

SILENT DEATH™

ANNEX



# SPACE JUNK™



**A sourcebook for Silent Death  
filling the icy reaches of space.**

# Space Junk™

The Next  
Millennium



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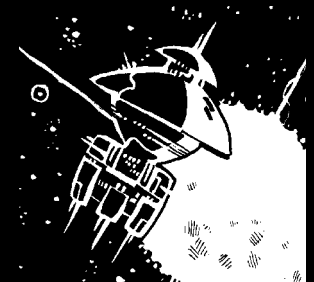
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*Dedicated to God (Hebrews 4:12) and Amy my lovely and talented wife.*



# Silent Death

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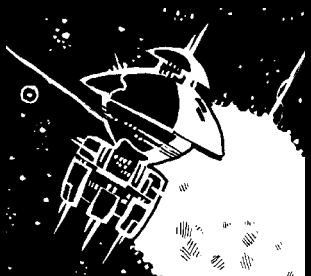
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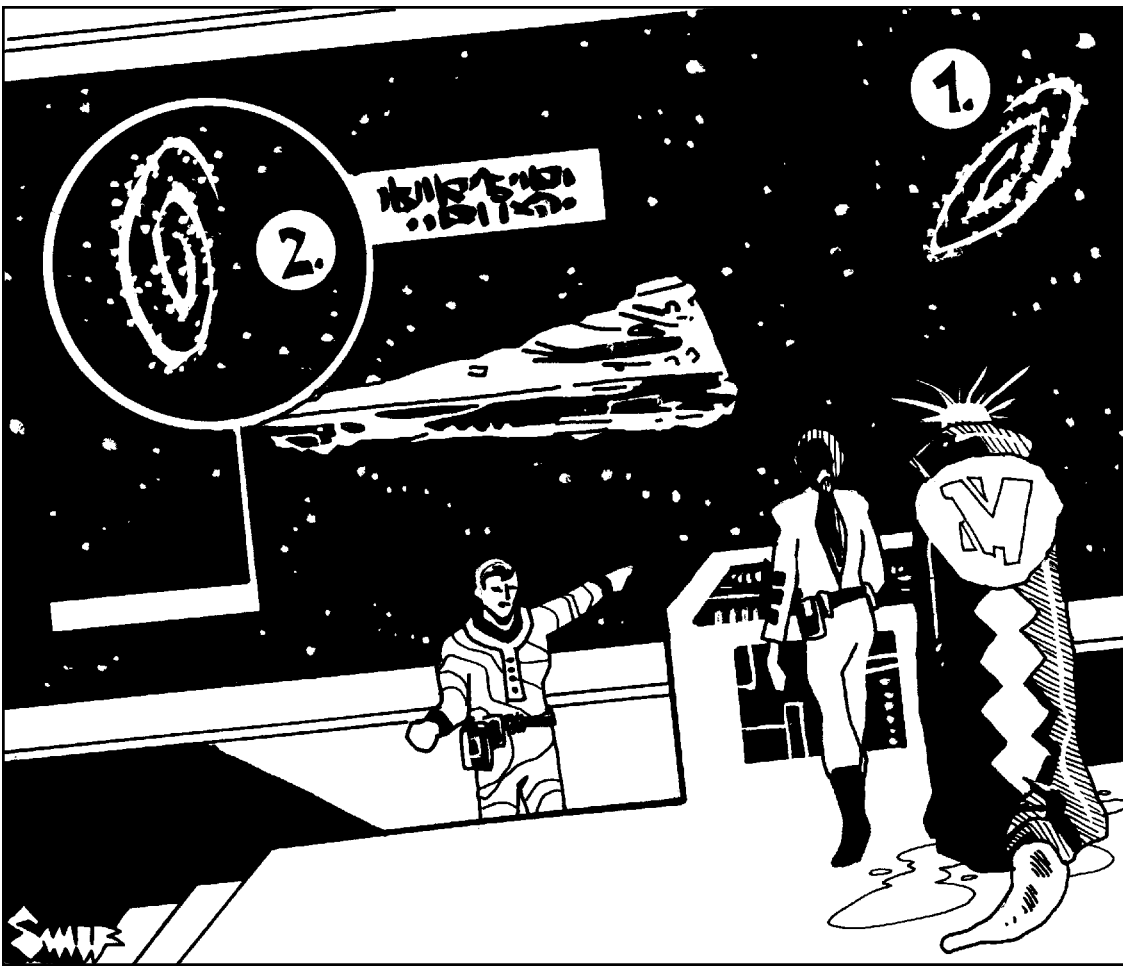
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# The Next Millennium

## Hard Hunted

Bulloch's Thunder Bird punched through the clouds, breaking free of Saurunus' atmosphere right behind Hunter's Spirit Rider. Bulloch pushed the Thunder Bird's dual throttle to the stops and the nimble craft shot forward, closing the distance. The Spirit Rider's engines glowed white as it tried to accelerate away. Bulloch punched the targeting button, and the torpedo crosshair locked onto the Spirit Rider's silhouette. He waited to pull the trigger—even one of the Mk. 10s could easily take Hunter out at this range, and Hunter was worth more to him alive than dead.



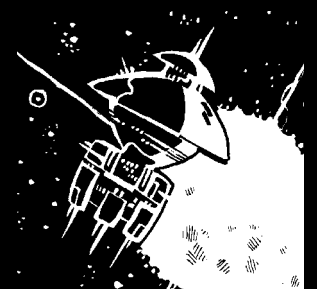
## Introduction

Space is not as empty as we believe. Astronomers observe nebulas, novas, black holes, dust clouds, asteroid fields, wormholes, radiation zones, and numerous other stellar phenomena. These phenomena have profound effects on the starcraft that the various powers fly, forcing training academies to teach new pilots how to deal with them. All of the Twelve have extensive courses on dealing with these phenomena. These classes are the ones that wash out most pilots.

The main reason for such classes is that the Twelve, as well as the minor houses, have learned that people will fight anywhere given even minor provocation. Pirates hide in asteroid fields, fast ships use black holes to inhibit their opponent's movement, wormholes are perfect ambush points, and a nebula can protect an entire fleet. Learning how to fly and fight in these environments hopefully will extend the life expectancy of a ship and her crew.

The powers also use satellites, outposts, and minefields to contain their territory and protect it from invasion. The minefields prevent enemy ships from safely entering an opponent's territory or provide a hasty barrier to slow down an incoming fleet. The powers use the satellites to provide additional firepower in an area, with little extra cost. In addition, satellites have blockaded planets by satellites by placing them in orbit over the planet. The satellites then attack any ship leaving or entering the planet, cutting it off from the rest of the system. Outposts provide a permanent presence in an area. Refueling, spying, and area defense are all roles that the powers use the outposts for.

Astronomers and Xenobiologists have also observed a special type of stellar phenomena: the Unexplained Stellar Occurrence (USO). These USOs are living creatures that can survive the harshness of outer space. Currently, only the Solar



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In a straight race, the Thunder Bird could overtake the Spirit Rider, but it could take a while, and might give Hunter a chance to call for buddies. "And I don't have that kind of time," Bulloch said as he activated the four-barreled Pulse Laser slung underneath his cockpit. The HUD lit up as he maneuvered the Spirit Rider into his sights. "Let's slow him down a little," Bulloch said, pulling the trigger. The four beams struck the back of Hunter's ship, throwing off small pieces of armor. Hunter threw the Spirit Rider into a sharp bank, trying to throw off Bulloch's aim. Bulloch fired again, but the Spirit Rider's violent maneuvers prevented the beams from connecting.

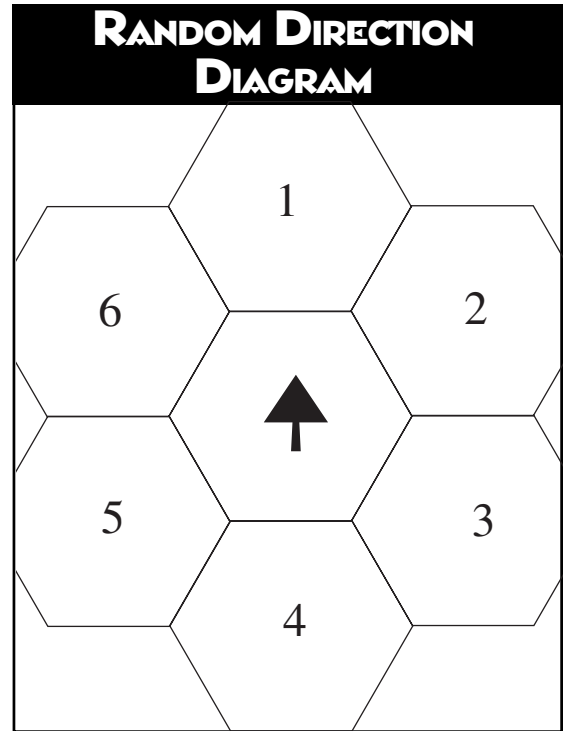
Worm has been proven to exist, having three documented encounters with the creature, but scientists suspect other types. Scientists have noticed that these creatures did not begin to appear until the Brood awoke, leading to two theories. The first is that the Solar Worm (and any other USO) are drawn by Brood activity. The other is that the Solar Worm is a terrible and powerful weapon created by the Brood, or possibly the Prometheans. If the latter is the case, then it could be that the Prometheans are more advanced technologically than we previously supposed.

Surely there is much out in space that scientists have yet to observe and classify. The terrain described below are only a hint of what exists. As long as humankind desires to push back its boundaries, they will encounter new and more fascinating stellar anomalies.

## Using Space Junk

*Space Junk* contains over thirty different types of terrain for use on combat maps. It is important that all players agree to the use of a particular terrain type before the scenario begins. Each terrain type has its rules divided into two parts, set-up and play. The set-up describes how to properly place a given terrain onto the game map, and the play rules describe what effects the terrain has on ships, torpedoes, and other objects.

In the event that a random direction is needed, roll 1D6 and consult the Random Direction Diagram to determine the appropriate direction.



Many stellar objects can cause damage to ships flying through them. In the event that a gunboat, escort, or outpost are damaged and the damage track is not specified, treat the damage exactly as a missile attack and roll randomly to determine the damage track hit.

## Satellites

Satellites are small unmanned platforms that mount sensors and weapons. The various powers use satellites for many different tasks including spying, defense, navigation, Tachyon Beam Dictor redirectors, and equipment or data storage..

Creating a satellite is similar to creating a ship. However, satellites have no crew, drive, point-defense system, Damage Reduction, decoys, or damage control. The size of the satellite determines its Defensive Value, Piloting, and Gunnery skills.

### SATELLITE TEMPLATE SUMMARY

Size	Tonnage	Weap Slots	Ammo Slots	DV	Hits	Plt	Gnr
Small	150	2	6	15	20	8	6
Medium	250	4	6	13	25	7	6
Large	450	6	6	11	35	6	6



- All satellites can jam up to 10 torpedoes targeted at it per turn
- Each torpedo requires a separate jamming attempt. The attempt is successful on a roll of a 1 or a 2 on a 1D4.
- A satellite has no damage track, but when it suffers half of its hits, reduce its Piloting skill by 4, and destroy one half of its weapons capacity (rounded up). Randomly determine which weapons the satellite loses. If the satellite loses a torpedo launcher, it loses half of its remaining torpedoes. If a Missile Launcher is hit, 5 missiles are destroyed.
- A satellite may mount any number of fighter weapons, but no escort weapons.
- Satellites may only mount weapons in weapon slots.
- Ammo slots may hold ammunition or other cargo.
- Satellites can mount torpedoes and additional missiles in ammo slots.
- All weapons on a satellite have a 360° firing arc at no additional cost.
- Satellite torpedoes have 360° mounts and may fire in any direction.
- Include the Piloting and Gunnery skills of the satellite in the satellite's cost.
- Each satellite can be stored compactly and will take up as many units in cargo as the total weapon slots and ammo slots divided by five (round up).
- It takes one turn of 0 movement to deploy a satellite from a cargo bay and one turn for it to power up before activation.
- All satellites have a built-in Identify Friend or Foe sensor suite that can determine which ships are friendly and which are not.
- If drift is used, satellites drift one hex per turn as chosen by owner.

## Outposts

Outposts are small manned platforms. These platforms may be either free-standing space stations or built upon an asteroid or planetary surface. The various Houses use these outposts for mining, spying, and system defense.

Treat an outpost as a Warhound with the following exceptions:

- An outpost is only one-hex in size.
- It can never move.
- It has six damage tracks; one for each hex side.
- To destroy an outpost three Kill Hits (X) must be marked out.
- Outposts may turn one hex per turn during normal movement phase.
- Point Defense, Damage Track, Damage Control, and other Warhound rules all apply to outposts.
- Since outposts cannot move, there are no drives to install on them. The point and slot costs of the various systems installed all include an appropriate power system.
- Each outpost requires a "pilot" to oversee and command the outpost during an attack.

### OUTPOST TEMPLATE SUMMARY

Size	Mass	Crew	Slots	Hits
Small	2000 tons	6	300	30 each
Medium	5000 tons	12	475	45 each
Large	7000 tons	20	600	60 each

### Defensive Value

The Defensive Value of an outpost represents the powerful electronics and defensive screens that it can mount. Since the outpost does not move, the screens need to

be more powerful than a ship's. Refer to the appropriate Outpost Defensive Value Table based on the size of the outpost for the point cost and slots for each Defensive Value.

