQL) (R)
To Hit: 2D8+ADB
Damage: Medium§
1/2/3-6

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

■■ Gunner E ■■
6 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+5
Damage: Low+5
1-3/4-9/10

■■ Gunner D ■■
1 Disruptorgun
(R) (SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: Medium§
1/2/3-6

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

AOSHO

FRONT LEFT CRITICAL HITS

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

3— **Port torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.

4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.

5— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of the Aosho's DXH torps detonate.

6— **Buckled armor.** Reduce Damage Reduction by 1.

7— **Disruptorgun A loses power.** Weapon may not fire next turn.

8— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

9— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

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

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

12— **Major structural damage.** Take 15 more hits on this track.

FRONT RIGHT CRITICAL HITS

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

3— **Starboard torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.

4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.

5— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of the Aosho's DXH torps detonate.

6— **Buckled armor.** Reduce Damage Reduction by 1.

7— **Disruptorgun B loses power.** Weapon may not fire next turn.

8— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.

9— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

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

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

12— **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

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

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

4— **Bulkhead collapse.** Take 5 more hits on this track.

5— **Disruptorgun C damaged.** Weapon suffers -2 penalty to hit.

6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.

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

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

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

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

11— **Engineering section destroyed.** Damage control is no longer available.

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

REAR RIGHT CRITICAL HITS

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

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

4— **Bulkhead collapse.** Take 5 more hits on this track.

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

6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.

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

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

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

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

11— **Engineering section destroyed.** Damage control is no longer available.

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

Bow Torpedo Magazine

Mk. 10

Mk. 20

Mk. 100

Fighter Bay 1
400-ton Fighter
ID:____
Type:_____

Fighter Bay 2
400-ton Fighter
ID:____
Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: 1-5(5)

Bridge
Captain:_____
Pilot:_____
TOC: None

Fighter Bay 3
400-ton Fighter
ID:____
Type:_____

Fighter Bay 4
400-ton Fighter
ID:____
Type:_____

Fighter Bay 5
400-ton Fighter
ID:____
Type:_____

Fighter Bay 6
400-ton Fighter
ID:____
Type:_____

Engineering
Damage Control 1-6

CONSTELLATION

I.D. ☐

BPV: 806

TPV

Gun Crew E
3 Laztubes ⚇⚇⚇
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB+3
Damage: (High+3) x 2
1-10/11-20/21-40
Target SR ≤ 6

Gunner A
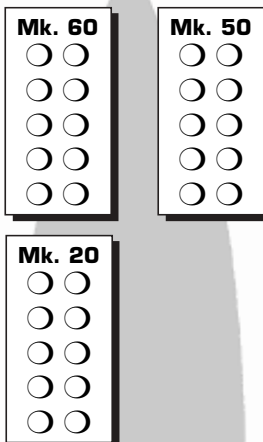**2 Disruptorguns**
(BRQL)(BFQL)(F)
To Hit: 2D8+ADB+1
Damage: Medium+1§
1/2/3-6

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

Torp Crew F
2 Torpedo Tubes
⚇⚇
(BFQL)

Gunner B
2 Disruptorguns
(F)(BFQR)(BRQR)
To Hit: 2D8+ADB+1
Damage: Medium+1§
1/2/3-6

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

Torp Crew G
2 Torpedo Tubes
⚇⚇
(BFQR)

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

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

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

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

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

(F)
(BFQL) (BFQR)
**Defensive Value
12**
③ ③
(BRQL) (BRQR)
(SFQL) (SFQR)
③ ③
(SRQL) (SRQR)
Drive: 7
(R)
Turn Cost: 4
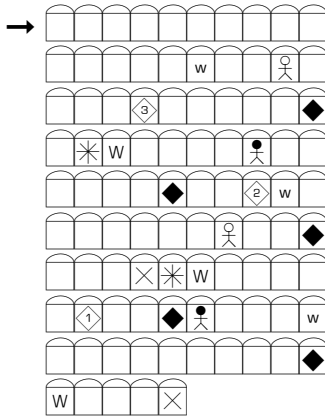
Gunner C
Missile Launcher
(SFQL) (SRQL) (R)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner C
2 Disruptorguns
(SFQL) (SRQL) (R)
To Hit: 2D8+ADB+1
Damage: Medium+1§
1/2/3-6
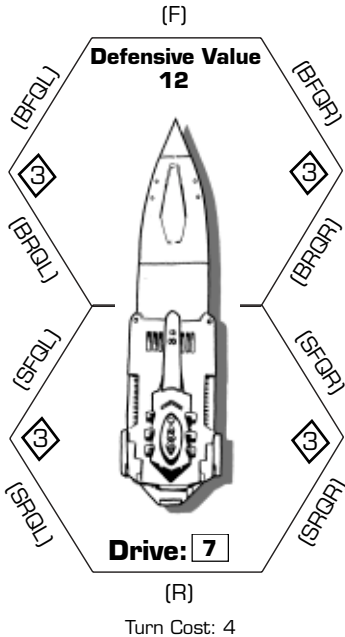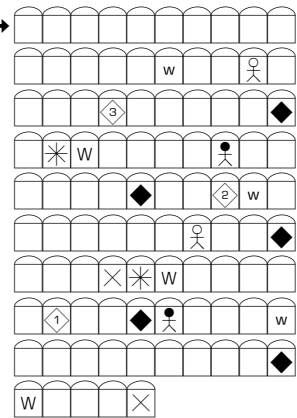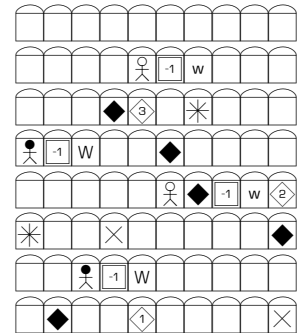
Gunner D
Missile Launcher
(SFQR) (SRQR) (R)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner D
2 Disruptorguns
(SFQR) (SRQR) (R)
To Hit: 2D8+ADB+1
Damage: Medium+1§
1/2/3-6

CONSTELLATION

FRONT LEFT CRITICAL HITS

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

3— **Port torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.

4— **Gunner A killed.** This gunner's weapons may not be fired.

5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

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

7— **Twin Disruptorgun A loses power.** Weapon may not fire until after next turn.

8— **ECM destroyed.** Ship may no longer perform screening.

9— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All live DXH torps detonate.

10— **Bridge hit!** Bridge crew is stunned. Constellation may not move next turn.

11— **Triple Laztube crew killed.** 1D3 crew are killed.

12— **Major structural damage.** Take 15 more hits on this track.

FRONT RIGHT CRITICAL HITS

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

3— **Starboard torpedo room explosion.** Torpedo room loses 1 crew and 2 torpedoes.

4— **Gunner B killed.** This gunner's weapons may not be fired.

5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

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

7— **Twin Disruptorgun B loses power.** Weapon may not fire until after next turn.

8— **ECM destroyed.** Ship may no longer perform long-range jamming.

9— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All live DXH torps detonate.

10— **Bridge hit!** Bridge crew is stunned. Constellation may not move next turn.

11— **Triple Laztube crew killed.** 1D3 crew are killed.

12— **Major structural damage.** Take 15 more hits on this track.

LEFT RIGHT CRITICAL HITS

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

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

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

5— **Shields damaged.** Reduce Defensive Value by 2.

6— **Twin Disruptorgun C damaged.** Weapon suffers -2 penalty to hit.

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

8— **Engineering hit!** Damage Control is not available until after next turn. Lose D3 engineers.

9— **Drives sputter.** Reduce drive by 2 until after next turn.

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

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

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

REAR RIGHT CRITICAL HITS

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

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

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

5— **Shields damaged.** Reduce Defensive Value by 2.

6— **Twin Disruptorgun D damaged.** Weapon suffers -2 penalty to hit.

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

8— **Engineering hit!** Damage Control is not available until after next turn. Lose D3 engineers.

9— **Drives sputter.** Reduce drive by 2 until after next turn.

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

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

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

Bow Torpedo Magazine

Mk. 60
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 50
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 20
○ ○
○ ○
○ ○
○ ○
○ ○

Electronics
Jam: 1-2 on 1D4
ECM: 1-6(4)

Bridge
Captain:_____
Pilot:_____
TOC: +4

Engineering
Damage Control 1-8

FLETCHER

I.D. ▪

BPV: 894

TPV ▪ ▪

◼ Gunner A ◼
5 Pulse Lasers
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

◼ Torp Crew G ◼
2 Torpedo Tubes
☗ ☗
(BFQL)

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

◼ Gun Crew E ◼
2 Ion Cannons
☗ ☗ ☗
(BRQL) (BFQL) (F)
[BFQR] [BRQR]
To Hit: 2D8+ADB+1
Damage:(All+2) x 2
1-8/9-16/17-30
Target SR ≤6

◼ Gunner B ◼
5 Pulse Lasers
(BRQR) (BFQR) (F)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

◼ Torp Crew H ◼
2 Torpedo Tubes
☗ ☗
(BFQR)

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

◼ Crew ◼
CAPTAIN
Cpn:
PILOT
Plt:_____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
CREW E
Gnr: _____
CREW F
Gnr: _____
T CREW G
Gnr: _____
T CREW H
Gnr: _____
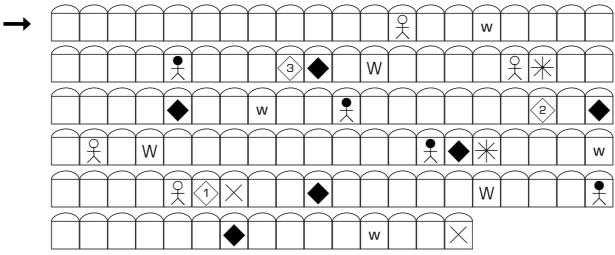
◼ Gun Crew F ◼
Keel Cannon
☗ ☗ ☗ ☗
(KF)
To Hit: 2D8+ADB
Damage: All x 3
○ ○ ○ ○ ○
1-10/11-15/16-20