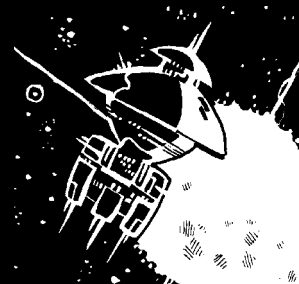
# The Next Millennium

The two ships hurtled through space. Hunter continually tried to outmaneuver the larger ship, but Bulloch knew his Thunder Bird well, and kept it tight on the Spirit Rider. Bulloch scored one more hit with his lasers, slowing the Spirit Rider down further. As they approached a small moon, Hunter dove his ship straight for its surface.

Bulloch followed Hunter closer to the moon, still firing his Pulse Lasers, trying to knock out the Spirit Rider's engines.

The Spirit Rider veered hard left, and dove straight toward the surface of the moon.

Bulloch pulled back on the throttles a little, not wanting to become a smear on some nameless rock,



# Silent Death

and watched the Spirit Rider fly closer and closer to the surface.

“He can’t be suiciding, not after all this,” Hunter thought as he circled around and headed after the Spirit Rider.

“Aha!” Bulloch said as the Spirit Rider disappeared into the moon. He threw the throttles forward again and dove into the hole the Spirit Rider had entered...

...into darkness. Bulloch switched on the Thunder Bird’s landing lights and—BAM!—a stone wall appeared in front of him. He yanked the throttles back and shoved the stick to the right to avoid impact. “Man, that was close!” he said, as he threaded his way—more cautiously now—through the narrow passageways inside the moon. There was no sign of Hunter.



## OUTPOST DEFENSIVE VALUE

DV	Small		Medium		Large	
	Cost	Slots	Cost	Slots	Cost	Slots
6	18	6	36	12	48	18
7	21	8	42	15	56	23
8	24	10	48	21	64	32
9	27	12	54	24	72	36
10	30	15	60	48	80	72
11	33	26	66	57	88	86
12	54	30	72	66	96	99
13	59	36	78	78	104	117
14	63	41	84	100	112	167
15	68	47	114	135	150	203

## Damage Reduction

An outpost will have one DR for all six damage tracks: front (F), front quarter left (FQL), front quarter right (FQR), rear (R), rear quarter left (RQL) and rear quarter right (RQR). Refer to the appropriate Out-

post Damage Reduction Table based on the size of the outpost for the point cost and slots for each point of Damage Reduction. Reduce Damage Reduction by 1 every time you mark a DR diamond off the damage track.

## OUTPOST DAMAGE REDUCTION

DR	Small		Medium		Large	
	Cost	Slots	Cost	Slots	Cost	Slots
0	0	0	0	0	0	0
1	4	18	12	42	18	60
2	6	42	14	90	20	120
3	10	72	26	132	38	180
4	14	78	30	174	40	240
5	16	102	34	222	43	300
6	20	120	66	264	60	360

## Point Defense

Point-defense batteries protect the six hexes that surround the outpost similar to the hexes surrounding a Warhound. These batteries may attack anything that enters the protected hexes. An outpost will have one point-defense battery that covers all six hexes. Refer to the Outpost Point Defense Table for the point cost and slots for each type of Point Defense

## OUTPOST POINT DEFENSE

Spread	Cost	Slots
None	0	0
1-1	8	18
1-2	16	42
1-3	24	60
1-4	32	78
1-5	40	102
1-6	56	144
1-7	74	198
1-8	96	258

## Damage Control

Like a Warhound, an outpost can attempt damage control every turn, regardless of whether or not the outpost fired a weapon or received damaged. Refer to the Outpost Damage Control Table for the cost and slots of the various Damage Control spreads.

### OUTPOST DAMAGE CONTROL

Spread	Cost	Slots	Crew
0	0	0	0
1-1	7	9	1
1-2	14	18	2
1-3	21	27	3
1-4	28	36	4
1-5	35	45	5
1-6	42	54	6
1-7	49	63	7
1-8	56	72	8
1-9	63	81	9

## Weapons

- All weapons and systems available to Escorts in the *Warhounds* supplement are available to outposts except for the Keel Cannon and PlazCannons.
- All weapons mounted on an outpost have a 360° firing arc at no additional cost or slots.
- An outpost fires torpedoes from a torpedo room, identical to a Warhound.
- An outpost may have one torpedo room, firing in a 360° arc.

## Optional Purchases

### Cargo Area

Cargo capacity allows an outpost to store goods such as food, spare parts, and mined ore. Cargo units cost 1 point and 5 slots each.

### Carrier Bays

These bays can contain one fighter of up to a certain tonnage each to aid in an outpost's defense. The bay has an automated loading system which can replenish a fighter's fuel, ammo, and life support system. It may do this for each Replenishment Pack (RP) supplied in the bay.

### CARRIER BAY

Size	Cost	Slots	Crew
50 ton bay	1	15	1
100 ton bay	1	20	1
200 ton bay	2	30	1
300 ton bay	3	40	Varies
400 ton bay	4	50	Varies
600 ton bay	6	70	Varies
700 ton bay	7	80	Varies
800 ton bay	8	90	Varies
1000 ton bay	10	100	Varies

### REPLENISHMENT POINTS

Size	Cost	Slots	Crew
50 ton RP	3	2	varies
100 ton RP	5	3	varies
200 ton RP	10	4	varies
300 ton RP	15	5	varies
400 ton RP	20	6	varies
600 ton RP	30	8	varies
700 ton RP	35	9	varies
800 ton RP	40	10	varies
1000 ton RP	50	12	varies

Note: Each RP represents one reload of fuel and weapons for a ship up to the specified tonnage.

### ECM

An outpost may mount powerful ECM devices exactly like a Warhound. These devices can be used to screen incoming ships and torpedoes. Outpost has a specified probability of success, indicated by its spread, and a maximum number of screen attempts that can be made each turn. The cost for these are indicated in the Outpost ECM Summary Table. Cross reference the desired spread with the desired number of screen attempts to find the cost in points and slots for the ECM. The first number listed is the cost in points, the second is the cost in slots.

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The passage forked and Bulloch yanked right, hoping he had chosen correctly. He had no idea where Hunter was in all this; the moon's walls prevented accurate scanner results. He flew deeper into the moon, twisting and turning, every muscle in his body tensed as he tried to avoid slamming the Bird against the walls of the narrow tunnel.

His landing lights reflected off the curved wall of a dead end.

Bulloch yanked the throttles back into the retro position and slammed the stick all the way to the right. His body smashed deep into his seat as the acceleration compensators adjusted for the radical maneuver. As the Thunder Bird rotated around, one of its wing's





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vertical stabilizers clipped the wall, sending the ship rotating in the opposite direction. Bulloch gently pressed the stick to the left and leveled out his ship. Only when he was moving forward again, away from his brush with death, did he remember to breathe.

The bounty hunter followed the trail back to where the corridors split and this time flew down the left one. This tunnel was straighter and larger than the other—much easier to navigate. As Bulloch flew around a large stalactite, his sensors flashed “TARGET ACQUIRED.” He fingered the trigger, but before he pulled it, he noticed that the Spirit Rider had landed. Upon closer examination, he saw that the canopy was open and the cockpit empty.



## OUTPOST ECM SUMMARY

Screen Rate Max. #	1-2	1-3	1-4	1-5	1-6	1-7	1-8
1	2-5	3-5	5-10	10-10	15-20	20-20	25-30
2	3-5	5-10	10-10	15-20	20-20	25-30	30-30
3	5-10	10-10	15-20	20-20	25-30	30-30	35-40
4	10-10	15-20	20-20	25-30	30-30	35-40	40-40
5	15-20	20-20	25-30	30-30	35-40	40-40	45-40
6	20-20	25-30	30-30	35-40	40-40	45-40	50-50

### Life Support

Each outpost can support a base number of people. If the outpost needs more people, the outpost can purchase additional life support. Each additional person supported costs 5 points and uses 5 slots.

### TOC

An outpost can install a Tactical Operations Center (TOC), providing additional sensors and communications gear. This equipment provides valuable information regarding an on-going battle. Represent this by an initiative bonus provided by the TOC.

TOC DATA			
Initiative Bonus	Cost	Slot	Crew
+1	10	10	2
+2	17	20	3
+3	25	30	5
+4	32	40	6
+5	40	50	8

### Damage Track

There are six damage tracks for every outpost. The Outpost Template Summary displays the total number of hit boxes for each damage track; all six damage tracks have the same number of hit boxes. Like a Warhound, each hit box requires two points of damage to mark it out. If Damage Control repairs a hit box, then that box requires only one hit to mark it out. To destroy an outpost, 3 Kill Hits (X) must be marked out.

### Kill Hits

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

### Damage Reduction Hits

Each damage track needs one Damage Reduction diamond on it for every point of Damage Reduction. To determine placement of the diamonds, take the Damage Reduction value, add 1, and divide the number of boxes on the damage track by this number. Take the result, N, starting in the Nth box of the track, place a Damage Reduction diamond every N boxes until you reach the end of the track. If you run out of diamonds, leave the extras off.

If you encounter a box with a symbol already in it, place the Damage Reduction diamond in the next available box. Remember to count toward the place of the next diamond from where the last diamond would normally have been. Starting with the first diamond, enter the Outpost's Damage Reduction. For the remaining diamonds, subtract one from the previous diamonds.

### Weapon Hits

To determine the number of weapon hits, total up the number of weapon systems on the platform. Add 1 to this number and divide by 3. This is the number of weapon hit Ws that need to be placed on each damage

track. To determine placement of the **Ws**, take the number of weapon hits for the damage track, add 1 and divide the number of boxes on the damage track by this amount. Take the result, **N**, and starting in the **N**th box of the track, place a weapon **W** every **N** boxes until you reach the end of the track. If you run out of **W**, leave the extras off.

If you encounter a box with a symbol already in it, just place the weapon **W** in the next available box. Remember to count toward the place of the next **W** from where the last **W** would normally have been. Starting with the first **W**, alternate lower case and upper case until you reach the end of the damage track.

### Critical Hits

All outpost damage tracks have two critical hits per track. To place them, divide the number of boxes on a track by 3. Take that result, **N**, and starting in the **N**th box of the track, place an asterisk every **N** boxes until you reach the end of the track.

If you encounter a box that already has a symbol in it, place the asterisk in the next available box down the track. Remember to count toward the place of the next asterisk from where the last one should have been.

### Point Defense Hits

To place Point Defense hits, subtract 5 from the number of boxes in the damage track. Then divide the resultant number of boxes by the Point Defense Spread, rounding down. This result, **N**, is how far apart each Point Defense icon will be on the damage track. Count twice that number and place the first Point Defense hit icon. Move down the track **N** boxes and place the second Point Defense hit icon. Repeat the process until you have placed as many icons as your Point Defense Spread minus 1. If you have to place a Point Defense 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

Divide the crew size by 5 (round down) to find the number of crew hit boxes placed on the damage track. Divide the number of boxes on each track by that number plus 1 to find the number of boxes between the crew icons. If you have a conflict, move toward the front of the damage track until you find an empty box. If you are using the alternate crew hit rules, starting with the second crew hit, alternate between regular crew and alternate crew hit icons.

### Cargo Hits

If there are cargo bays on the outpost, the damage track will have at least one **C** to represent a cargo bay critical hit. There will be a **C** for every five cargo units in a cargo bay. To place the cargo bay critical hits on a damage track, divide the number of boxes on the damage track by 4. Take the result **N**, and starting in the **N**th box in the track, place a **C** every **N** boxes until you reach the end. If you run out of boxes before you place the last **C** leave the extras off.

If you run into a box that already has a symbol, continue moving down the line until you reach an open box and place the **C** there. Remember to count from the place where the last **C** would have been to place the next **C**.

### Outpost Movement

All space-based outposts (i.e., those outposts not mounted on an asteroid or other planetary surface) may turn one hex facing during the movement phase as normal.

If Drift is being used, outposts drift one hex per turn.

# The Next Millennium

Bulloch maneuvered his Thunder Bird over to a flat area and touched down. He pulled his life support hoses from the ship's ports and plugged them into the oxygen pack on his flight vest. Reaching behind the seat, Bulloch removed a particle pistol and a small thruster unit. No larger than a child's head, the thruster unit was a portable drive used for zero-g propulsion. Bulloch need only point it in the direction opposite the one he wanted to move, and press the thumb button. A small fusion generator emitted particles through a miniature drive unit, pushing him forward.



# Silent Death

Armed and equipped, Bulloch press the cockpit release switch.

Bulloch raised himself on the seat of his ship and pushed off toward the Spirit Rider. With one hand on his pistol and the other on the thruster, he kept a close watch for any sign of movement. He flicked his thumb on his pistol to activate the light mounted under its barrel. He floated slowly towards the Spirit Rider, using his pistol to illuminate any potential hiding places.

As he approached the Spirit Rider, he saw that Hunter had docked on an actual landing pad. The sign on the wall said "Welcome to Pirex Mining Corporation's Mine



# Mines

## Minefield

When the expense of patrolling ships or defensive satellites is too high but a power must contain an area of space, that power uses mines. A mine is a small explosive with a limited homing and propulsion system that detects ships and detonate when one draws near. Ships can lay mines quickly and can effectively block an area off. Minefields are relatively easy to detect; merely look for a mass of small objects in space. Because of this, mine layers often lay fake mines with actual mines to effectively cover a larger area. A ship entering a mine field has no way of knowing if the field is real or fake until a real one detonates. Mines are difficult to remove, requiring the use of a mine sweeper.

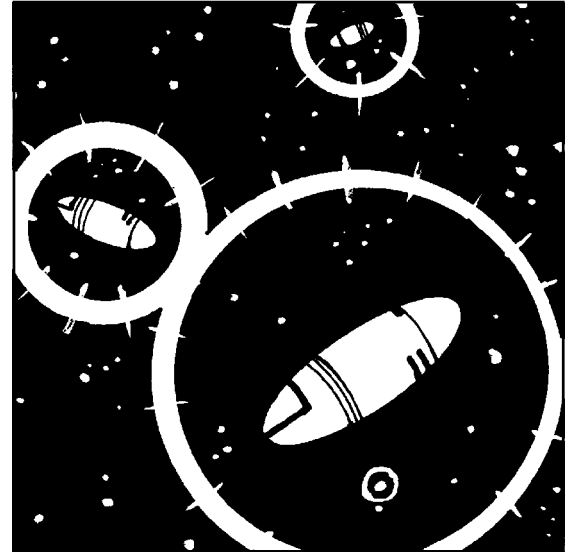
### Set-up

- Give the side with the mines counters for both the real minefields and the fake minefields.
- The minefields may only be placed in the same area as the where the player places his ships.
- Place the mine counters face down on the map, indicating where the center of the minefield is.
- A minefield's radius ranges from 1 hex to 5 hexes, based on its Mk. number. The radius of the minefield is its Mk. Divided by 10. Indicate this on the face down minefield counter.
- The cost for a single minefield is:

MINEFIELD COST			
Type	Minefield Cost	Fake Minefield (dud) Cost	Slots
Mk. 10	1 points	1 point	1
Mk. 20	5 points	2 points	2
Mk. 30	10 points	3 points	2
Mk. 40	15 points	4 points	3
Mk. 50	20 points	5 points	3

### Play

- When a ship enters the radius of a minefield, flip the counter over revealing whether it is real or fake.
- If the minefield is fake, the ship entering the minefield takes no damage. If it is real, the ship receives a 3D12 Medium attack for every hex in the minefield entered.



- A minefield attack occurs immediately upon entering the hex.
- If two minefield's radii overlap and a ship enters the overlapping area, the attack roll receives a +2 to hit and damage bonus.
- Ships cannot destroy mines with any normal weapon.
- If a minefield rolls ? triples it does damage as normal and is removed from play

## Mine Laying

The various Houses use mine layers to place mines in space. These ships have a large bay that contains the mines and the mine launcher to place a sufficient amount of mines into a desired area. The mine layer does not have an immunity to the mines it lays, so it usually activates the mines after a set period of time; sufficient to allow the ship to leave the minefield's area.

#246." Looking around, he noticed the main shaft that led deep into the moon's surface. The shaft was the only obvious exit from the chamber, so Bulloch triggered his thruster unit and dove for the shaft.

Bulloch prepared to dodge any incoming weapons fire, but none came. He descended quietly down the shaft, eyes darting, looking for his quarry. When his feet touched the ground, Bulloch dropped to a crouch and swept his pistol across the open mine corridor before him. Seeing nothing, Bulloch triggered the thruster again and quietly flew into the corridor, pistol leading the way.



## MINE LAYING EQUIPMENT

Item	Cost	Slot
Mk. 1 mine laying bay	1	3
Mk. 2 mine laying bay	2	4
Mk. 3 mine laying bay	3	5
Mk. 4 mine laying bay	4	6
Mk. 5 mine laying bay	5	7
Mk. 6 mine laying bay	6	8
Mk. 7 mine laying bay	7	9
Mk. 8 mine laying bay	8	10
Mk. 9 mine laying bay	9	11
Mk. 10 mine laying bay	10	12
Mk. 10 minefield	5	1
Mk. 20 minefield	10	2
Mk. 30 minefield	15	2
Mk. 40 minefield	20	3
Mk. 50 minefield	25	3
Mk. 10 dud minefield	1	1
Mk. 20 dud minefield	2	2
Mk. 30 dud minefield	3	2
Mk. 40 dud minefield	4	3
Mk. 50 dud minefield	5	3

- A ship must have a mine laying bay to lay minefields.
- A mine laying bay may hold as many slots of minefields as its Mk. For example, a Mk. 8 mine laying bay can hold 8 slots of minefields. Record these stored minefields on the ship's display.
- Mark the minefields exactly like torpedoes on the ship's damage track, except that all of the t's are lower case.
- The ship may drop a minefield, during the movement phase, when it enters a new hex. Every time a ship drops a minefield, mark it off the ship's sheet. A ship may drop as many minefields per turn as the Mk. of the mine laying bay. Center a minefield dropped by a mine laying bay on the hex the ship is in. In the case of a Warhound, the mine laying bay must be placed in either the Forward or Starboard hex.
- A minefield does not activate until the end of the turn after the ship drops it.

## Mine Sweeping

To sweep mines from an area of space requires doing some damage over a large area. Since there are simply too many mines in a given area for a regular weapon to destroy, a specialized mine sweeper is needed. These weapons have had their apertures widened considerably to clear out a wide swath in a minefield. Because of this wide aperture, the mine sweeper has a short range. When a group of mines is destroyed, the detonations from them trigger the other remaining mines causing a chain reaction that can destroy the entire minefield. The engineers designed the targeting device for the mine sweeper to target a large group of generally immobile targets.

- To clear a minefield from the map, the mine sweeper is fired like any other weapon
- In order to destroy the entire minefield, the mine sweeper targets the center hex of the minefield.
- The minefield hex has a DV of 12. The mine sweeper must do at least 5 points plus one-tenth the Mk. of the minefield to destroy it. Any other result is ineffective.
- If the pilot or gunner fires the mine sweeper at a group of objects in the same hex (e.g., a group of torpedoes), it makes one attack. If the attack is successful, it damages all of the objects in the hex.
- The mine sweeper can only target one object or group of objects at a time. That is if a torpedo and minefield are in the same hex, the mine sweeper may target the torpedo or the minefield, but not both.

**Example:** *Abu is trying to clear a Mk. 40 minefield so the Kashmeri freighter convoy can continue on its route. Abu's Gunnery is 5 and he is 5 hexes away from the center of the minefield. He rolls 2D8 (for the mine sweeper) and 1D6 (for his Gunnery) resulting in a 4, 7, and a 4. The total damage is 8 (7+1), which is less than the 9 he needed (5 + 40/10 = 9). The minefield remains.*

Name	Cost	Slot	Base Attack Dice	Damage	SR	Short	Medium	Long
Mine Sweeper	4	2	2D8	High+1	≤5	1-2	3-5	6

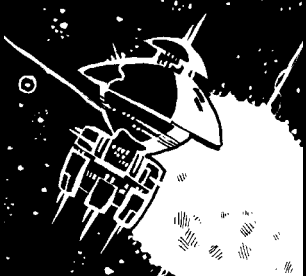
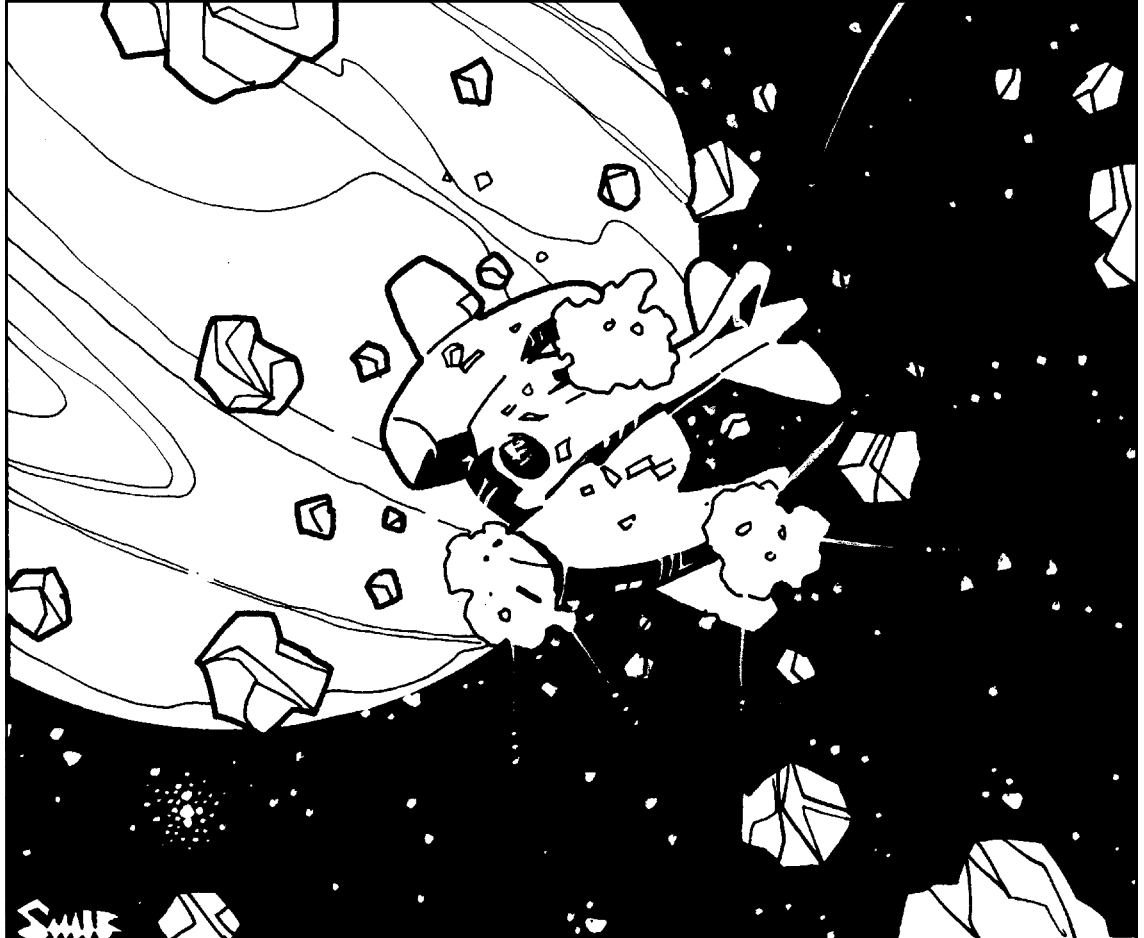
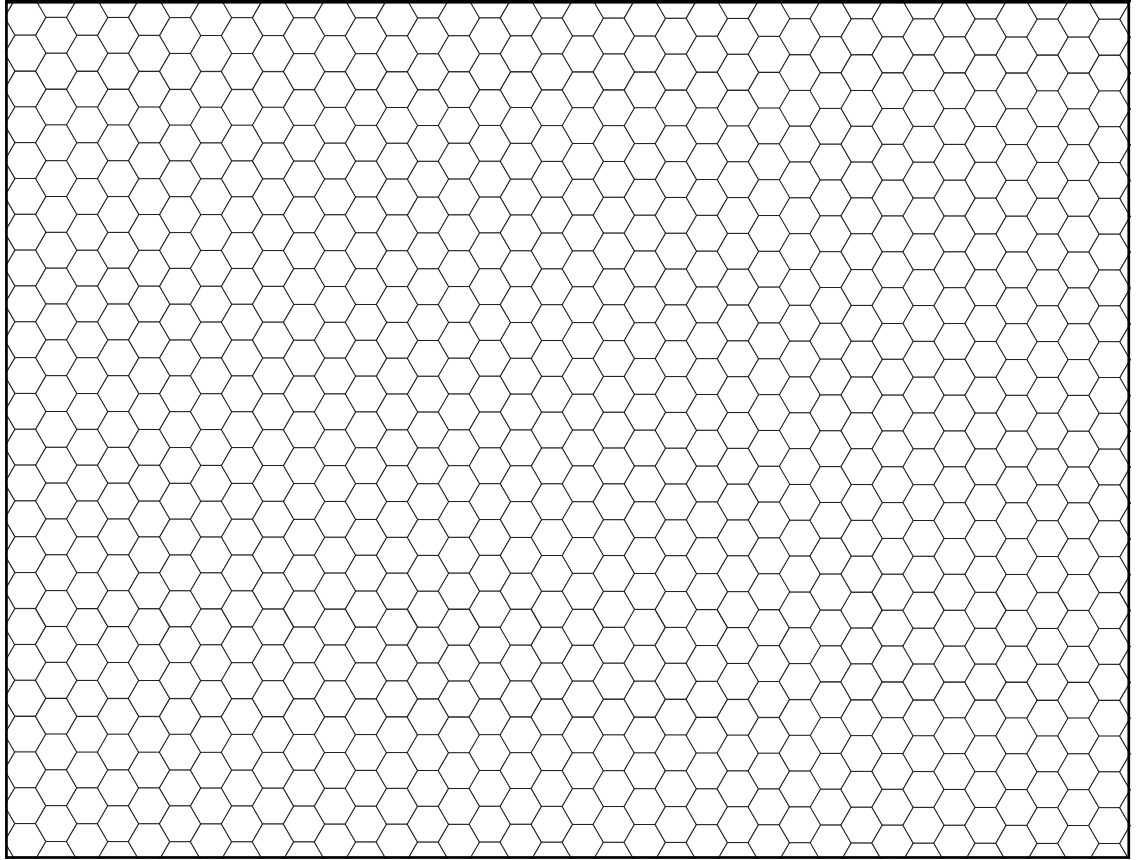
# Silent Death

Bulloch floated into the central mining area—a large cavern, complete with foreman building, storage shed, and monotracks where the mining robots attached. Wary of an ambush, Bulloch moved slowly toward the main building, sweeping his light beam back and forth.