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

(F)
Defensive Value
12

(BFQL) ③   ③ (BFQR)

(BRQL)   (BRQR)

(SFQL)   (SFQR)

③ (SRQL)   ③ (SRQR)

Drive: 7

(R)
Turn Cost: 4

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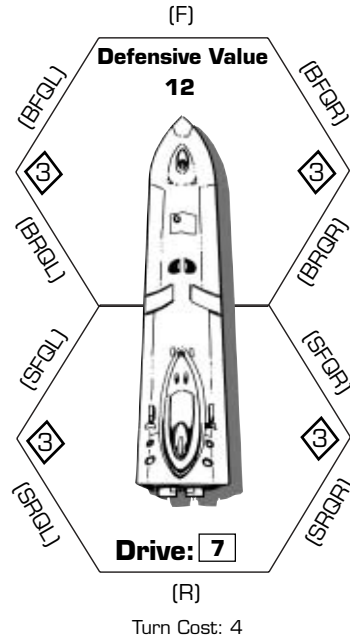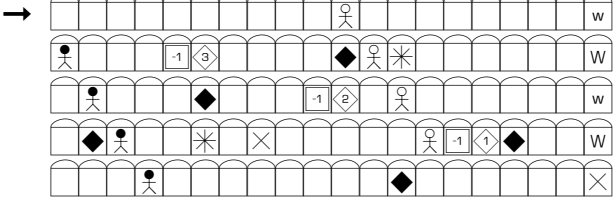
◆ **P-DB:** 1-7
FRONT RIGHT QUARTER DAMAGE TRACK
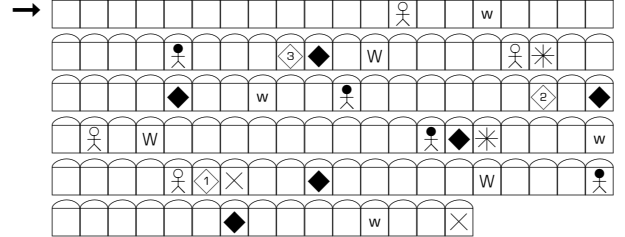
◆ **P-DB:** 1-6
REAR RIGHT QUARTER DAMAGE TRACK
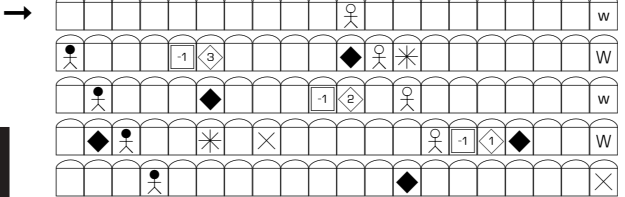
◼ Gunner C ◼
5 Pulse Lasers
(SFQL) (SRQL) (R)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

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

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

◼ Gunner D ◼
5 Pulse Lasers
(R) (SRQR) (SFQR)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

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FLETCHER

FRONT LEFT CRITICAL HITS

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

3— **Crew killed.** Lose D4 crew.

4— **Port torpedo room hit.** 1D10 torpedoes are destroyed.

5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

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

7— **Quint Pulse Laser A loses power.** Weapon may not fire until afternext turn.

8— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of Fletchers command guided torps detonate.

9— **Ion Cannon power flickering.** Reduce Ion Cannon's damage to (High +2) x 2.

10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.

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

12— **Keel Cannon crew killed.** 1D4 crew are killed.

FRONT RIGHT CRITICAL HITS

2— **ECM destroyed.** Fletcher may no longer perform long-range jamming.

3— **Crew killed.** Lose D4 crew.

4— **Starboard torpedo room hit.** 1D10 torpedoes are destroyed.

5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

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

7— **Quint Pulse Laser B loses power.** Weapon may not fire until afternext turn.

8— **Torpedo Room loses power.** No torpedoes may be launched until after next turn. All of Fletchers command guided torps detonate.

9— **Ion Cannon power flickering.** Reduce Ion Cannon's damage to (High +2) x 2.

10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.

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

12— **Keel Cannon crew killed.** 1D4 crew are killed.

Bow Torpedo Magazine

Mk. 50
○○
○○
○○
○○
○○

Mk. 20
○○
○○
○○
○○
○○

Mk. 10
○○
○○
○○
○○
○○

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

Bridge
Captain:_____
Pilot:_____
TOC: +4

Engineering
Damage Control: 1-6

REAR LEFT CRITICAL HITS

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

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

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

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

6— **Quint Pulse Laser C damaged.** Weapon suffers -2 penalty to hit.

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

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

9— **Drives sputter.** Reduce drive by 2 until after next turn.

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

11— **Engineering section destroyed.** Damage control is not available.

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

REAR RIGHT CRITICAL HITS

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

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

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

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

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

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

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

9— **Drives sputter.** Reduce drive by 2 until after next turn.

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

11— **Engineering section destroyed.** Damage control is not available.

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

MEGAFORTRESS

I.D. ___

BPV: 482

TPV

Gunner A
4 Blatguns
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+3
Damage: High+6
1-4/9-10/11-15
Target SR ≤13

Gun Crew F
3 Blast Cannons
(BFQL) (F) (BFQR)
To Hit: 2D8+ADB+2
Damage:
(Medium+4) x 2
1-8/9-20/21-25
Target SR ≤7

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

Torp Crew G
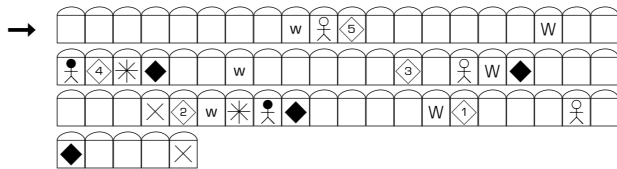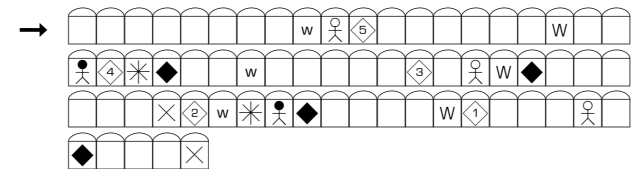**2 Torpedo Tubes**
(BFQL)

Torp Crew H
2 Torpedo Tubes
(BFQR)

Gunner B
1 Heavy Plazgun ¥
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB
Damage: All x 2
1-4/5-8/9-15
Target SR ≤11

Gunner C
1 Heavy Plazgun ¥
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB
Damage: All x 2
1-4/5-8/9-15
Target SR ≤13

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

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

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

Defensive Value 13

(F)
(BFQL) (BFQR)
(BRQL) (BRQR)
⑤ ⑤
(SFQL) (SFQR)
(SRQL) (SRQR)
④ ④

Drive: 8
(R)
Turn Cost: 4
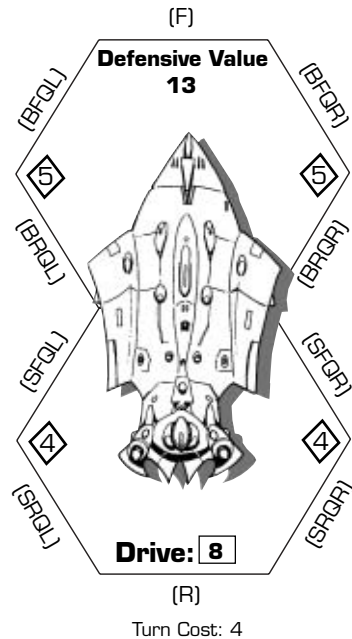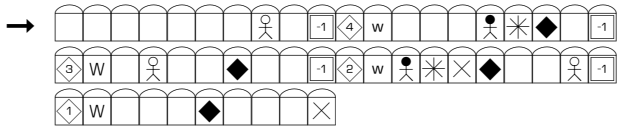
◆ **P-DB**: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-5
REAR RIGHT QUARTER DAMAGE TRACK
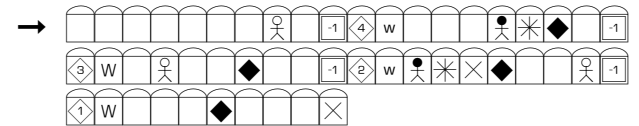
Gunner D
4 Splatterguns
(SFQL) (SRQL) (R)
To Hit: 2D6+ADB+3
Damage: Medium+6
1-2/3-6/7-10

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

Gunner E
4 Splatterguns
(R) (SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
1-2/3-6/7-10

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

MEGAFORTRESS

FRONT RIGHT CRITICAL HITS

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

3— **Blast Cannon crew killed.** Both crew killed. Blast Cannon may not be fired.

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

5— **Heavy Plazgun loses power.** Weapon may not fire until after next turn.

6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.

7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

8— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

9— **Torpedo room G hit.** Torpedo room loses 1 crew.

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

11— **Gunner B killed.** This gunner's weapons may not be fired.

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

FRONT RIGHT CRITICAL HITS

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

3— **Blast Cannon crew killed.** Both crew killed. Blast cannon may not be fired.

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

5— **Heavy Plazgun loses power.** Weapon may not fire until after next turn.

6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.

7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

8— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

9— **Torpedo room H hit.** Torpedo room loses 1 crew.

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

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

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

Bow Torpedo Magazine

Mk. 10
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 20
○ ○
○ ○
○ ○
○ ○
○ ○

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

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control 1-6
☗ ☗ ☗ ☗ ☗ ☗

REAR LEFT CRITICAL HITS

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

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

4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.

5— **Quad Splattergun D damaged.** Weapon suffers -2 penalty to hit.

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

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

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

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

10— **Engineering hit!** Damage Control not available.

11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.

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

REAR RIGHT CRITICAL HITS

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

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

4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.

5— **Quad Splattergun E damaged.** Weapon suffers -2 penalty to hit.

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

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

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

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

10— **Engineering hit!** Damage Control not available.

11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.

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

NARWHAL II

I.D. ▮

BPV: 623

TPV

Gunner A
5 Pulse Lasers
(BRQL) (BFQR) (F)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

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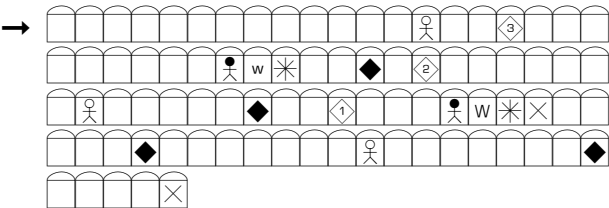Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Torp Crew E
2 Torpedo Tubes
☗ ☗
(F)

Gunner B
5 Pulse Lasers
(BFQL) (BFQR) (F)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

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

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

(F)
Defensive Value 12
(BFQL) ③ ③ (BFQR)
(BRQL) (BRQR)
(SFQL) (SFQR)
(SRQL) ③ ③ (SRQR)
Drive: 11
(R)
Turn Cost: 4

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

◆ **P-DB:** 1-5
REAR RIGHT QUARTER DAMAGE TRACK
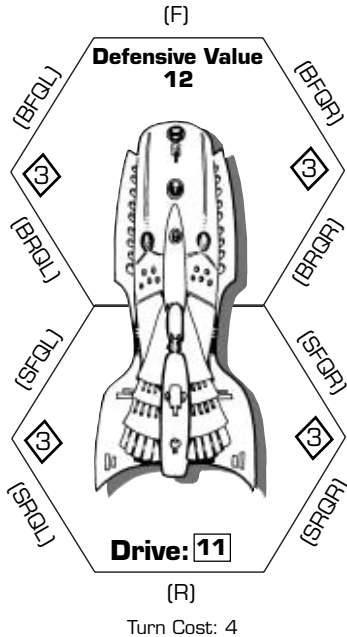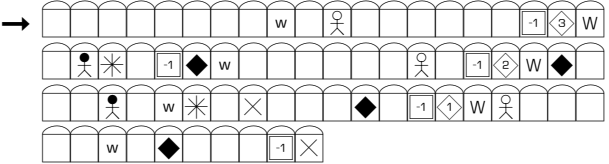
◆ **P-DB:** 1-5
FRONT RIGHT QUARTER DAMAGE TRACK
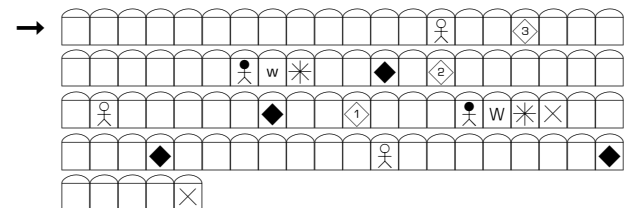
◆ **P-DB:** 1-5
REAR RIGHT QUARTER DAMAGE TRACK
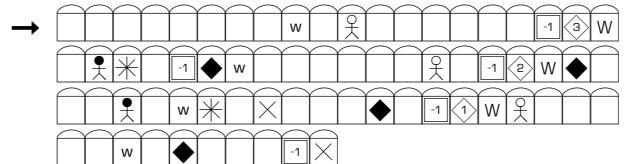
Torp Crew F
2 Torpedo Tubes
☗ ☗
(SFQL)

Gunner C
5 Pulse Lasers
(SFQL) (SRQR) (R)
(SRQL) (SFQR)
To Hit: 2D8+ADB+4
Damage: Low+4
1-3/4-9/10

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

Gunner D
1 Disintegrator
(SRQL) (R) (SRQR)
To Hit: 2D8+ADB
Damage: High
1/2-3/4-12
Target SR ≤11

Torp Crew G
2 Torpedo Tubes
☗ ☗
(SFQR)

NARWHAL II

FRONT LEFT CRITICAL HITS

2— **Major structural damage.** Take another 15 hits on this track.

3— **Buckled armor.** Reduce Reduction by 2.

4— **Quint Pulse Laser loses power.** Weapon may not fire until after next turn.

5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

6— **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.

7— **Missile Launcher A malfunction.** Lose 1D10 remaining missiles.

8— **Quint Pulse Laser A** damaged. Penalize to Hit attempts by -3.

9— **Fighter rack destroyed.** Ship may no longer dock fighters.

10— **ECM destroyed.** Fletcher may no longer perform long-range jamming.

11— **Gunner A killed.** This gunner's weapons may not be fired.

12— **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

FRONT RIGHT CRITICAL HITS

2— **Major structural damage.** Take another 15 hits on this track.

3— **Buckled armor.** Reduce Reduction by 2.

4— **Quint Pulse Laser loses power.** Weapon may not fire until after next turn.

5— **Torpedo Magazine hit.** 1D10 torpedoes are destroyed.

6— **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.

7— **Missile Launcher B malfunction.** Lose 1D10 remaining missiles.

8— **Quint Pulse Laser B** damaged. Penalize to Hit attempts by -3.

9— **Fighter rack destroyed.** Ship may no longer dock fighters.

10— **ECM destroyed.** Fletcher may no longer perform long-range jamming.

11— **Gunner B killed.** This gunner's weapons may not be fired.

12— **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR LEFT CRITICAL HITS

2— **Reactor hit.** Narwhal becomes a gaseous cloud.

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

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

5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

6— **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.

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

8— **Disintegrator loses power.** Weapon may not fire until after next turn.

9— **Torpedo room F hit.** Torpedo room F loses a crew.

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

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

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

REAR RIGHT CRITICAL HITS

2— **Reactor hit.** Narwhal becomes a gaseous cloud.

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

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

5— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

6— **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.

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

8— **Disintegrator loses power.** Weapon may not fire until after next turn.

9— **Torpedo room G hit.** Torpedo room G loses a crew.

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

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

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

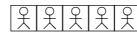## Bow Torpedo Magazine

Mk. 10

Bay 1 Cargo
CLD

Fighter Rack 1
100-ton Fighter (BRQL)
ID:____

Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: 1-5 (5)

Bridge
Captain:_____
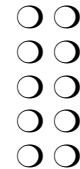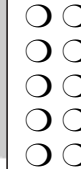Pilot:_____
TOC: None

Engineering
Damage Control: 1-8

Mk. 30

Mk. 20

Stern Torpedo Magazine

STINGRAY

I.D. ▮

BPV: 551

TPV

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

Gunner A
2 Splatterguns
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
1-2/3-6/7-10

Gun Crew E
Plazprojector
☖ ☖ ☖ ☖
(BFQL)(F)(BFQR)
To Hit: xD8+ADB
Damage: All
—/1-5/—

Gun Crew D
2 Ion Cannons
☖ ☖ ☖
(BFQL) (F) (BFQR)
To Hit: 2D8+ADB+1
Damage: (All+2) X 2
1-8/9-16/17-30
Target SR ≤ 6

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

(F)
Defensive Value 13

(BFQL) 5   (BFQR) 5

(BRQL)   (BRQR)

(SFQL)   (SFQR)

(SRQL) 4   (SRQR) 4

Drive: 8
(R)
Turn Cost: 4

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

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

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

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

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

Gunner B
2 Splatterguns
(SFQL) (SRQL) (R)
To Hit: 2D6+ADB+1
Damage: Medium+2
1-2/3-6/7-10

Torp Crew F
2 Torpedo Tubes
☖ ☖
(SFQL)

Torp Crew G
2 Torpedo Tubes
☖ ☖
(SFQR)

Gunner C
2 Splatterguns
(SFQR) (SRQR) (R)
To Hit: 2D6+ADB+1
Damage: Medium+2
1-2/3-6/7-10

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

STINGRAY

FRONT LEFT CRITICAL HITS

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

3— **Point defense system destroyed.**

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

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

6— **Hull stability compromised.** -3 Defensive Value

7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

8— **Twin splatterguns A damaged.** Penalize to Hit attempts by -2.

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

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

11— **Plazprojector crew killed.** Blast kills 1D4 crew.

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

FRONT RIGHT CRITICAL HITS

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

3— **Point defense system destroyed.**

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

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

6— **Hull stability compromised.** -3 Defensive Value

7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

8— **Twin splatterguns A damaged.** Penalize to Hit attempts by -2.

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

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

11— **Ion cannon crew killed.** Blast kills 1D4 crew.

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

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

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control: 1-5

Mk. 20

Stern Torpedo Magazine

REAR LEFT CRITICAL HITS

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

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

4— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

5— **Twin Splattergun B damaged.** Weapon suffers -2 penalty to hit.

6— **Torpedo room loses power.** No torps may be fired next turn.

7— **Missile Launcher B malfunction.** Lose 1D10 missiles.

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

9— **Torpedo room hit.** Torpedo room loses a crew.

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

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

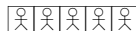**12—** **Reactor hit.** Stingray becomes a gaseous cloud.

REAR RIGHT CRITICAL HITS

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

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

4— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

5— **Twin Splattergun C damaged.** Weapon suffers -2 penalty to hit.

6— **Torpedo room loses power.** No torps may be fired next turn.

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

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

9— **Torpedo room hit.** Torpedo room loses a crew.

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

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

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

TPV

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

Gunner A
4 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gun Crew F
Bifrost Cannon (KF)
👤👤👤👤👤
To Hit: 2D10+ADB+10
Damage: All x 2 ∂
Range: 10/20/30

Gunner B
4 Splatterguns
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

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

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

Gunner A
👤

Gun Crew G
1 Laztube 👤👤👤
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB
Damage: High x 2
Range: 10/20/40
Target SR ≤8

Gunner C
1 Mjölnir
👤
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+6
Damage: Low+3 ∂
Range: 3/7/10

Gun Crew H
1 Laztube 👤👤👤
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB
Damage: High x 2
Range: 10/20/40
Target SR ≤8

Gunner B
👤

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

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

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

(F)

(BFQL)

Defensive Value 12

(BFQR)

④

④

(BRQL)

(BRQR)

◆ **P-DB**: 1-4
REAR LEFT QUARTER DAMAGE TRACK

(SFQL)

③

③

(SFQR)

(SRQL)

Drive: 8

(SRQR)

◆ **P-DB**: 1-4
REAR RIGHT QUARTER DAMAGE TRACK

(R)

Turn Cost: 4

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

Gunner D
👤

Gunner D
2 Splatterguns
(SFQL) (SRQL) (R)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Torp Crew I
2 Torpedo Tubes
👤👤
(SFQR)

Torp Crew J
2 Torpedo Tubes
👤👤
(SFQR)

Gunner E
👤

Gunner E
2 Splatterguns
(R) (SRQR) (SFQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

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

LONGBOAT

Tons: 11000

FRONT LEFT CRITICAL HITS

2 — **ECM destroyed.** Longboat may no longer jam torps.