Something in a far corridor reflected his light. Bulloch left the light on it and slowly pushed off the ground towards it.

As he closed, Bulloch recognized the reflective surface: it was Hunter's mirrored helmet, floating in the corridor. It was free of any damage; Hunter must have removed it voluntarily. "But why would he do that?" Bulloch said to

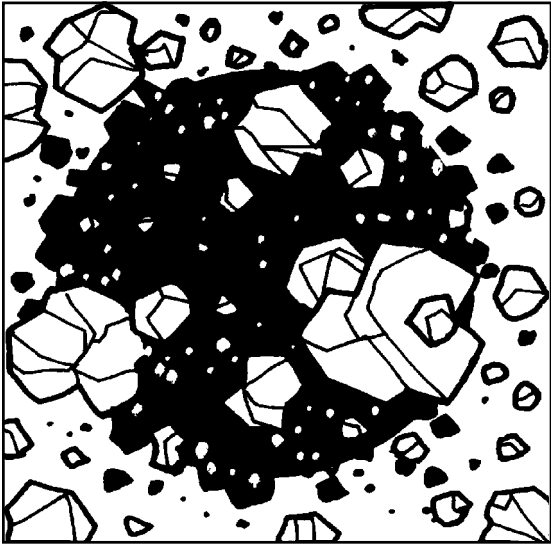
## BLANK SCENARIO MAP



# Existing Terrain

This section expands on the terrain offered in *Silent Death: The Next Millennium*.

## Asteroids



## Destroyed Asteroid Debris

Sometimes it is easier to destroy an asteroid than to dodge it. However, destroyed asteroids do not disappear; they turn into tiny rocks and dust particles. These particles can travel at speeds that rival a Minigun, and are thus a threat to pilots who fly near them. Thankfully, the force from the destroyed asteroid quickly disperses these particles and makes the area safe for travel.

- A ship may target an asteroid and destroy it by weapons fire, missiles, and torpedoes.
- To destroy an asteroid, a ship must deliver a total of 30 points of damage with one volley. For attack purposes, an asteroid has a Defensive Value of 5.

- During the turn that a ship destroys an asteroid, the hex that contained the asteroid will make a 3D6 Low attack to any ship that enters the hex.
- Two turns after a ship destroys the asteroid, the hex is safe to travel through without damage.

## Asteroid Dodging

Asteroids are massive chunks of rocks floating in space. A daring pilot could attempt to dodge an asteroid at the last moment, in hopes of slipping through an asteroid field and escape a pursuing enemy. It takes a lot of skill to successfully dodge these unpredictable masses. Empty floating hulks of ships whose pilots took the chance in dodging an asteroid and failed fill asteroid fields.

- Anytime a ship and asteroid are in the same hex, it may be dodged like a torpedo.
- The pilot of the ship rolls 1D10 plus the Piloting skill.
- If the pilot's total is greater than 14, then the pilot dodges the asteroid, otherwise determine damage as normal.

**Example:** *Dave is fleeing a large force of ships and dives into an asteroid field to escape. Unfortunately, he drifts into an oncoming asteroid, which he attempts to dodge. Dave has a Piloting skill of 7, so he will have to roll an 8 to dodge the asteroid. Dave rolls a 7, added to his piloting of 7 gives a total of 14, which is not greater than 14. Smack.*

# The Next Millennium

himself. And he didn't see Hunter's exposed corpse floating nearby. "Where is he?"

Bulloch triggered the thruster and flew down the corridor. Within a few hundred yards he came upon Hunter's flight suit, floating. It was torn in a few places, and soaked with blood.

Bulloch stopped for a moment and tried to remember all he knew about Hunter. He killed a family that was vacationing. He had killed them in a particularly violent manner, however Bulloch was not sure exactly how. He turned himself in, but then killed the guards as they took him to his cell. Finally, he broke through a military compound and stole a



# Silent Death

Spirit Rider. Bulloch started to get an uneasy feeling as he continued his search.

Bulloch flew deeper, toward some kind of light. As he flew toward its source, Bulloch switched off his pistol light. Ahead of him, the shaft opened on a great cavern inside the moon. The light came from there. Bulloch slowed as he reached the opening, and peered over the ledge.

Bulloch saw Hunter, naked, gliding down to the floor of the massive cavern. He started to fly after him but some other movement caught his eye.

The walls! The walls of the cavern were moving!

Bulloch shook his head and blinked, then stared at the walls

## Variable Speed Asteroids

Not all asteroids move at the same speed. There are some errant rocks that move faster than their brethren. These asteroids present a threat to those attempting to navigate an asteroid field, as they remove some of the predictability of the field.

### Set-up

- For every asteroid on the map, roll 1D6 and consult the Asteroid Speed Table to determine the asteroid's speed.
- Use the asteroid speed counters to keep track of which asteroids are moving at which speeds.

ASTEROID SPEED	
Roll	Speed
1-4	1
5	2
6	3

### Play

- Use the standard asteroid rules
- If two asteroids collide, remove the slower of the two from the board and reduce the speed of the faster asteroid by 1.

## Large Asteroids

There is no uniform size for an asteroid. Some are smaller than a pebble, while others are large enough to support a base. In game terms, not all asteroids are one hex in size; they can be two or even three hexes in size. These large asteroids routinely house pirate bases or mining outposts.

### Set-up

- Set-up the asteroid field as normal.
- Roll 1D12 to determine the number of large asteroids in a particular asteroid field.
- Randomly decide which player may choose a large asteroid first.
- The players then take turns choosing asteroids to be larger than normal, alternating until they reach the total number of large asteroids.
- For each large asteroid, roll a 1D6 on the table below to determine the asteroid's size.

- Missiles may not lock-on through larger asteroids.
- All asteroids starting adjacent to each other, even on accident, are considered to be one large asteroids.

## LARGE ASTEROID

Roll	Size	Shape
1-2	2 hex	asteroid
3	3 hexes in a straight line	
4	3 hexes in a wide 'V'	
5-6	3 hex cluster	

### Play

- Use the standard asteroid rules.

## Narrow Asteroid Belts

Unusual astronomical formations, narrow asteroid belts are belts with large gaps in between rings of asteroids. The gaps, generally referred to as "pit stops" by pilots, allow a pilot to stay safely inside the protection of the asteroid belt. Each belt is only a few kilometers wide, allowing daring pilots to navigate the entire field with a little more certainty than asteroids strewn across the entire area. Pilots call the process of navigating through an asteroid field with narrow asteroid belts "threading the needle."

### Set-up

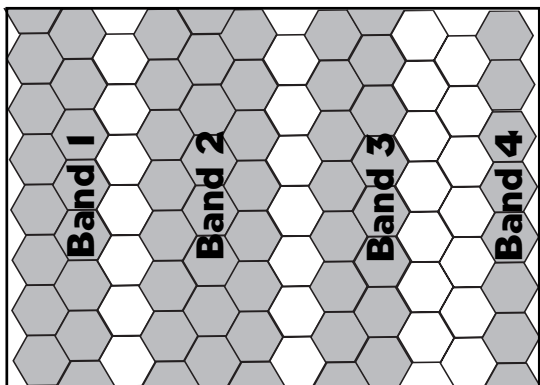
- A narrow asteroid belt consists of 1D4+1 different "bands" of asteroids.
- Each "band" has a width of 1D4+1 hexes.
- Divide the asteroid markers evenly among the bands.
- Scatter the asteroid markers onto the various bands. Feel free to move a marker that lands outside an asteroid band.
- Place the first asteroid band down the center of the map from the top to the bottom.
- The next band is 1D6 hexes away from the center band. Randomly determine if the band is to the right or left of the center band.
- The next band is 1D6 hexes away from the previous band, randomly determine if the band is to the right or to the left of the previous band.
- Continue placing bands until you reach the total number of bands.



- If one band overlaps another, then consider the two bands one large band.
- All bands drift in the same direction towards either the top or bottom of the map (randomly determine).

### Play

- Use the standard asteroid rules.



## Radioactive Asteroids

Asteroids make great areas for mining. They are large rocks floating in space, with minerals that are easy to access, and without native life to worry about. Occasionally, asteroids contain radioactive material. These asteroids can still be valuable mineral sources, but they constantly emit radiation into the surrounding space. A ship that travels close to a radioactive asteroid will find some of its systems shutting down or giving false readings due to the radiation. This can be an excellent strategy for a pilot whose ship is the target of one-too-many torpedoes. However, it can be quickly fatal to any pilot whose ship has no armor.

### Set-up

- There will be 1D6 radioactive asteroids in a typical asteroid field.
- Randomly decide which player may choose a radioactive asteroid first.
- The players then take turns choosing asteroids to be radioactive, alternating until they reach the total number of radioactive asteroids.
- To indicate a radioactive asteroid, place a radioactive counter next to the asteroid.

### Play

- If a ship ever stops in a hex next to a radioactive asteroid, the radiation destroys all missiles and torpedoes currently locked on to the ship, as it disrupts their target locks.
- If a ship ever begins a turn in a hex next to a radioactive asteroid, no torpedoes or missiles may target the ship.
- If a ship ever begins a turn in a hex next to a radioactive asteroid, that ship may not fire any missiles or torpedoes.
- A ship that is adjacent to a radioactive asteroid may not jam a torpedo, use a decoy, or use ECM.
- A ship may not activate a Jump Pod if it is adjacent to a radioactive asteroid.
- Anytime a radioactive asteroid is within a drone's radius of attack, the hexes surrounding the asteroid do not count as being part of the drone's radius.
- At the beginning of each turn that a fighter, not a gunboat or Warhound, with 0 DR is next to a radioactive asteroid, immediately roll a critical hit.
- Radioactive asteroids typically have an effective radius of 3 hexes.

## Rogue Asteroids

Not all asteroids move in the same direction. Occasionally, a rogue asteroid will spin out of control and move in a direction different from the rest of the field. These rogue asteroids do not last very long, often crashing into another asteroid. Navigating through an asteroid field with rogue asteroids is a dangerous procedure, only to be attempted by the very skilled or very lucky.

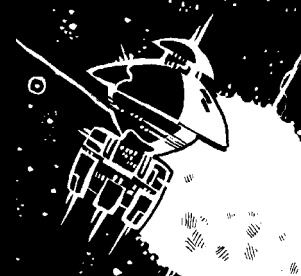
### Set-up

- Set-up the asteroid field normally.
- Roll 2D10 to determine the number of rogue asteroids in a field.
- Randomly determine which player chooses first and then alternate selecting asteroids as rogue asteroids.
- Mark rogue asteroids with a rogue asteroid counter.

# The Next Millennium

again. As his eyes adjusted to the dim radiance, he realized that the movement and the light came from a host of creatures swarming all over the chamber. Each of them was easily the size of a man. All of them looked like hairless, bipedal spiders with white, softly glowing skin.

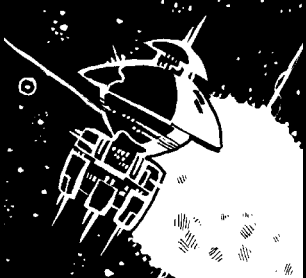
Bulloch looked down at Hunter. As the body descended, its skin rippled strangely, then burst open as an infant creature emerged and sloughed off its human cocoon. It rose up into the chamber, leaving Hunter's ragged corpse hanging in space.





# Silent Death

Bulloch could not take his eyes from the gruesome scene. It was only when a huge, glowing form blocked his vision that he looked from Hunter's shredded form. His eyes swung around and locked with those of a creature not two feet from him. Without thinking, Bulloch brought his pistol up and squeezed the trigger just as the creature lunged for him, mandibles wide open. The blue-white particle beam lanced through the creature's head, propelling it back. The rest of the swarm turned, attracted by this threat to their nest. They all moved towards Bulloch.



## Play

- Determine the direction the rogue asteroid will move by rolling 1D6, identical to the procedure for determining the drift of the entire field.
- Once you determine an asteroid to be rogue, it will continue to travel in its new direction until it either exits the map, or collides with something.

## Micro-Asteroid Field

Not all asteroids are giant boulders flying through space. There are many asteroids that are the size of a person's fist or head. With little to slow them down, these micro-asteroids travel at incredible velocity. Micro-asteroid fields often form when something destroys a larger asteroid, releasing thousands of smaller rocks. Dodg-

ing micro-asteroids is impossible, due to the small size and large number of micro-asteroids. Any ship entering a micro-asteroid field needs to trust its screens and armor to survive the bombardment.

## Set-up

- Roll 2D6 to determine the radius of a micro-asteroid field.
- Place a micro-asteroid field counter randomly on the map.
- The counter is the center of the micro-asteroid field.

## Play

- Any ship that enters a hex in the micro-asteroid field is immediately subject to a 3D6 Low attack.