3 — **Capacitor malfunction**. Bow Laztubes, Mjölnir, and Bifrost Cannon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Bifrost Cannon control room hit.** Lose 1D4 Bifrost Cannon crew.

7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.

8 — **ECM malfunction.** Longboat may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Laztube overload.** Laztube G is destroyed, and crew is killed. 1D12 hits on this track.

11 — **Mjölnir hit.** Mjölnir is destroyed and gunner is killed.

12 — **Bridge hit!** Bridge crew is stunned. Longboat may not move until after next turn and may not add TOC bonus to initiative.

FRONT RIGHT CRITICAL HITS

2 — **ECM destroyed.** Longboat may no longer jam torps.

3 — **Capacitor malfunction**. Bow Laztubes, Mjölnir, and Bifrost Cannon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner B's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Bifrost Cannon control room hit.** Lose 1D4 Bifrost Cannon crew.

7 — **Splattergun destroyed.** Gunner B's Splattergun is destroyed.

8 — **ECM malfunction.** Longboat may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Laztube overload.** Laztube H is destroyed, and crew is killed. 1D12 hits on this track.

11 — **Mjölnir hit.** Mjölnir is destroyed and gunner is killed.

12 — **Bridge hit!** Bridge crew is stunned. Longboat may not move until after next turn and may not add TOC bonus to initiative.
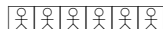
Electronics
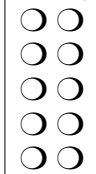Jam: 1-2 on 1D4
ECM: 1-4 (4)

Bridge
Captain:_____
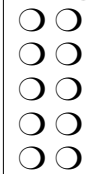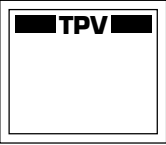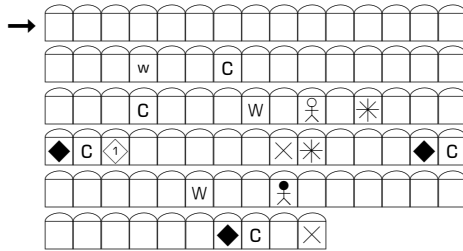Pilot:_____
TOC: +2

Engineering
Damage Control: 1-6

Mk. 10	Mk. 30	Mk. 70
○ ○	○ ○ ○ ○	○ ○
○ ○	○ ○ ○ ○	○ ○
○ ○	○ ○ ○ ○	○ ○
○ ○	○ ○ ○ ○	○ ○
○ ○	○ ○ ○ ○	○ ○

Stern Torpedo Magazine

REAR LEFT CRITICAL HITS

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

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

4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner D's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Longboat may no longer jam torps.

7 — **Magnetic fluctuation.** All Gauss weapons may not be fired until next game turn.

8 — **Gunner D killed.** Gunner D's weapons may not be fired.

9 — **Shield Generator short.** Longboat's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Longboat briefly becomes a tiny sun and then is no more.

REAR RIGHT CRITICAL HITS

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

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

4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner E's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Longboat may no longer jam torps.

7 — **Magnetic fluctuation.** All Gauss weapons may not be fired until next game turn.

8 — **Gunner E killed.** Gunner E's weapons may not be fired.

9 — **Shield Generator short.** Longboat's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Longboat briefly becomes a tiny sun and then is no more.

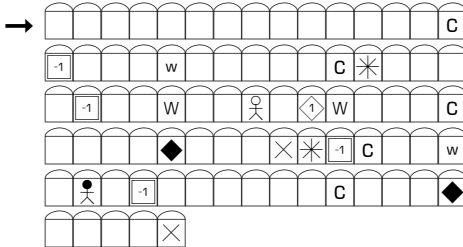**USMAS**

I.D.

BPV: 345

TPV

Gun Crew A
Repeating Blaster
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB
Damage: High x 2
Range: 3/8/15

Gunner B
2 Pulse Lasers
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner C
2 Pulse Lasers
(BFQL) (F) (BFQR)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner D
2 Pulse Lasers
(F) (BFQR) (BRQR)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

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

◆ **P-DB:** 1-3
FRONT LEFT QUARTER
DAMAGE TRACK

◆ **P-DB:** 1-3
FRONT RIGHT QUARTER
DAMAGE TRACK

(F)

Defensive Value
10

(BFQL) (BFQR)

7   7

(BRQL) (BRQR)

(SFQL) (SFQR)

7   7

(SRQL) (SRQR)

Drive: 8

(R)

Turn Cost: 4

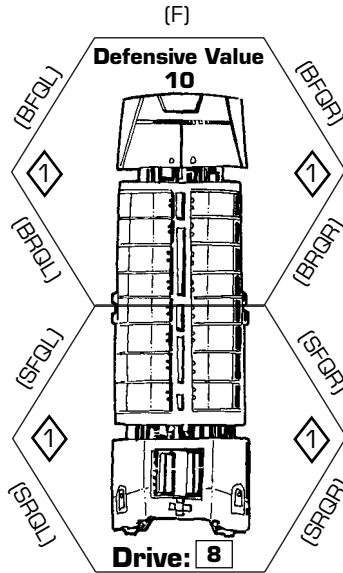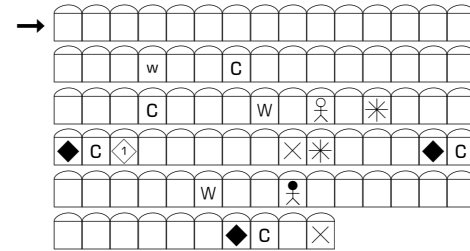◆ **P-DB:** 1-2
REAR LEFT QUARTER
DAMAGE TRACK

◆ **P-DB:** 1-2
REAR RIGHT QUARTER
DAMAGE TRACK

Gunner E
2 Pulse Lasers
(SFQL) (SRQL) (R)
To Hit: 2D8+ADB+1
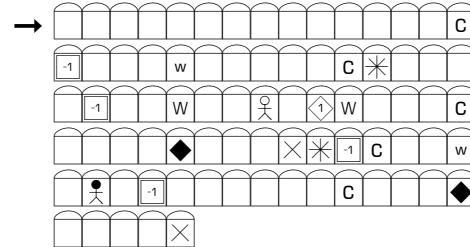Damage: Low+1
Range: 3/9/10

Gunner F
2 Pulse Lasers
(SRQL) (R) (SRQR)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

Gunner G
2 Pulse Lasers
(R) (SRQR) (SFQR)
To Hit: 2D8+ADB+1
Damage: Low+1
Range: 3/9/10

USHAS

FRONT LEFT CRITICAL HITS

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

3 — **Buckled Armor.** Reduce Damage Reduction on Front Left and Rear Left Damage Tracks by 1.

4 — **Cargo Bay Ejection System triggered.** Cargo Bay 1 ejects.

5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.

6 — **Pulse Laser B damaged.** Reduce chance To Hit by 2.

7 — **Too Tough!** No extra damage.

8 — **Shields damaged.** Reduce Defensive Value by 2.

9 — **Gunner B killed.** Gunner B's weapon may not be fired.

10 — **Cargo Bay 1 Ejection System destroyed.** Bay 1 may no longer be ejected.

11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.

12 — **Major structural damage.** Take 15 more hits on this track.

FRONT RIGHT CRITICAL HITS

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

3 — **Buckled Armor.** Reduce Damage Reduction on Front Right and Rear Right Damage Tracks by 1.

4 — **Cargo Bay Ejection System triggered.** Cargo Bay 2 ejects.

5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.

6 — **Pulse Laser D damaged.** Reduce chance To Hit by 2.

7 — **Too Tough!** No extra damage.

8 — **Shields damaged.** Reduce Defensive Value by 2.

9 — **Gunner D killed.** Gunner D's weapon may not be fired.

10 — **Cargo Bay 2 Ejection System destroyed.** Bay 2 may no longer be ejected.

11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.

12 — **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.

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

4 — **Power Coupling hit.** No weapons may be fired until after next turn.

5 — **Pulse Laser E loses power.** Pulse Laser E may not fire until after next game turn.

6 — **Pulse Laser E damaged.** Reduce chance To Hit by 2.

7 — **Cargo Bay 1 hit.** Roll for cargo loss.

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

9 — **Gunner E killed.** Gunner E's weapons may no longer be fired.

10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.

11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.

12 — **Major structural damage.** Take 15 more hits on this Damage Track.

REAR LEFT CRITICAL HITS

2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.

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

4 — **Power Coupling hit.** No weapons may be fired until after next turn.

5 — **Pulse Laser G loses power.** Pulse Laser G may not fire until after next game turn.

6 — **Pulse Laser G damaged.** Reduce chance To Hit by 2.

7 — **Cargo Bay 2 hit.** Roll for cargo loss.

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

9 — **Gunner G killed.** Gunner G's weapons may no longer be fired.

10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.

11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.

12 — **Major structural damage.** Take 15 more hits on this Damage Track.

Tons: 7000

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

Bridge
Captain:_____
Pilot:_____
TOC: +0

Bay 1
Cargo _____
Cargo Loss:
CLD

Bay 2
Cargo _____
Cargo Loss:
CLD

Engineering
Damage Control: 1-2
EFS: None

KALI

I.D.

BPV: 633

TPV

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

Gunner A
1 Blatgun
(BRQL) (BFQL) (F)
To Hit: 2D6+ADB
Damage: High
Range: 4/10/15
Target SR ≤13

Torp Crew G
2 Torpedo Tubes
👤👤
(F)

Gunner B
1 Blatgun
(F) (BFQR) (BRQR)
To Hit: 2D6+ADB
Damage: High
Range: 4/10/15
Target SR ≤13

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

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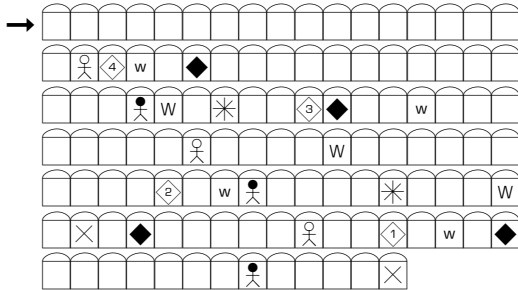**T CREW G**
Gnr: _____

Gunner A
👤

Gun Crew F
1 Laztube 👤👤👤
(BFQL) (F) (BFQR)
To Hit: 2D10+ADB
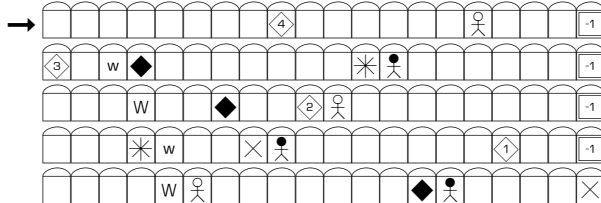Damage: High x 2
Range: 10/20/40
Target SR ≤8

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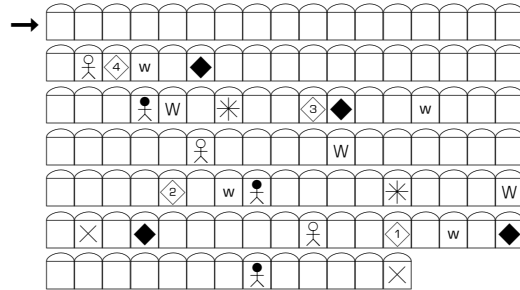To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner B
👤

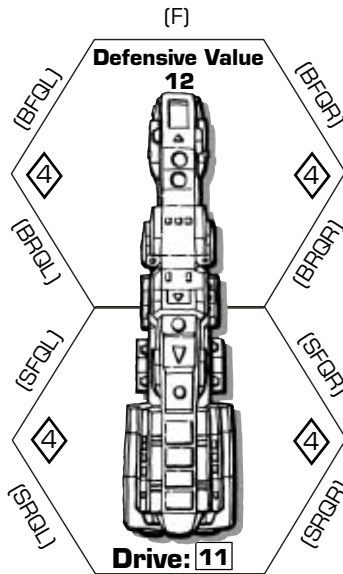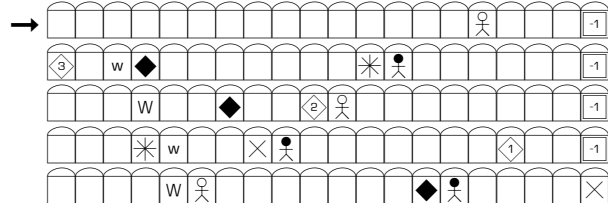◆ **P-DB**: 1-5
FRONT RIGHT QUARTER DAMAGE TRACK

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

(F)

Defensive Value
12

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

④ ④
④ ④

Drive: 11

(R)

Turn Cost: 4

◆ **P-DB**: 1-4
REAR LEFT QUARTER DAMAGE TRACK

◆ **P-DB**: 1-4
REAR RIGHT QUARTER DAMAGE TRACK

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

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

Gunner D
👤

Gunner E
👤

Gunner E
4 Blatguns
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

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

KALI

Tons: 5100

FRONT LEFT CRITICAL HITS

2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
3 — **Screens hit**. Reduce Defensive Value by 3.
4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
6 — **Missile Launcher A hit.** Lose 1D10 missiles.
7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
9 — **Minor structural damage.** Take 5 more hits on this track.
10 — **ECM destroyed.** Kali may no longer jam torps.
11 — **Gunner A killed.** Gunner A's weapons may not fire.
12 — **Bridge hit!** Bridge crew is stunned.

FRONT RIGHT CRITICAL HITS

2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
3 — **Screens hit**. Reduce Defensive Value by 3.
4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
6 — **Missile Launcher B hit.** Lose 1D10 missiles.
7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
9 — **Minor structural damage.** Take 5 more hits on this track.
10 — **ECM destroyed.** Kali may no longer jam torps.
11 — **Gunner B killed.** Gunner B's weapons may not fire.
12 — **Bridge hit!** Bridge crew is stunned.

Bow Torpedo Magazine

Mk. 50
○ ○
○ ○
○ ○
○ ○
○ ○

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

Electronics
Jam: 1-2 on 1D4
ECM: —

Bridge
Captain:_____
Pilot:_____
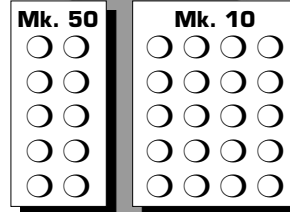TOC: +1

Engineering
Damage Control: 1-5
☨ ☨ ☨ ☨ ☨

REAR LEFT CRITICAL HITS

2 — **Reactor hit.** Kali is no more.
3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
4 — **Minor Structural damage.** Take 5 more hits on this track.
5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
8 — **Missile Launcher D hit.** Lose 1D10 missiles.
9 — **Torp Room hit.** Lose 1 torp crew.
10 — **Gunner D killed.** Gunner D's weapons may not fire.
11 — **Life support malfunction.** 1D4 crew killed.
12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.

REAR RIGHT CRITICAL HITS

2 — **Reactor hit.** Kali is no more.
3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
4 — **Minor Structural damage.** Take 5 more hits on this track.
5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
8 — **Missile Launcher E hit.** Lose 1D10 missiles.
9 — **Torp Room hit.** Lose 1 torp crew.
10 — **Gunner E killed.** Gunner E's weapons may not fire.
11 — **Life support malfunction.** 1D4 crew killed.
12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.

NEBULA II

I.D.

BPV: 750

TPV

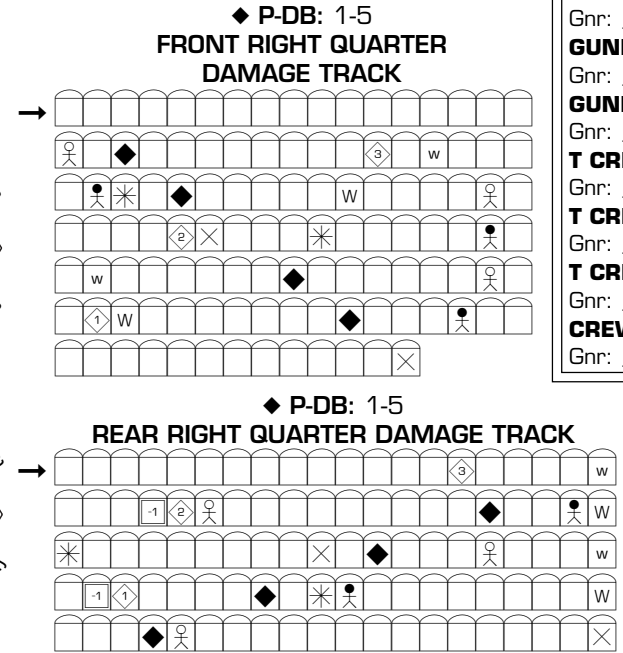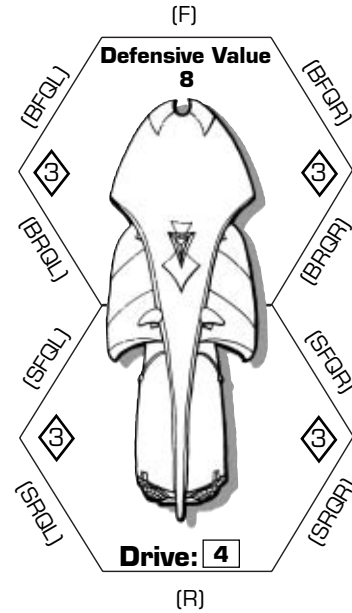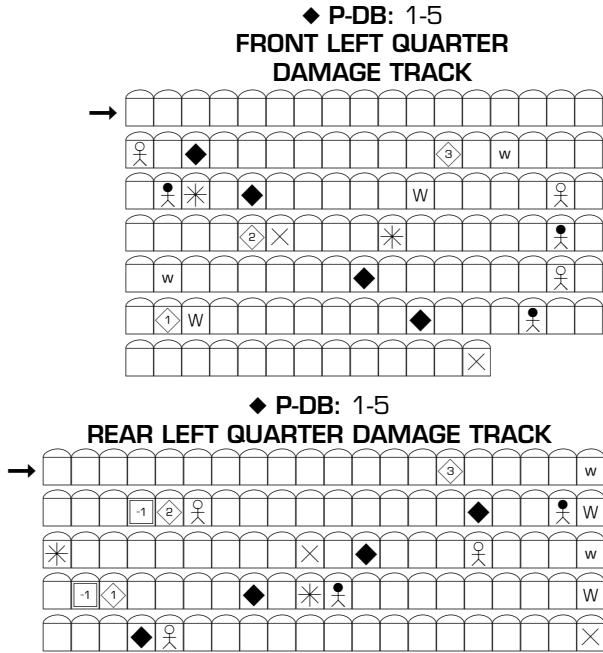### Gun Crew F
2 Torpedo Tubes
(SFQL)

Gunner A
4 Splatterguns
(BRQL) (BFQL) (F)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gun Crew E
2 Torpedo Tubes
(F)

Gunner B
4 Splatterguns
(F) (BFQR) (BRQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gun Crew G
2 Torpedo Tubes
(SFQR)

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

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

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

(F)
(BFQL)
(BFQR)
Defensive Value 8
3
3
(BRQL)
(BRQR)

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

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

(SFQL)
(SFQR)
3
3
(SRQL)
(SRQR)
Drive: 4
(R)

Turn Cost: 4

Gunner C

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

Gunner C
1 Impulsegun
(SFQL) (SRQL) (R)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

Modular Weapon Bay
Choose One Only

Gun Crew H
4 Hyper Cannons
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+5
Damage: (High+3) x2
Range: 8/15/30
Target SR ≤8
○ ○ ○ ○

Gun Crew H
2 Ion Cannons
(BFQL) (F) (BFQR)
To Hit: 2D8+ADB+1
Damage: (All +2) x2
Range: 8/16/30
Target SR ≤6

Gun Crew H
4 Repeating Blasters
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+3
Damage: (High+6) x2
Range: 3/8/15

Gunner D

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

Gunner D
1 Impulsegun
(R) (SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

NEBULA II

Tons: 10415

FRONT LEFT CRITICAL HITS

2 — **ECM destroyed.** Nebula II may no longer jam torps.