# Gravitic Fields

## Scylla and Charibdis Holes

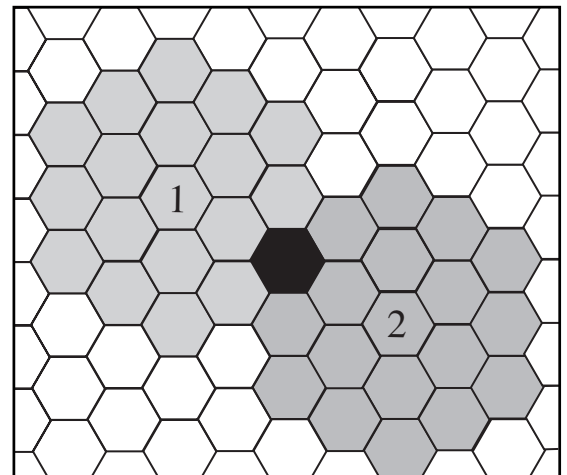
Scylla and Charibdis holes are rare astronomical anomalies. They consist of two black hole-like phenomena in extremely close proximity to each other, with either overlapping or adjacent radii. The overlapping effect of the gravitational pull actually cancels both holes' attraction. Scientists refer to this area as the eye of the binary black holes and it is a very calm place to fly. The massive gravitational forces that are pressing against each other cause the black holes to rotate around the eye of the holes, creating a moving hazard of very destructive proportions.

## Set-up

- Scylla and Charibdis holes are identical to a standard black hole with the exception that they come in pairs.
- The two holes are always the same size.
- After placing the first black hole, roll 1D6 to determine in which direction to locate the center of the second black hole relative to the center of the first.
- Place the center of the second black hole far enough away so that the radius of the second hole overlaps the radius of the first hole by one hex.

## Play

- Both black holes are orbiting the hex that overlaps each holes' radii.
- Every turn, the centers of the two black holes rotate clockwise one hex at a time, centered on the overlapping hex.
- The Scylla and Charibdis holes move after the terrain effects phase.
- Any object that is within both black holes' radii is immune to the gravitational effects of either hole.
- Any object that is within both black holes' radii may not slingshot around either black hole.



## White Holes

White holes are the exact opposite of black holes. Instead of pulling all objects towards its center through intense gravitational waves, white holes actually repel all objects, even light, from its center. Many scientists have studied the white hole, and are at a loss on how to explain its origin. One theory is that through a certain unknown chain of events, a black hole's polarity becomes reversed. Others have suggested that white holes are actually machines, constructed by an alien race to keep unwanted visitors away from their planets. Either way, white holes are peculiar stellar anomalies.

A white hole appears almost like a very bright star. It usually is not until a ship attempts to approach the star that the difference between white hole and star become apparent. The ship starts to feel resistance to its thrust and as the pilot applies more thrust, the ship may start to turn aside. Eventually, the push becomes too great and forces the ship away from the white hole.

### Set-up

- A white hole's radius is variable, like that of a black hole. Place a die (or dice) on the game map to represent the center of the hole. Roll 1D12 to determine the radius of the white hole.
- Place a die with the white hole's radius face up in the center of the hole.

### Play

- When a ship enters the radius of a white hole, it immediately begins to feel the hole's effects. To enter the first hex of the white hole costs the one point more than normal. The second hex of the white hole costs two points extra; the third hex, three and so on.
- If a ship is ever within one-quarter of the radius of the white hole's center during the drift segment of the turn, the white hole repels that ship immediately to the first hex on the inside of the white hole's boundary region.
- If, during the drift segment of a turn, a ship inside the white hole's area of effect is facing any direction but directly towards the center of the white hole, the waves push the ship immediately to the first hex inside the white hole's boundary.

## WHITE HOLE REPEL

Hole Radius	One-quarter radius
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	4

- If a ship is facing towards the center of the white hole and the ship's drive is powerful enough to enter the next closest hex during next turn's movement, the ship may remain in its current hex. If however, the ship's drive is not powerful enough to enter the next hex, rotate the ship one hex facing (randomly determined) and push it back half the number of hexes the ship is inside the white hole's radius (round up).

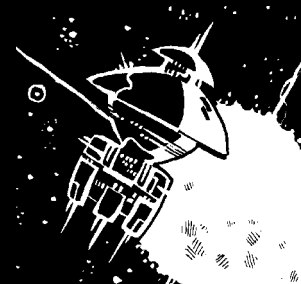
**Example:** *After some damage, Jack's Talon has a Drive of 9. Hoping to avoid pursuit, Jack dives towards a white hole with a radius of 15. The first hex he enters costs 1 movement point, the second 2, the third 3. Jack cannot enter the fourth hex because it would cost an additional 4 points which would bring his movement costs to 10 points, greater than his Talon's Drive. During the drift segment, Jack checks to see if his Talon could move into the fourth hex next turn and determines it could (it would cost 4 movement points and Jack has 9) so since the Talon is facing the center of the white hole, it stays where it is. Over the next few turns, Jack moves to the ninth hex within the white hole's radius. During the drift segment, Jack checks to see if his Talon could make it to the next hex. Since the tenth hex requires 10 movement points and Jack's Talon only has 9, it is pushed back half of 9 hexes, which rounds to 5 and the Talon is rotated one hex side.*

# The Next Millennium

Bulloch panicked and triggered both his pistol and his thruster. He fired blast after blast at the incoming creatures. The thruster leapt in his hand as it fired at full strength, melting creatures in its wash, as Bulloch rocketed away from them. He continued to fire, even as he flew back up the corridor.

The creatures, able to generate their own method of locomotion in zero-g, gained on Bulloch as he tried to escape.

A large stalagmite loomed and Bulloch smacked into it, dazed. The lead creature leapt onto him. He tried to bring his pistol up, but the creature brought its arm down hard on Bulloch's, across the



# Silent Death

stalagmite. Bulloch screamed in the silence as the pain of the break flashed through him. The pistol fell from his useless grip. Panicking again, Bulloch brought the thruster up to the creature's head and triggered it. The white-hot exhaust seared the creature's face, and the thrust pushed Bulloch away again.

Nursing his wounded arm, Bulloch turned and flew toward the main shaft, into it, and straight up toward his ship. Below him, the creatures still followed. His only hope was to reach his Thunderbird before they could reach him.

Bulloch burst from the main shaft, and twisted his body to shoot toward his

## Gravity Well

A gravity well is a group of weak black holes clustered together. Scientists have not determined if these wells are newly formed black holes that will eventually merge in to one large black hole or if they represent the end of black holes' life cycles. What scientists do know is that they always encounter gravity wells in groups of two or more.

### Set-up

- Roll 2D6 to determine the number of gravity wells that appear on the map.
- Take that many asteroid counters and scatter them randomly on the board. These asteroids will represent the centers of the gravity wells.
- Roll 1D6 for each gravity well to determine the radius of the well.

### Play

- Gravity wells operate identically to black holes with the following exception: any ship that finds itself in the center hex of the gravity well is not destroyed, but does take 1D8 hits immediately. This damage is not reduced by DR.
- If two gravity wells' radii overlap, treat the overlap area as having no effect on ships.

## Gravity Waves

Scientists have recorded unusual anomalies in deep space. Unknown, or unseen, objects produce waves of gravity, much like waves in an ocean. There are currently five known areas of gravity waves that are being tracked by the Twelve in hopes of learning the source of the waves. Scientists have proposed that gravity waves are from a kind of pulsar black hole that emits gravity waves, or possibly the emergence of a new wormhole. Invisible forces buffet and push around any ship caught in an area with gravity waves.

### Set-up

- Consider the source of a gravity wave off the board and not accessible to any player.

### Play

- At the end of every turn, all ships drift due to the buffeting from the gravity waves.
- Each ship must roll 1D4. This is the number of hexes the ship drifts.
- Roll 1D6 for the direction the ship will drift.
- Each ship must also roll 1D4 again, the ship will then rotate that number of hex sides clockwise.
- The waves affect torpedoes exactly like ships.
- If two ships drift into the same hex, they collide doing 3D6 High damage. Each ship rolls the attack against itself.

## Bipolar (Disgorging) Holes

Black holes are sources of tremendous force, a potentially endless fountain of virtually free power. Perhaps this is why there has been so much study of them. One fact that research has uncovered is that all black holes have a definite polarity; either charged negatively or positively. On occasion, the center of a black hole will become unstable with the polarity fluctuating between the two norms. When this fluctuation occurs, the gravitic power from the black hole reverses into that of a white hole. When this happens, the black hole releases with incredible velocity the various items that it has drawn in, equal in power to that of a Keel Cannon. The extraordinarily dense particles released have an amazing range and can do massive damage to anything they encounter. Soon, the black hole's polarity will switch again, turning it back into a black hole, and once again drawing matter into it. These fluctuations can occur many times before the hole settles into either a stable black hole or white hole. During these fluctuations, any ship in the vicinity should be wary.

### Set-up

- Use the normal black hole rules to set-up the Bipolar Hole



## Play

- At the start of every turn roll 1D6.
- If the roll is 1-4, the treat the bipolar hole as a standard black hole.
- If the roll is 5-6, treat the bipolar hole as a standard white hole.
- When a bipolar hole shifts from a black hole to a white hole, collected debris from the center of the hole fires outward at extremely high speeds.

- When a bipolar hole disgorges debris, its firing arc is a straight line of hexes from the hole's center. Roll on the Random Direction Diagram to determine which line of hexes it fires from.
- Any ship in the firing line when the bipolar hole shifts to a white hole, is subject to a 3D6 (Allx3) attack. No intervening objects can prevent this damage. There are neither speed nor range restrictions.
- If the debris hits, it does Allx3 damage.

# Wormholes

## Interfering Wormholes

A wormhole bridges two areas with an entry into another dimension. During the near-instantaneous transportation of a ship through a wormhole, the tracking software on missiles and torpedoes sometimes becomes confused by the this dramatic change in its target's location. Using wormholes in this way can mean the difference between returning to the fight and being on the business end of a pair of Mk. 50s.

- If at the end of a turn, a locked-on torpedo is on one map and its target is on another map (having gone through a wormhole), the torpedo loses its lock and is destroyed on a result of 1-3 of a 1D6 roll.
- If a ship with a targeting torpedo or torpedoes enters a wormhole, roll 1D6 for each torpedo. The torpedo loses its lock on and destroyed on a result of 1-2.
- Jammers and decoys have no effect on torpedoes on any map other than the one the jamming or decoying ship is on.
- Any missiles targeting a ship that moves through a wormhole lose their lock on a result of 1-4 of a 1D6 roll. If the ship loses its lock, the missiles detonate prematurely and do no damage.
- If a ship moves through multiple wormholes, make any die rolls for each wormhole entered.

## Unstable Wormholes

The actual number of wormholes known is quite large. However, pilots regularly use only those that are stable and consistent. Still, many use the charted unstable wormholes, generally out of desperation. An unstable wormhole is one that closes and opens at random intervals. Any ship that enters an unstable wormhole may receive damage as the wormhole closes and opens, possibly even be destroyed. Still, given a choice between certain death and possible death, most pilots take the risk an unstable wormhole represents.

### Set-up

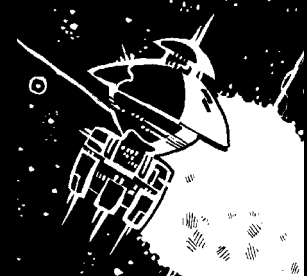
- Roll a 1D6 to determine the number of unstable wormholes', or alternatively, all wormholes on the map can be unstable.



# The Next Millennium

Thunderbird. Its open cockpit beckoned. Behind him, the creatures scrambled out of the shaft in streams of glowing flesh, coming for him, mandibles slashing the silence.

Bulloch shot toward the cockpit, reversing the thrust at the last moment. He slammed the canopy shut as the creatures sprang onto the ship. Bulloch fired the engines. "C'mon, c'mon!" he said as he waited for the reactor to hum to life and the "ENGINES ENABLED" display to activate. Bulloch yanked his Pulse Lasers' trigger and swept the cavern, spraying the swarming creatures with laser bolts.



# Silent Death

“ENGINES EN- ABLED,” said his flight console. Bulloch pushed the throttle forward with his good arm and felt the ship disengage. He fired his full spread of torps at the Spirit Rider before he spun the ship around and flew out of the cavern, up the shaft, and out of the moon.

When the Thunder Bird cleared the shaft Bulloch allowed himself to relax. He winced in pain as he moved his broken arm into an Insta-splint. The splint tightened on his arm, holding it immobile until Bulloch could get to a medlab.

He banked the fighter toward the moon, checking for any creatures that might have followed

- Determine randomly which player will place the first unstable wormhole, then alternate among all players placing unstable wormholes.
- Place an unstable wormhole counter next to any unstable wormholes.

## Play

- Whenever a ship enters an unstable wormhole, roll 1D6 and consult the Unstable Wormhole Effects Table:

UNSTABLE WORMHOLE EFFECTS	
Roll	Effect
1-2	Escape the wormhole
3	Ship takes 1D4 hits during escape of wormhole
4	Ship takes 1D10 hits during escape of wormhole
5	Ship got lost, roll again next turn.
6	Ship is lost inside the wormhole never to return.

- Damage Reduction does not reduce the damage incurred by an unstable wormhole.
- If a ship is lost inside the wormhole, immediately remove it from the game and consider it destroyed.

## Shifting Wormholes

Pilots generally assume that a particular wormhole leads to one and only one corresponding wormhole. This is not necessarily true. Scientists have observed through many scouting missions that some wormholes actually can lead to multiple destinations. A pilot cannot predict from which wormhole a ship will exit, although potential destinations will be in close proximity to one another. Using a shifting wormhole can provide a needed element of surprise, provided that the pilot can react quickly to his new environment. There is an element of risk involved in using a shifting wormhole, however, as some ships that have entered them have never returned.

## Set-up

- Set-up the wormholes as normal.
- Number each wormhole (for example 1

through 12 if there are 12 wormholes).

- Roll 1D6, or a die that represents up to half of the total wormholes. The result is the number of shifting wormholes.
- Determine randomly which player will place the first shifting wormhole, then alternate among all players placing shifting wormholes.
- Place a counter next to each shifting wormhole to mark it as such.

## Play

- When a ship enters a shifting wormhole, roll 1D12 (or another appropriate die).
- The resulting number is which wormhole the ship exits from.
- If the number rolled indicates the same wormhole that the ship entered, then the ship is destroyed as two pieces of matter attempt to occupy the same space.

## Wormhole Blocker Torpedoes

In an effort to keep pirates from escaping into convenient wormholes, the Kashmere Commonwealth along with the Yoka-Shan Warworld, developed the Wormhole Blocker Torpedo. These torpedoes target a wormhole and detonate just before entering the hole. The explosion is harmless to other ships, but disrupts the wormhole, which must reform again before ships can use it. Wormhole Blocker torpedoes are available in Marks 10 through 50.

- A Wormhole Blocker torpedo targets a specific wormhole. The pilot or gunner fires the torpedo normally.
- When a Wormhole Blocker torpedo enters the same hex as a wormhole, it automatically detonates.
- A Wormhole Blocker torpedo does no damage to ships or torpedoes.
- A wormhole collapsed by such a torpedo is unavailable for transportation for a number of turns equal to the number of dice the torpedo would normally do in damage (i.e., a Mk. 10 Wormhole Blocker torpedo would disrupt a wormhole for one turn, while a Mk. 50 torpedo would disrupt it for five turns).
- A Wormhole Blocker torpedo moves after Drive 0 turns but before ships move.



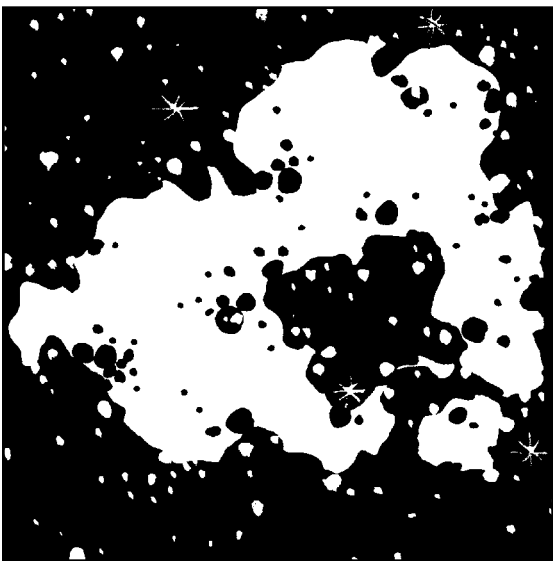
# New Terrain

## Nebulas

Nebulas are giant clouds of gas and various interstellar matter. Scientists have classified three distinct types of nebulas, generally classified by their color and their effects on ships. Nebulas are constantly used as refuges for damaged or outnumbered ships, taking advantage of nebula effects to even the odds. It should be noted that not all nebulas of a certain color will display the same characteristics.

### Blue Nebula (Type I)

Scientists know the Type I nebula for its effects on energy. The particles of a Type I nebula absorb and scatter energy waves, causing havoc on ship systems. Any ship that enters a Type I nebula will find its shields flickering on and off intermittently. The targeting systems of the ship are less effective, since the nebula scatters its sensor beam. Weapon systems that use beams find that nebula greatly reduces their range as the beam refracts to the point of being ineffective. Finally, tractor beams cannot operate in the nebula. Type I nebulas are generally blue or purple in color, hence their name.



### Set-up

- Consider the nebula to cover the entire map area.
- Alternatively, the players may designate a row of hexes as the edge of the nebula. Consider one side of the row to be inside the nebula and the other side normal space.

### Play

While a ship is in a Type I nebula, the following effects take place:

- Reduce the ship's DV by 4 to a minimum of 5.
- Reduce all to-hit rolls by 2.
- Tractor beams are inoperable.
- Only mass driver weapons may fire at Long range. These weapons are: Miniguns, Autocannons, Rail-repeaters, Gatling Cannons, Hyper Cannons, and Keel Cannons.
- These effects cease immediately when the ship leaves the nebula.

A ship outside a Type I nebula firing on a ship in the nebula has the following restrictions:

- Reduce all to-hit rolls by 1.
- Tractor beams cannot effect any object inside the nebula.
- Only mass driver weapons may fire at Long range.

### Pink Nebula (Type II)

A Type II, or pink, nebula contains a source of intense electromagnetic energy. Astronomers do not know if this energy is from the nebula itself or something inside the nebula, like the core of a forming star or something similar. The jamming from a Type II nebula interferes with almost all systems on a ship. Pilots and gunners may not attempt any target locks whatsoever, so ships that fear a massive torpedo or missile attack may flee to the relative safety of a pink nebula. Targeting is more difficult in a Type II nebula which also makes the effective range of weapons much shorter. Decoys, jamming, and ECM are all drowned out by electromagnetic noise in the nebula. Type II nebulas are generally pink or red in color.

# The Next Millennium

him. He saw nothing, but just in case, he fired one more volley of lasers into the shaft. Satisfied, he pointed his ship toward Saurunus.

"Don't know what they were," Bulloch said as the Thunder Bird entered Saurunus' atmosphere.

"And I don't care, as long as I never see another one the rest of my life."



# Silent Death

## Here There Be Dragons

A bolt of plasma erupted from the Solar Worm's mouth, completely engulfing one of the Seraphs harrying it. Captain Savage, on the deck of his Megafortress, The Citadel, said a prayer for the crew. None of them could have survived such an overwhelming attack.

The Solar Worm had appeared in House Titania space only four hours ago. Titania's picket ships, a flight of Darts on routine patrol, were the first destroyed, overcome by the Worm's plasma-powered emissions. The early response flight's four Night Hawks also succumbed

### Set-up

- Consider the nebula to cover the entire map area.
- Alternatively, the players may designate a row of hexes as the edge of the nebula. Consider one side of the row inside the nebula and the other side normal space.

### Play

While a ship is in a Type II nebula, the following effects take place:

- No ship may fire torpedoes.
- No ship may attempt missile locks.
- Reduce all to-hit rolls by 4.
- Increase the effective range of any target by 5 hexes.
- No ship may use jump pods.
- Drones self-destruct if they or their radius of effect encounters a Type II nebula.
- Ink clouds have no effect.
- Spore mole launchers may not be fired.
- Warhounds may not use ECM.
- Decoys do not operate.
- Ships cannot jam torpedoes.
- Destroy all fired torpedoes when they enter the nebula.
- Remove these effects immediately when the ship leaves the nebula.

When a ship outside a Type II nebula targets one inside the nebula, place the following restrictions on the firing ship:

- No ship may fire torpedoes at a ship within a Type II nebula.
- No ship may attempt a missile locks on a ship within a Type II nebula.
- Reduce to-hit rolls by 2.

- Increase the effective range of any target in a Type II nebula by two.

### Green Nebula (Type III)

Green nebulas contain a thick cloud that is akin to fog on a planet. A Type III nebula, actually coats a ship that is inside it, making radical maneuvers difficult due to a collection of stellar matter in the thruster ports. Combat inside a Type III nebula is very unnerving. A film covers cockpit windows and reduces visibility greatly. Sensors are no help inside such a nebula, which reduces the effective range of weapons. Once a ship leaves a Type III nebula, inertia maneuvers quickly strips away the collected debris, so the effects of a Type III nebula are only hindering inside the nebula. Type III nebulas are typically green to yellow in color.

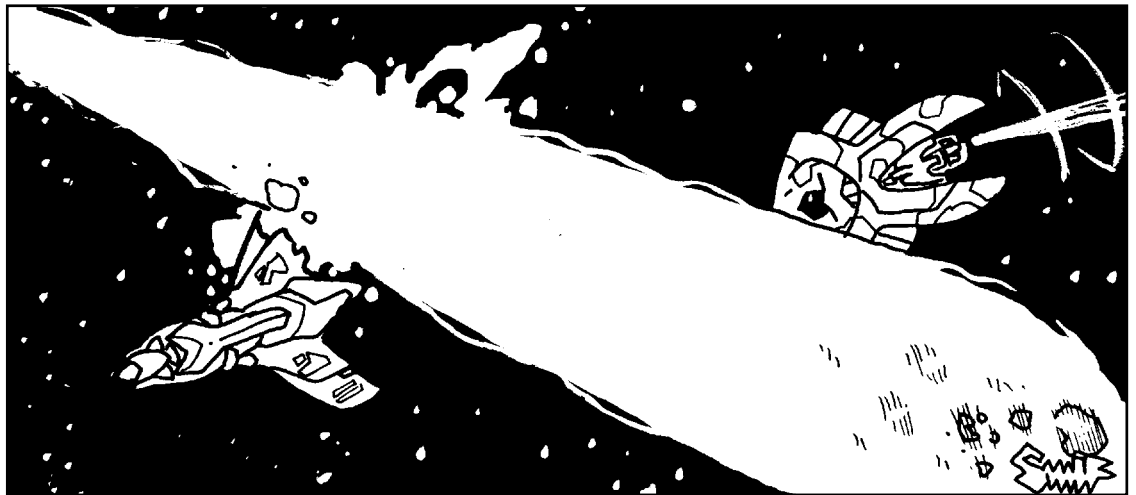
### Set-up

- Consider the nebula to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the nebula. Consider one side of the row inside the nebula and the other side normal space.

### Play

While a ship is in a Type III nebula, the following effects take place:

- Reduce to-hit rolls by 4.
- A ship may not fire a weapon at greater than Short range.
- A ship may not fire any missiles or torpedoes.
- Spore mole launchers cannot be fired.



- Drones cannot be dropped.
- No ship may attempt a target lock.
- Increase the cost to turn by one for all ships.
- Ships may not perform tight turns.

When a ship outside a Type III nebula firing on one inside the nebula, place the following restrictions on the firing ship:

- Reduce to-hit rolls by 2.
- No ship may fire a weapon at greater than Short range.
- No ship may fire missiles or torpedoes at a ship inside the nebula.
- A drone's radius cannot enter the nebula.
- A Spore mole launcher cannot fire at a ship inside the nebula.
- No ship may attempt a target lock on a ship inside the nebula.



## Comets

### Comet's Tail

A comet's tail can often reach many thousands of kilometers in length. The tail is actually part of the comet itself that has been blown off by solar winds. Flying inside a comet's tail is dangerous, as millions of tiny ice and rock particles constantly bombard the ship. These particles can make a decent defense against missiles and torpedoes, but they can also severely damage any ship found inside it. The width of the comet's tail is generally dependent on the size of the comet itself.

#### Set-up

- Roll 1D6 to determine the comet's tail width.
- Roll 1D6 and consult the Comet Location Table to determine which area the comet's tail is in.

#### Comet Location Table

##### Roll Section

- |     |                   |
|-----|-------------------|
| 1-3 | Upper half of map |
| 4-6 | Lower half of map |
- Roll 1D10, rerolling any result of 10. Starting at the top of the area, count down that many hexes. This is the row of hexes on which the comet's tail is centered on.
  - Place asteroids inside the comet's tail to mark its location on the board.

#### Play

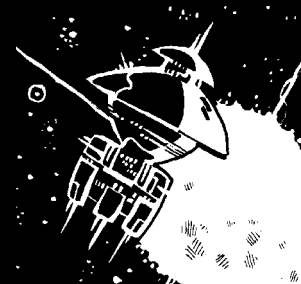
- Any ship or torpedo entering a hex in the comet's tail suffers a 3D6 Low attack immediately.
- Each salvo of missiles targeting a ship that moves into a comet's tail are destroyed on a roll of 1-4 on a 1D6.
- All to-hit rolls firing into or out of a comet's tail are reduced by 2.

# The Next Millennium

to the power of the Worm. But their valiant sacrifice bought House Titania time to muster a serious force to fight the monster.

The Citadel's tactical display showed a pair of Revenges break out of Titania's atmosphere, closing on the Worm. "Jacobs, Hudson," Savage said. "Fall back and provide cover for the incoming Revenges."

"Aye." "Aye, sir," came the replies. The two Seraphs spun off to position themselves between the Worm and the incoming ships. That left the lone Drakar to bear the brunt of the Worm's attack until the Revenges could arrive.





# Silent Death

The tac display flashed bright white, as the full force of the Worm's multiple plasma blasts proved too much for the Drakar. The explosion rocked the Megafortress. Crews scanned for life pods.

"Three pods located, sir."

"Only three?"

Savage pounded his fist into his command console.

"Damn...damn."

They had lost too many men and ships already. It was time to end this.

"Revenge," he barked into the comm, "Strike when ready. Repeat, strike when ready."

Through the front viewing port, Savage watched the two

## Incoming Stellar Mass

Astronomers can easily predict comets and other stellar masses. They have a known trajectory and velocity, and reappear with great regularity. Still, in the middle of a fierce dogfight it is easy to lose track of when something will come flying by. When it does appear, it carries with it great destructive force, easily enough to cripple even a carrier. Using a comet or other stellar mass as a weapon is very difficult, but if it manages to impact your opponent, it is brutally effective.