3 — **Capacitor malfunction**. Modular Weapon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Torp Room hit.** Lose 1D4 of each type of torp and 1 crew.

7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.

8 — **Launch Catapult Jammed.** Nebula II may not launch figthers until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Random Fighter Bay destroyed.** All contents lost.

11 — **Electronics Suite hit.** Nebula II may no longer jam torps.

12 — **Bridge hit!** Bridge crew is stunned. Nebula II may not move until next turn and may not add TOC bonus to initiative.

FRONT RIGHT CRITICAL HITS

2 — **ECM destroyed.** Nebula II may no longer jam torps.

3 — **Capacitor malfunction**. Modular Weapon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner B's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Torp Room hit.** Lose 1D4 of each type of torp and 1 crew.

7 — **Splattergun destroyed.** Gunner B's Splattergun is destroyed.

8 — **Launch Catapult Jammed.** Nebula II may not launch figthers until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Random Fighter Bay destroyed.** All contents lost.

11 — **Electronics Suite hit.** Nebula II may no longer jam torps.

12 — **Bridge hit!** Bridge crew is stunned. Nebula II may not move until next turn and may not add TOC bonus to initiative.

REAR LEFT CRITICAL HITS

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

3 — **TOC destroyed.** Nebula II may no longer add TOC bonus to initiative roll.

4 — **Missile Rack hit.** Lose 1D6 missiles from Gunner C's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Nebula II may no longer jam torps.

7 — **Random Fighter Bay destroyed.** All contents lost.

8 — **Gunner C killed.** Gunner C's weapons may not be fired.

9 — **Shield Generator short.** Nebula II's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Nebula II briefly becomes a tiny sun and then is no more.

REAR RIGHT CRITICAL HITS

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

3 — **TOC destroyed.** Nebula II may no longer add TOC bonus to initiative roll.

4 — **Missile Rack hit.** Lose 1D6 missiles from Gunner D's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Nebula II may no longer jam torps.

7 — **Random Fighter Bay destroyed.** All contents lost.

8 — **Gunner D killed.** Gunner D's weapons may not be fired.

9 — **Shield Generator short.** Nebula II's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Nebula II briefly becomes a tiny sun and then is no more.

Bow Torpedo Magazine

C-Torps
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Mk. 20
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Fighter Bay 1
400-ton Fighter
○ ○ ID:____
Type:_____

Fighter Bay 2
400-ton Fighter
○ ○ ID:____
Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: —

Bridge
Captain:_____
Pilot:_____
TOC: +3

Engineering
Damage Control: 1-5

Fighter Bay 3
400-ton Fighter
○ ○ ID:____
Type:_____

Fighter Bay 4
400-ton Fighter
○ ○ ID:____
Type:_____

Fighter Bay 5
400-ton Fighter
○ ○ ID:____
Type:_____

Fighter Bay 6
400-ton Fighter
○ ○ ID:____
Type:_____

Parasite Torps
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Mk. 50
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Stern Torpedo Magazine

PTERADON

I.D.

BPV: 781

TPV

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

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

Gunner A
⚝

Gun Crew C
Graviton Cannon
⚝⚝⚝⚝
(F)
To Hit: 2D8+ADB+2
Damage: All x2
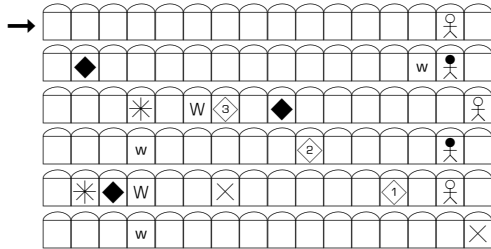Range: 6-22/34/40
Target SR ≤13
○ ○ ○ ○ ○ ○

Gun Crew D
2 Laztubes
⚝⚝⚝
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D10+ADB+2
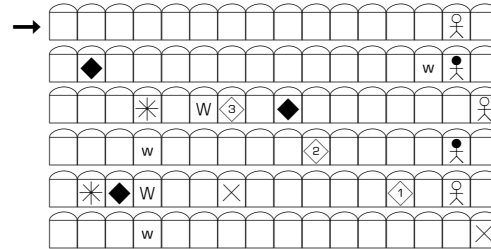Damage: (High+1) x2
Range: 10/20/40
Target SR ≤7

Gunner B
2 Meld Lasers ⚝
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB+1
Damage: Medium+1
Range: 6/18/20
Target SR ≤12

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

Gun Crew E
2 Torpedo Tubes
⚝⚝
(F)

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

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

(F)
Defensive Value 11
(BFQL) ③ ③ (BFQR)
(BRQL) (BRQR)
(SFQL) (SFQR)

◆ **P-DB**: 1-4
REAR LEFT QUARTER DAMAGE TRACK

③ ③
(SRQL) (SRQR)
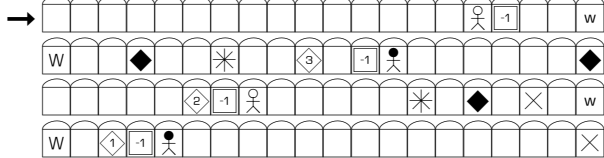
◆ **P-DB**: 1-4
REAR RIGHT QUARTER DAMAGE TRACK
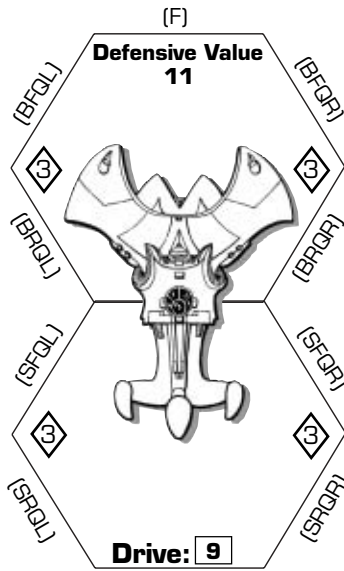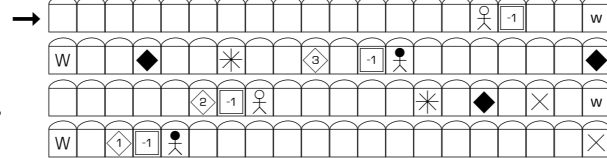
Drive: 9
(R)
Turn Cost: 4

Gunner F
⚝

Gunner F
Missile Launcher
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner F
Missile Launcher
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gun Crew H
2 Torpedo Tubes
⚝⚝
(SFQL)

Gun Crew I
2 Torpedo Tubes
⚝⚝
(SFQR)

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

PTERADON

Tons: 5995

FRONT LEFT CRITICAL HITS

2 — **ECM destroyed.** Pteradon may no longer jam torps.

3 — **Capacitor malfunction.** Bow Laztubes, Meld Lasers, Splatterguns, and Graviton Cannon may not fire until after next turn.

4 — **Meld Laser short.** Gunner B's Meld Laser may not fire until after next turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Torp Room E hit.** Lose 1D4 of each kind of torp and 1 crew.

7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.

8 — **ECM malfunction.** Pteradon may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Laztube overload.** Laztube D is destroyed, and crew is killed. 1D10 hits on this track.

11 — **Graviton Cannon hit.** Cannon destroyed and crew killed. Take 1D8 hits on Front Damage Tracks.

12 — **Bridge hit!** Bridge crew is stunned. Pteradon may not move until next turn and may not add TOC bonus to initiative.
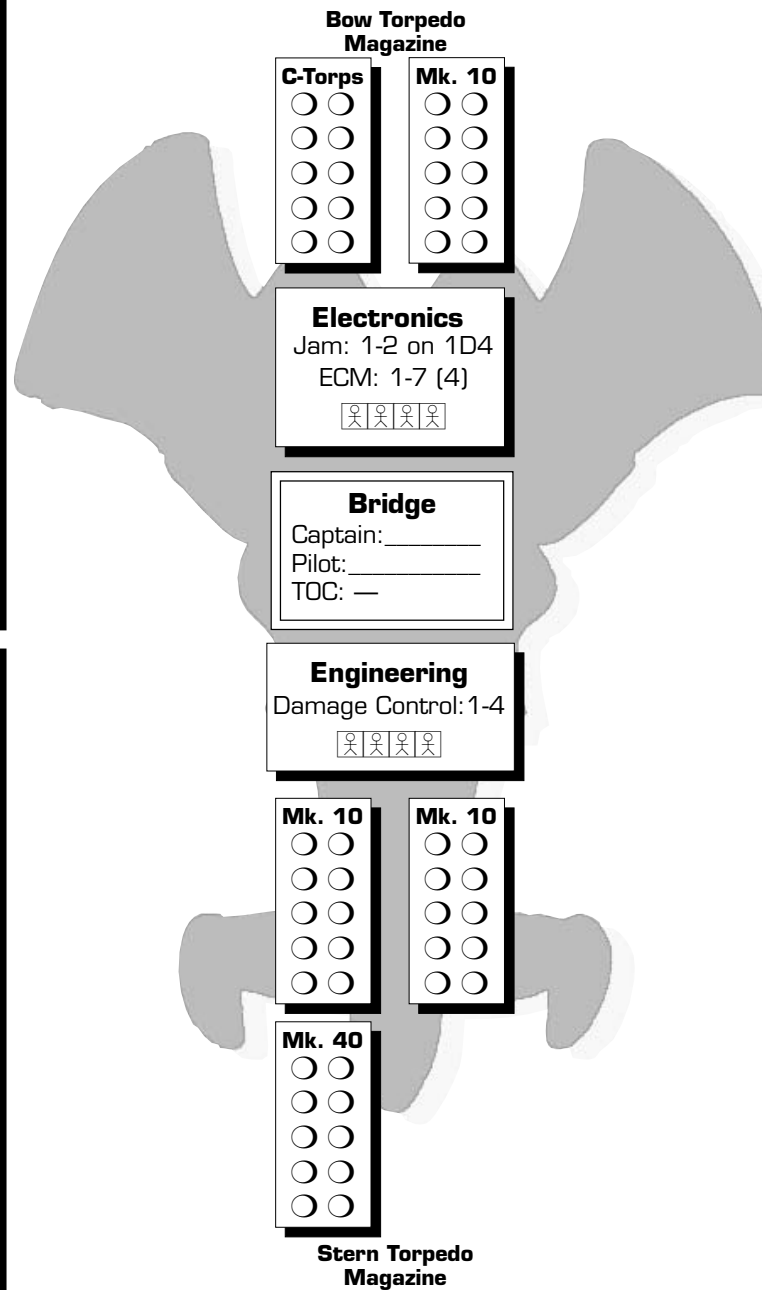
FRONT RIGHT CRITICAL HITS