### Set-up

- Consider the stellar mass to start off the board and it is not accessible to any player.

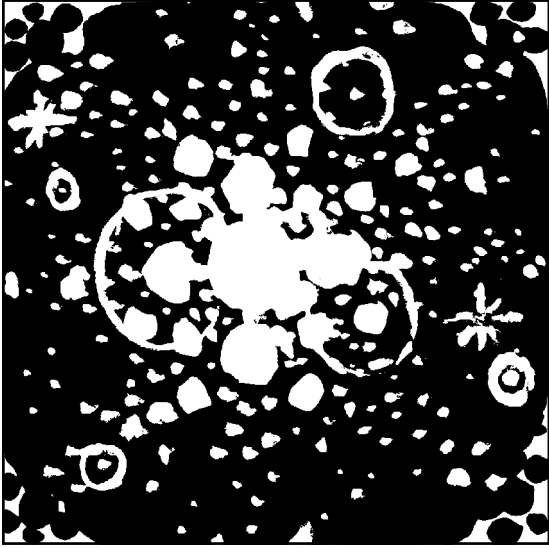
### Play

- After each movement phase, roll a 1D10. If the result is less than the turn number, the stellar mass arrives on the board.
- The mass is 1D6 hexes wide.

- Roll 1D6 and consult the Comet Location Table to determine which section the mass enters on.
- The mass always travels the long way across the map. Any hex it bisects is considered to be in the path of the mass.
- Roll 1D10, rerolling any result of 10. Starting at the top of the area, count down that many hexes. This is the row of hexes the mass is centered on.
- The mass travels the entire game board in a single turn.
- The mass instantly destroys everything in its path.
- Any drone with a radius inside the masses' path detonates.
- If only one hex of a Warhound is in the masses' path, the mass still destroys the Warhound.
- After the mass has flown through the map, consider the flight path of the mass a comet's tail (see above) with a width the same as the mass.



# Star Effects



## Pulsars

Pulsars are interesting stellar anomalies. At irregular intervals, a pulsar emits various electromagnetic energies, including light and radio wave. These emissions scramble most target lock carrier waves for torpedoes and missiles. With these carrier waves missing, missiles and torpedoes quickly spiral off target and explode harmlessly. In addition, pulsars often emit radiation that can damage an unprotected ship.

### Set-up

- Consider the pulsar off the board and not accessible to any player.

### Play

At the start of every turn, roll 1D6. On a result of 1 or 2, the pulsar emits a pulse with the following results:

- Remove all torpedoes and drones from the board.
- No ship may fire torpedoes during this turn.
- No ships may attempt target locks of any type this turn.
- All ships take 2 hits. Damage Reduction may reduce this damage. If the ship has multiple damage tracks, determine the track hit as if the attack were from a missile strike.

## Nova/Supernova Wave

The nova wave is possibly space's most destructive force. When a star comes to its life's end, it expands to many times its original size, often engulfing surrounding planets and scorching those just outside its girth. This extinguishes all life on these planets and irrevocably damages, if not destroys, the planet. The swollen star then slowly collapses in on itself until it is nothing but a cold, dense mass. If a system's star is going to go nova, the system's inhabitants may quickly assemble a massive evacuation with any vehicle that can move to ferry refugees away from otherwise impending doom. Many fights break out as people struggle to escape, and dogfights between ships are not uncommon.

### Set-up

- Consider the nova or supernova off the board and not accessible to any player.
- Determine the turn that the star will go nova by rolling 2D6.

### Play

You can handle the nova supernova wave one of two ways: the realistic, or dramatic.

#### THE REALISTIC WAY

- At the beginning of the turn that the star goes nova, immediately destroy everything on the game board. The nova/supernova wave effectively acts as a game timer.

#### THE DRAMATIC WAY

- At the beginning of the turn that the star goes nova, the wave appears at the edge of the board and moves at a speed of 25.
- The wave moves before all other ships do.
- Instantly destroy anything the wave touches.
- Consider any ship that can maneuver off the edge of the game board that the wave is heading toward to have escaped.

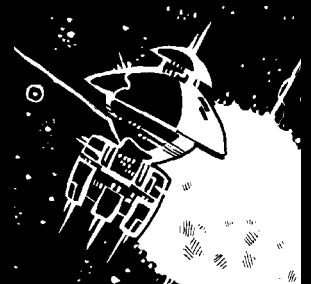
# The Next Millennium

Reveniges fly into the fight, protected by the two Seraphs. Savage and the crew of the Megafortress watched torpedo after torpedo launch from the two strike fighters. Torp engines flared as they streaked away, homing in on their target.

The Reveniges, their payload delivered, turned for home, to reload for a second run, if it was necessary. Savage hoped it wouldn't be.

"Torpedo impact in 7 seconds," reported Lieutenant Davenport, Savage's tactical officer.

"Magnify view on main viewport," Savage ordered. The small pinpricks of light expanded into the large plumes of torp exhaust.



# Silent Death

“6...5...4...3...” counted Davenport as the deadly torpedoes sped toward their target.

“Sir!” Davenport said suddenly, swiveling in her chair to speak to Savage directly. “The torpedoes are detonating prematurely!”

Savage watched torp after torp explode harmlessly before they reached the Worm. Of the initial strike of twenty torpedoes, only two impacted on the Worm.

“I see that, Lieutenant,” said Savage. “What’s causing it?”

“Sir, sensors show massive heat readings surrounding the worm. It’s possible that the heat caused the torps to malfunction and detonate.”

## Nova/Supernova After-effects

The aftermath of a star going nova is not pretty. The wave would reduce a system that previously contained fertile planets to a few asteroid fields and dust clouds. The energy emitted from the star while it went nova would stay around for years, creating radiation and heat zones in the affected area. Rarely is there anything left worth fighting over, but one should never underestimate the ability of the Twelve to embroil themselves in combat in the most inhospitable places.

### Set-up

- Consider the aftereffects to cover the entire map area.
- Set-up a standard asteroid field on the map.

### Play

- Consider the entire map a heat zone (see below).
- The map contains a standard asteroid field.
- Consider the entire map a radiation zone (see below).
- Consider the entire map a dust cloud Type III (see below).

## Sunspots

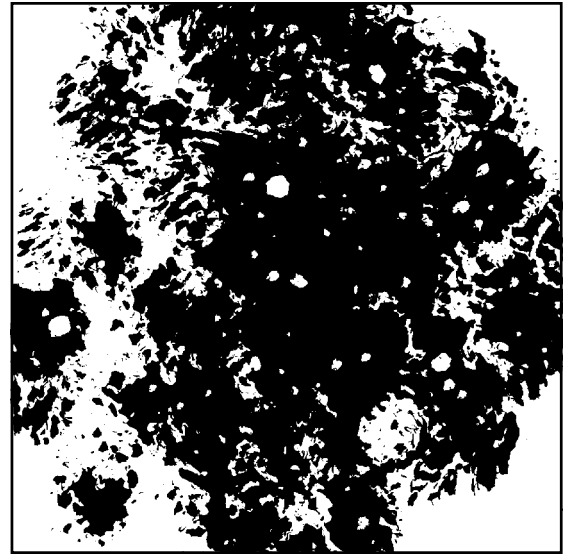
A sunspot is a strongly magnetic and relatively dark area of the photosphere of a star. When excessive sunspots appear, they herald a large electromagnetic energy release by the star that disrupts communication and interferes with shields and other systems. Coordinating a large fight during a period of sunspot activity is extremely difficult due to the inability of commanding officers to communicate with their subordinates.

### Set-up

- The star with sunspots is off the board and not accessible to any player.

### Play

- No communication between ships is possible; players may not talk to each other about ship movement, targets, tactics, etc.
- There is no bonus provided for any TOC.



- Due to intermittent screen failure, reduce the Defensive Value of all ships by 2.
- Reduce all lock-on attempts by 2.
- Reduce all decoys’ effectiveness by 1.

## Solar Flare

Solar flares are powerful and rapid eruptions from a star’s atmosphere and usually occur with sunspots. A solar flare produces 10-100 times the normal amount of ultraviolet and x-ray emissions and a large amount of thermal plasma. As these flares arc off the star’s surface, they quickly destroy anything they come into contact with.

### Set-up

- The star with the solar flare is off the board and not accessible to any player.
- Roll 1D4 to randomly determine off which edge the star with the solar flare is located.

### Play

- The solar flare has a range of up to half of the board from the edge.
- At the start of every other turn, roll 1D10. If the result of the roll is from 1 to 4, then the star emits a solar flare.
- This flare attacks a randomly determined object within its range. This includes ships, satellites, outposts, asteroids, torpedoes, drones and other objects on the map.
- The attack is a 3D6 Allx2. If the roll is triples, the star cools down enough to stop emitting solar flares.



# Dust Clouds

Dust clouds are similar to nebulas, although their content is almost entirely dust and very little radiation. This dust is very fine and clusters together to form a great cloud in space. Ships that enter dust clouds quickly find their intakes jammed, vision obscured, weapon ranges reduced, and targeting beams scattered. Also, the dust particles can be quite large, up to the size of a human fist. Repetitive impacts with these can quickly destroy a ship.

## Dust Cloud Type I

The Type I dust cloud consists of very fine dusts that coat the engines and maneuver thrusters on a ship or torpedo. Weapon mounts find dust in their gears, which slows down their traverse rate, and rapid maneuvering can cause a thruster to jam, slowing down the entire ship.

### Set-up

- Consider the dust cloud to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the dust cloud. Consider one side of the row inside the dust cloud and the other side normal space.

### Play

- Increase the cost to turn for all ships and torpedoes by 1.
- If a ship performs a tight turn, the ship immediately takes a 3D6 Low attack.
- After four turns in the dust cloud, a ship or torpedo immediately has its Drive reduced by 1.
- Decrease the target Speed Restriction of each weapon with such a restriction by 1 (e.g. a Meld Laser which normally has a Speed Restriction of <12 would have a Speed Restriction of <11 in a Type I dust cloud).

## Dust Cloud Type II

The Type II dust cloud consists of slightly reflective particles that diffuse and scatter energy. This lowers the range at which a weapon may fire and inhibits sensor target locks. These particles also affect a ship's

defensive screens. The dust reflects part of a screen away, reducing its ability to protect a ship.

### Set-up

- Consider the dust cloud to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the dust cloud. Consider one side of the row inside the dust cloud and the other side normal space.

### Play

- No weapon may fire at a range greater than Medium.
- Reduce missile, spore mole launcher, and tractor-beam target lock ranges to 6 hexes.
- Reduce all point defense spreads by 1.
- Increase all ships' Defensive Value by 1.

## Dust Cloud Type III

The dust in a Type III dust cloud is very dense and thick, greatly impairing the maneuverability of a ship. Thankfully, inertia maneuvers quickly removes these effects when a ship exits such a dust cloud. Fighting inside a Type III dust cloud involves little maneuvering and is often just brute exchanges of weapon fire.

### Set-up

- Consider the dust cloud to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the dust cloud. Consider one side of the row inside the dust cloud and the other side normal space.

### Play

- Reduce all ships' and torpedoes' Drives by 2.
- Reduce all ships' and torpedoes' Defensive Values by 2.
- Reduce all to-hit rolls by 1.
- No tight turns may be performed.
- All missile salvos suffer a point defense hit with a value of 10.

# The Next Millennium

"Point defense, eh?" Savage said, more to himself than any of his crew. "Plot an intercept course," he told the helm. "We are engaging the beast. Tell all ships to rendezvous with us and then resume the attack."

Savage looked at his tactical display again. Of the twenty fighters initially scrambled to deal with the Solar Worm, only eight remained. He could hear the radio traffic over the Megafortress' comm system. He remembered every scream that signaled the end of a life.

The Warhound's engines roared to life, pushing the ship towards its target.



# Silent Death

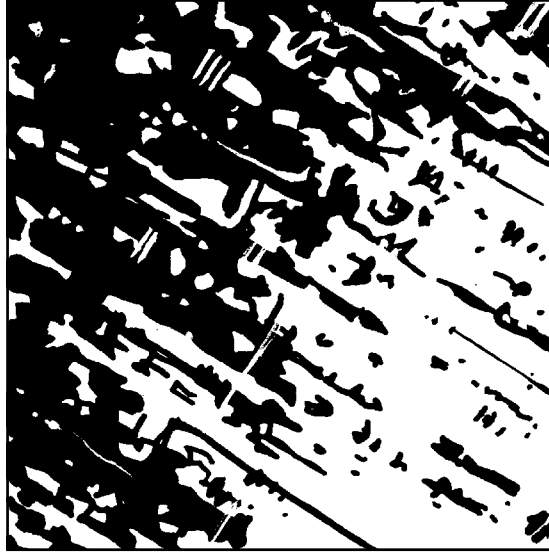
“Blast Cannons, fire freely at the target,” Savage ordered. Blue-white beams arced towards the worm. At this long range, they would only annoy the creature, but hopefully it would allow the retreating fighters the distraction they needed to get away.

The Megafortress closed with the Worm. The Heavy Plazguns fired. They were answered by a white flash from the right eye of the beast. A crashing impact shook the Citadel as a flash of plasma struck the bow. Klaxons blared.