2 — **ECM destroyed.** Pteradon may no longer jam torps.

3 — **Capacitor malfunction.** Bow Laztubes, Meld Lasers, Splatterguns, and Graviton Cannon may not fire until after next turn.

4 — **Meld Laser short.** Gunner B's Meld Laser may not fire until after next turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Torp Room E hit.** Lose 1D4 of each kind of torp and 1 crew.

7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.

8 — **ECM malfunction.** Pteradon may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Laztube overload.** Laztube D is destroyed, and crew is killed. 1D10 hits on this track.

11 — **Graviton Cannon hit.** Cannon destroyed and crew killed. Take 1D8 hits on Front Damage Tracks.

12 — **Bridge hit!** Bridge crew is stunned. Pteradon may not move until next turn and may not add TOC bonus to initiative.

Bow Torpedo Magazine

C-Torps
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 10
○ ○
○ ○
○ ○
○ ○
○ ○

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

Bridge
Captain:_____
Pilot:_____
TOC: —

Engineering
Damage Control: 1-4

Mk. 10
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 10
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 40
○ ○
○ ○
○ ○
○ ○
○ ○

Stern Torpedo Magazine

REAR LEFT CRITICAL HITS

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

3 — **Engineering destroyed.** Pteradon may no longer perform Damage Control.

4 — **Missile Rack hit.** Lose 1D6 missiles from one of Gunner F's racks.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Pteradon may no longer jam torps.

7 — **Armor compromised.** Damage Reduction drops to 0.

8 — **Gunner F killed.** Gunner F's weapons may not be fired.

9 — **Shield Generator short.** Pteradon's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Pteradon briefly becomes a tiny sun and then is no more.

REAR RIGHT CRITICAL HITS

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

3 — **Engineering destroyed.** Pteradon may no longer perform Damage Control.

4 — **Missile Rack hit.** Lose 1D6 missiles from one of Gunner F's racks.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Pteradon may no longer jam torps.

7 — **Armor compromised.** Damage Reduction drops to 0.

8 — **Gunner G killed.** Gunner G's weapons may not be fired.

9 — **Shield Generator short.** Pteradon's Defensive Value is reduced by 6 until after next game turn.

10 — **Torpedo Magazine hit.** Lose 1D4 of each type of torp.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Pteradon briefly becomes a tiny sun and then is no more.

TPV

I.D. ◼

BPV: 575

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

◼ Gunner A ◼
2 Splatterguns
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

Gunner A
👤

◼ Gun Crew I ◼
Ion Cannon (F)
👤👤👤👤
To Hit: 2D8+ADB
Damage: All x 2
Range: 8/16/30
Target SR ≤7

◼ Gunner B ◼
2 Splatterguns
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

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

Gunner B
👤

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

◼ Gunner C ◼
Plaz Shell Cannon 👤
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB Ψ
Damage: All
Range: 2/4/10
○ ○ ○ ○

◼ Gunner D ◼
Plaz Shell Cannon 👤
(BFQL) (F) (BFQR)
To Hit: 2D6+ADB Ψ
Damage: All
Range: 2/4/10
○ ○ ○ ○

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

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

(F)

Defensive Value 12

(BFQL) ④
(BFQR) ④
(BRQL)
(BRQR)
(SFQL) ④
(SFQR)
(SRQL) ④
(SRQR) ④

Drive: 7

(R)

Turn Cost: 4

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

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

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

Gunner E
👤

◼ Gunner E ◼
2 Splatterguns
(SRQL) (R) (SRQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

◼ Gunner F ◼
Plaz Shell Cannon 👤
(SFQL) (SRQL) (R)
To Hit: 2D6+ADB
Damage: All Ψ
Range: 2/4/10
○ ○ ○ ○

◼ Gunner G ◼
Plaz Shell Cannon 👤
(R) (SRQR) (SFQR)
To Hit: 2D6+ADB
Damage: All Ψ
Range: 2/4/10
○ ○ ○ ○

Gunner H
👤

◼ Gunner H ◼
2 Splatterguns
(SRQL) (R) (SRQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

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

CETSHWAYO

Tons: 7000

FRONT LEFT CRITICAL HITS

2 — **ECM destroyed.** Cetshwayo may no longer jam torps.

3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.

7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.

8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.

11 — **Plaz Shell Cannon C hit.** Cannon is destroyed and gunner is killed.

12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

FRONT RIGHT CRITICAL HITS

2 — **ECM destroyed.** Cetshwayo may no longer jam torps.

3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.

4 — **Splattergun jam.** Gunner C's Splattergun may not fire until after next game turn.

5 — **TOC Room power flux.** TOC bonus may not be added next turn.

6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.

7 — **Splattergun destroyed.** Gunner C's Splattergun is destroyed.

8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.

9 — **Minor structural damage.** Take 10 more hits on this track

10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.

11 — **Plaz Shell Cannon D hit.** Cannon is destroyed and gunner is killed.

12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

Fighter Rack 1
100-ton Fighter (BRQL)
👤 ID:____

Type:_____

Fighter Rack 2
100-ton Fighter (BRQR)
👤 ID:____
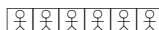
Type:_____

Electronics
Jam: 1-2 on 1D4
ECM: 1-6 (3)
👤 👤 👤

Bridge
Captain:_____
Pilot:_____
TOC: +2

Engineering
Damage Control: 1-6
👤 👤 👤 👤 👤 👤

Fighter Bay 1
100-ton Fighter
👤 ID:____

Type:_____

Fighter Bay 1
100-ton Fighter
👤 ID:____

Type:_____

REAR LEFT CRITICAL HITS

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

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

4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner E's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.

7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.

8 — **Gunner E killed.** Gunner E's weapons may not be fired.

9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.

10 — **Gunner F killed.** Plaz Shell Cannon may not be fired.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

REAR RIGHT CRITICAL HITS

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

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

4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner H's rack.

5 — **Engine hit.** Reduce Drive by 2.

6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.

7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.

8 — **Gunner H killed.** Gunner H's weapons may not be fired.

9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.

10 — **Gunner G killed.** Plaz Shell Cannon may not be fired.

11 — **Life support malfunction.** 1D4 crew killed.

12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

NARWHAL MK III

I.D. ◼

BPV: 628

◻**TPV**◻

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

◼ Gunner A ◼
4 Pulse Lasers
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

Gunner A
⚥

◼Gun Crew E◼
Repeating Blaster
⚥ ⚥
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D6+ADB
Damage: High x2
Range: 3/8/15

◼ Gunner B ◼
4 Pulse Lasers
(F) (BFQR) (BRQR)
To Hit: 2D8+ADB+3
Damage: Low+3
Range: 3/9/10

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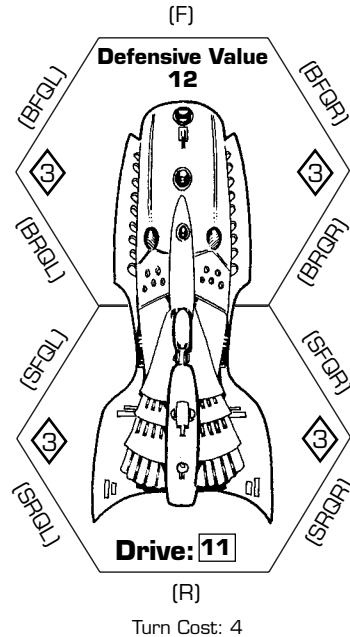(F) (BFQR) (BRQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Gunner B
⚥

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

(F)

Defensive Value
12

(BFQL) (BFQR)

⟨3⟩ ⟨3⟩

(BRQL) (BRQR)

(SFQL) (SFQR)

⟨3⟩ ⟨3⟩

(SRQL) (SRQR)

Drive: ⟨11⟩

(R)

Turn Cost: 4

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

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

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

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

◼Gun Crew F◼
2 Torpedo Tubes
⚥ ⚥
(SFQL)

◼ Gunner C ◼
5 Pulse Lasers
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

Gunner C
⚥

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

◼ Gunner D ◼
1 Disintegrator
⚥
(SRQL) (R) (SRQR)
To Hit: 2D8+ADB
Damage: High §
Range: 1/3/12
Target SR ≤11

◼Gun Crew G◼
2 Torpedo Tubes
⚥ ⚥
(SFQR)

NARWHAL III

Tons: 6100

FRONT LEFT CRITICAL HITS

2 — **Major structural damage.** Take another 15 hits on this track.

3 — **Buckled armor.** Reduce Reduction by 2.

4 — **Quad Pulse Laser A loses power.** Weapon may not fire until after next turn.

5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.

6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.

7 — **Missile Launcher A malfunction.** Lose 1D10 remaining missiles.

8 — **Quad Pulse Laser A damaged.** Penalize to Hit attempts by -3.

9 — **Fighter rack destroyed.** Ship may no longer dock fighters.

10 — **ECM destroyed.** Narwhal may no longer perform long-range screening.

11 — **Gunner A killed.** This gunner's weapons may not be fired.

12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

FRONT RIGHT CRITICAL HITS

2 — **Major structural damage.** Take another 15 hits on this track.

3 — **Buckled armor.** Reduce Reduction by 2.

4 — **Quad Pulse Laser B loses power.** Weapon may not fire until after next turn.

5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.

6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.

7 — **Missile Launcher B malfunction.** Lose 1D10 remaining missiles.

8 — **Quad Pulse Laser B damaged.** Penalize to Hit attempts by -3.

9 — **Fighter rack destroyed.** Ship may no longer dock fighters.

10 — **ECM destroyed.** Narwhal may no longer perform long-range jamming.

11 — **Gunner B killed.** This gunner's weapons may not be fired.

12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

REAR LEFT CRITICAL HITS

2 — **Reactor hit.** Narwhal becomes a gaseous cloud.

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

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

5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.

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

8 — **Disintegrator loses power.** Weapon may not fire until after next turn.

9 — **Repeating Blaster hit.** Reduce To Hit by 2.

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

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

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

REAR RIGHT CRITICAL HITS

2 — **Reactor hit.** Narwhal becomes a gaseous cloud.

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

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

5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.

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

8 — **Disintegrator loses power.** Weapon may not fire until after next turn.

9 — **Torpedo Room G hit.** Torpedo room G loses a crew.

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

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

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

Bow Torpedo Magazine

Fighter Rack 1
100-ton Fighter (BRQR)
☗ ID:____

Type:_____

Bay 1
Cargo
CLD

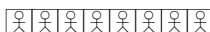**Electronics**
Jam: 1-2 on 1D4
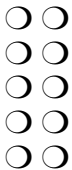ECM: 1-5 (5)

Bridge
Captain:_____
Pilot:_____
TOC: None

Engineering
Damage Control: 1-8

Mk. 30
○ ○
○ ○
○ ○
○ ○
○ ○

Mk. 20
○ ○
○ ○
○ ○
○ ○
○ ○

Stern Torpedo Magazine

TPV

◆ P-DB: _____
FRONT LEFT QUARTER
DAMAGE TRACK

◆ P-DB: _____
FRONT RIGHT QUARTER
DAMAGE TRACK

◆ P-DB: _____
REAR LEFT QUARTER
DAMAGE TRACK

◆ P-DB: _____
REAR RIGHT QUARTER
DAMAGE TRACK
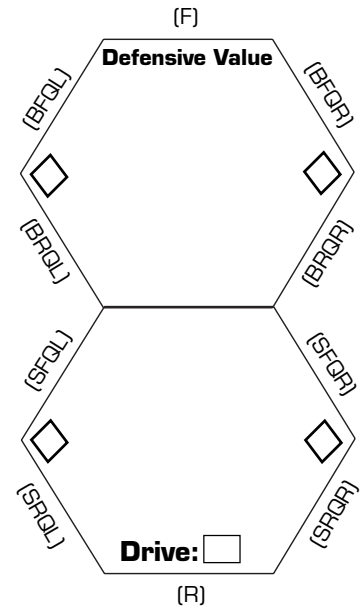
(F)

Defensive Value

(BFQL)
(BFQR)

(BRQL)
(BRQR)

(SFQL)
(SFQR)

(SRQL)
(SRQR)

Drive:

(R)

Turn Cost: 4

▮▮ **Crew** ▮▮
CAPTAIN
Cpn: _____
PILOT
Plt: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____
GUNNER C
Gnr: _____
GUNNER D
Gnr: _____
GUNNER E
Gnr: _____
GUNNER F
Gnr: _____
GUNNER G
Gnr: _____
GUNNER H
Gnr: _____
CREW I
Gnr: _____
CREW J
Gnr: _____
CREW K
Gnr: _____
CREW L
Gnr: _____
CREW M
Gnr: _____
CREW N
Gnr: _____
CREW O
Gnr: _____
CREW P
Gnr: _____

I.D.

BPV:

REAR RIGHT CRITICAL HITS

2— **Electronic warfare gone.** Ship may no longer jam torps. Reduce Defensive Value by 2.

3— **Structural Damage.** Take 10 more hits on this track.

4— **Special equipment hit.** One random piece of special equipment is destroyed.

5— **Weapon jams.** One random cannon/projector may not fire until after next turn.

6— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

7— **Gunner killed.** Lose use of one gunner's weapons.

8— **Launcher malfunction.** One random launcher loses 1D10 missiles.

9— **Crew weapon's power flickering.** One random crewed weapon's damage rating drops a level.

10— **Crew killed.** One random crew-served weapon loses 1D4 crew.

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

12— **Major structural damage.** Take 15 more hits to this track.

Bow Torpedo Magazine

Mk. ____   Mk. ____

Mk. ____   Mk. ____

Electronics
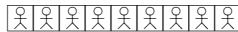Jam: 1-2 on 1D4

ECM: _____

Bridge
Captain:_____
Pilot:_____
TOC:+_____

Engineering
Damage Control:____

Mk. ____   Mk. ____

Mk. ____   Mk. ____

Stern Torpedo Magazine

REAR RIGHT CRITICAL HITS

LEFT RIGHT CRITICAL HITS

2— **Electronic warfare gone.** Ship may no longer jam torps. Reduce Defensive Value by 2.

3— **Crew killed.** One random crew-served weapon loses 1D4 crew.

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

5— **Special equipment hit.** One random piece of special equipment is destroyed.

6— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

7— **Weapon jams.** One random cannon/projector may not fire until after next turn.

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

9— **Gunner killed.** Lose use of one gunner's weapons.

10— **Engineering section destroyed.** Damage control is not available.

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

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

REAR RIGHT CRITICAL HITS

2— **Electronic warfare gone.** Ship may no longer jam torps. Reduce Defensive Value by 2.

3— **Crew killed.** One random crew-served weapon loses 1D4 crew.

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

5— **Special equipment hit.** One random piece of special equipment is destroyed.

6— **Torpedo magazine hit.** 1D10 torpedoes are destroyed.

7— **Weapon jams.** One random cannon/projector may not fire until after next turn.

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

9— **Gunner killed.** Lose use of one gunner's weapons.

10— **Engineering section destroyed.** Damage control is not available.

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

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

POD U1

GUN CREW 1A   Gnr: ____

Gun Crew 1A
Quad Repeating Blaster
👤👤 (3 Arcs)
[   ] [   ] [   ]
To Hit: 2D6+ADB+3
Damage: (High+6) x 2
Range: 3/8/15

GUNNER 1B   Gnr: ____

Gunner 1B
6 Splatterguns (5 Arcs)
[   ][   ][   ][   ][   ]
To Hit: 2D6+ADB+5
Damage: Medium+10
Range: 2/6/10

Gunner 1B
Missile Launcher
(3 Arcs)
[   ] [   ] [   ]
Lock-on <____
○○○○○○○○○○
○○○○○○○○○○

Gunner 1B
Missile Launcher
(3 Arcs)
[   ] [   ] [   ]
Lock-on <____
○○○○○○○○○○
○○○○○○○○○○

BPV: 100

POD U2

Carrier Bay
100-ton Fighter x5
Type: _____   ID: ___
Type: _____   ID: ___
Type: _____   ID: ___
Type: _____   ID: ___
Type: _____   ID: ___

GUN CREW 2A   Gnr: ____

Gun Crew 2A
Blast Cannon 👤👤
(3 Arcs)
[   ] [   ] [   ]
To Hit: 2D6+ADB
Damage: Medium x 2
Range: 8/20/25
Target SR ≤9

GUN CREW 2B   Gnr: ____

Gun Crew 2B
Blast Cannon 👤👤
(3 Arcs)
[   ] [   ] [   ]
To Hit: 2D6+ADB
Damage: Medium x 2
Range: 8/20/25
Target SR ≤9

BPV: 45

POD U3

GUN CREW 3A   Gnr: ____

Gun Crew 3A
Hyper Cannon 👤👤
(3 Arcs)
[   ] [   ] [   ]
To Hit: 2D6+ADB
Damage: High x 2
Range: 3/8/15
Target SR ≤15
○○○○○ ○○○○○

GUNNER 3B   Gnr: ____

Gunner 3B
Ion Ram (5 Arcs)
[   ][   ][   ][   ][   ]
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

GUNNER 3C   Gnr: ____

Gunner 3C
Plazgun
(5 Arcs)
[   ][   ][   ][   ][   ]
To Hit: 2D6+ADB
Damage: All ¥
Range: 2/4/10

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

BPV: 89

POD U4

Carrier Bay
400-ton Fighter x1
Type: _____   ID: ___

Carrier Bay
300-ton Fighter x1
Type: _____   ID: ___

BPV: 7

Note: Ushas Battle Pods fill one-half of an Ushas cargo bay. You may place up to two pods in each bay: one forward, one rear. You may combine Battle Pods and Cargo in the same bay.

Escorts do the grunt work...

"Yeee-Haw!" came the scream across the headset.

*"Pipe down, Mike, some of us are trying to concentrate!"
Will yelled back as he squeezed off another salvo of
missiles toward the fleeing Imperial Nighthawks.*

"We have 'em on the run. Don't let 'em get away."

"They're trying to use that moon for cover."

"Mike take your wing left to cut them off."

"Will, it..."

*A flash of blue light lit the canopy as the Talon exploded.
Will glanced at the moon. Rising from its horizon came
the imposing silhouette of a Megafortress.*

WARHOUNDS™

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