“Damage status!” Savage yelled as he stabbed the alarm button to turn the wailing off.



## Stellar Areas



### Radiation Zone

There are large areas in space that contain heavy radiation. This radiation quickly degrades unprotected equipment and interferes with many systems, including the Hatchlings' jump pods. Ships that spend too much time in a radiation zone find malfunctions occurring, including on occasion a detonating fusion reactor. Due to this, very few ships stay in a radiation zone for very long.

#### Set-up

- Consider the radiation zone to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the radiation zone. Consider one side of the row inside the radiation zone and the other side normal space.

#### Play

- At the end of every turn, all ships take 2 hits, which Damage Reduction reduces.
- At the end of every three turns spent inside a radiation zone, a ship must roll a critical hit. For a Warhound or gunboat, randomly roll, exactly as determining where missiles strike, to determine which critical hit table to roll on.
- No ship may fire torpedoes in a radiation zone.
- Jump pods do not operate in a radiation zone.

- Ink clouds are ineffective in a radiation zone.
- Reduce all Damage Control values by 1.

### Heat Zone

Heat zones typically occur near stars and large gas planets, but can occur just about anywhere. These zones are intense areas of heat that have gathered around some force with its own gravity well. The zone typically rotates around the gravity well, allowing scientists to predict where it will travel next. Ships that enter a heat zone should ensure that shields and armor protect all of their systems. If even a small hole is in the body, the heat can damage and even destroy the ship in a few seconds.

#### Set-up

- Consider the heat zone to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the heat zone. Consider one side of the row inside the heat zone and the other side normal space.

#### Play

- If a ship has had its Defensive Value reduced for any reason, at the end of each turn in the heat zone, the ship takes 1D6 hits. Damage Reduction affects this damage. For ships with multiple damage tracks, randomly determine which damage track is hit as if the damage were from a missile attack.
- If a ship has had its Damage Reduction lowered for any reason, at the end of each turn in the heat zone, the ship takes 1D4 hits. Damage Reduction affects this damage. In the case of ships with multiple damage tracks, the damage is suffered on all tracks that have lowered Damage Reduction.
- If a ship has had both its Defensive Value and its Damage Reduction lowered for any reason, at the end of each turn in the heat zone, the ship takes 1D10. Damage Reduction affects this damage. Again, this damage is suffered on every damage track that has its Damage Reduction lowered.

# Planetary Effects

## Planetary Rings

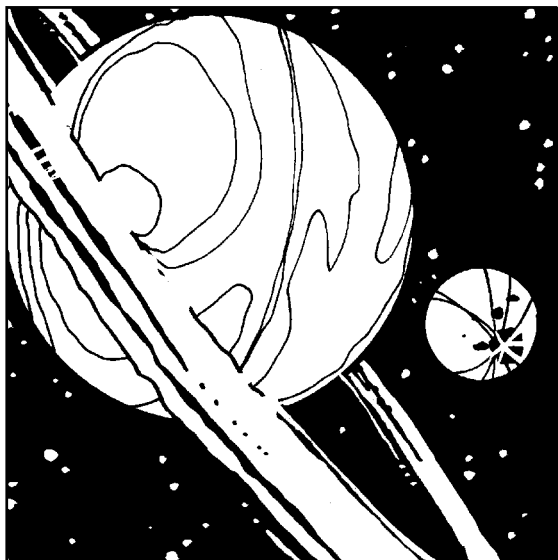
Chunks of ice and debris from satellites or comets compose the rings of a planet. A planet's tidal forces pull the debris into a flat ring shape that orbits the planet, often at a greater velocity than the planet spins. Flying through these rings is similar to flying through an asteroid field, although the rings are typically much smaller.

### Set-up

- A planetary ring has a width of 1D8 hexes.
- Place the ring around a planet, although you could consider the planet off the board.
- Scatter 10 asteroids in the area of the planetary ring to mark where the ring is.
- A planet may have more than one ring surrounding it, if desired.
- The size of the ring is dependent on the size of the planet. There must be at least one hex between the planet and its rings.
- If the planet is off the board, then the ring is arc shaped and goes from one edge of the game board to another in a diagonal line.

### Play

- The asteroid markers represents large ice chunks in the planetary ring.



- All of the asteroid markers drift in either a clockwise or counterclockwise manner, determined randomly at the beginning of the game.
- Consider the ice chunks standard asteroids with one exception: any weapon may attack an ice chunk. The asteroid has a DV of 5, a DR of 0, and requires 10 or more points of damage in one attack to destroy it.
- If an ice chunk impacts with a ship, treat it as an asteroid except remove the ice chunk from the game.
- If a ship or torpedo moves faster than two hexes per turn inside a planetary ring, it immediately is subject to a 3D6 Low attack.

## Inside Moon/Asteroids

Miners have excavated many moons and asteroids for minerals, and when they have exhausted the mineral reserves, they abandon them. What remains are moons and asteroids with many caverns and pathways throughout. These hollowed-out pathways provide excellent havens for pirates, smugglers, slavers, and other pilots on the wrong side of the law. Flying and fighting inside these caverns is only for the bravest of pilots, but sometimes it is the only way to avoid or eliminate a threat. Due to the extensive mining in these asteroids, they are often filled with a dust cloud, nebula, heat zone, or radiation zone.

### Set-up

- Consider the entire map to be inside a large asteroid or moon.
- Alternatively, designate a row of hexes as the edge of the asteroid or moon. Roll 1D6 to determine the number of entrance/exit points placed on the edge hex row.
- Use exit/entrance markers to designate points so determined.
- Toss up to 20 asteroid markers on the map.
- Connect the 20 points to create the narrow pathways through the moon/asteroid.

# The Next Millennium

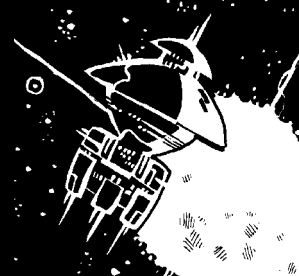
"Front missile launcher destroyed, sir." Ensign Parker replied.

"Fire remaining missiles and launch all torpedoes. Open fire on this thing. Concentrate all fire on one side."

The warhound's weapons pounded on the worm, scoring many direct hits. Plasma flowed from open wounds, but still the creature flew on toward its destination.

The Worm opened its mouth and sent another torrent of plasma into the Megafortress.

"Damage to forward left, sir!" Ensign Parker said, answering Savage's unasked question. "We lost



# Silent Death

torpedo room 1. Point defense grid is damaged, and armor integrity is weak.”

“Damn. This thing is going to destroy us before we can stop it.” He turned to the tac display, searching it for some solution that could save them.

“Sir, we may have found a weak spot,” Davenport said.

“Out with it, Lieutenant.”

“It seems the creature has difficulty firing at targets directly behind it, sir. If we could maneuver some ships behind it, they should be protected from its plasma bursts while they bring fire to bear.”

Savage looked down on his tactical display and triggered his

- Dead ends are okay, but make certain that there is at least one pathway that travels the entire length of moon/asteroid. Feel free to move a few of the asteroid markers to ensure a pathway.
- The players may use strips of paper or felt to designate the pathways through the moon/asteroid.

## Play

- A ship or torpedo may only move in the established pathways.

- If a ship or torpedo somehow runs into a wall in the moon or asteroid, the ship or torpedo immediately takes 10D12 hits, lowered by Damage Reduction. In the case of a ship with multiple damage tracks, mark the track that corresponds with the side of the ship which struck the wall.
- No target locks may be made through walls.
- Drones are not triggered if a wall separates the drone and the triggering object.

## Atmosphere

### Planets

Planets vary greatly in size, orbit, and composition, but they generally fall into two classifications: gas giants and standard. A standard planet is the one most are familiar with. It is a large solid planet with an atmosphere, variable elevations, and possible fluid oceans with tidal patterns. Gas giants are typically much larger than a standard planet. However, the actual solid core of the planet is quite small. The remainder of the gas giant consists of curious gasses and liquids that collect around the central portion of the planet. Typically, gas giants have constant storms that batter the planet, making flying through to the center of one a fatal proposition.

### Set up

- Consider the planet’s atmosphere to cover the entire map area.
- Alternatively, designate a row of hexes as the edge of the planet’s atmosphere. Consider one side of the row inside the atmosphere and the other side normal space.

### Play

- See Planetoids for effects of atmosphere and landing.

### Planetoids

Planetoid sizes differ radically, from a one-hex moon or satellite, to a gas giant with a ten-hex radius. Display the radius of the planetoid exactly as a black hole (i.e., use a ten-sided die placed in the center hex denoting the radius). The center hex of the gas giant planetoid is the only solid part on the planetoid, the rest is atmosphere. If a standard planetoid has a three-hex radius or less, the outside ring of hexes represent atmosphere, while the rest is solid ground. If a standard Planetoid’s radius is greater than three hexes, then the two outside rings of hexes represent atmosphere with the remainder being ground.

When a ship enters a planetoid’s atmosphere, determine what happens by the atmospheric capability of the ship. Consider all torpedoes to be fully atmospheric.

### Entering Atmosphere (All Ships)

- If a ship which had a DR of greater than 0 currently has no DR, it automatically takes a critical hit when it enters the atmosphere.



## Full Atmospheric Ships in Atmosphere

- A full-atmospheric ship has its Drive reduced by one while in atmosphere.
- Increase the cost for all tight turns by 1.
- If a ship moves to the center hex of a planet, consider it to have landed (see below).
- If a ship is unable to move away from the planet's center, considered it to have landed (see below).

## Semi-Atmospheric Ships in Atmosphere

- A semi-atmospheric ship may only move at half Drive (round down).
- Increase the cost for all tight turns by 2.
- To move away from a planet's center costs twice as much movement as normal.
- If a ship moves to the center hex of a planet, considered it to have landed (see below).
- If a ship is unable to move away from the planet's center, considered it to have landed (see below).

## Non-Atmospheric Ships in Atmosphere

- A non-atmospheric ship may only move at one-quarter normal Drive (round down).
- Increase the cost for all turns by 4.
- Every turn, a non-atmospheric ship takes 1D4 hits. Damage Reduction affects this damage. If the ship has more than one damage track, all damage tracks receive damage.
- To move away from a planet's center costs four times as much as normal.

- If a ship moves to the center hex of a planet, considered it to have crash landed (see below).
- If a ship is unable to move away from the planet's center, considered it to have crash landed (see below).

## Effects of Atmosphere on Weapon Systems

- Blast Weapons: All blast weapons (Blatguns and Splatterguns) receive +1 to hit.
- Missiles: The target lock range for missiles is reduced to 6.
- Point Defense: Point defense spread is reduced by 1 (e.g. 1-6[4] becomes 1-5[4]).
- Protobolt Projector: Protobolts do an additional point of damage.
- Torpedoes: Consider torpedoes full atmosphere ships for purposes of entering atmosphere.
- Tractor Beam: The lock-on range for the tractor beam is reduced to 6.
- All other weapons and system function normally in atmosphere (though new weapons similar to those modified here should be evaluated accordingly).

## Effects of Atmosphere on Brood Weapon Systems

- Ink: Ink disperses on a roll of 1-2 on a 1D6.
- Jump Pod: When used in atmosphere, roll a 1D4. If the result is a 1, take N hits not reduced by Damage Reduction, where N equals the jump pod number.
- X-Beam: Reduce the to-hit by 1.
- Y-Beam: Reduce the to-hit by 1.
- Z-Beam: Reduce the to-hit by 1.

# The Next Millennium

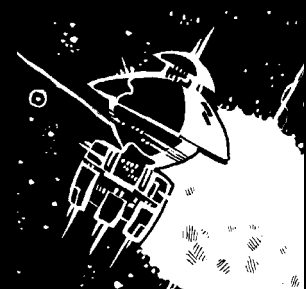
comm unit. "Panther and Tiger squadrons, maneuver behind the creature and open fire. We will draw the creature's fire."

"Roger," came the reply. The eight fighters disengaged and circled wide around the Megafortress to the back of the worm.

"Pull us back from the creature," Savage ordered the helm. "But keep a steady press of cannon fire. We need to give our boys some time to finish the creature off."

"Aye-aye, sir," replied the helmsman.

The Megafortress pulled away slowly from the Solar Worm, firing all available weapons at the beast. The worm continued its attack against the

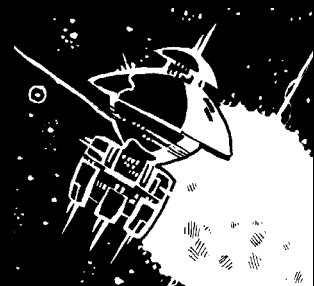




# Silent Death

warhound, ignoring the cluster of fighters flanking it. Plasma pounded the Citadel, but her armor continued to hold.

Finally in position, the Lance Electras and Seraphs opened fire with protobolts, turbo lasers, and torpedoes. The creature writhed and turned to attack this new threat. The Citadel opened fire on it, drawing its attention back to the warhound. The worm thrashed under the barrage of weapons, emitting plasma from its mouth and eyes. A stray beam caught one Lance Electra and engulfed it in a fiery explosion. Another blast consumed the Citadel's other torpedo room. "Two casualties," reported Davenport.



## Effects of Atmosphere on Warhound Systems

- **Blast Weapons:** All blast weapons (Blast Cannons and Repeating Blasters) receive +1 to hit.
- **Point Defense:** Point defense spread is reduced by 1 (e.g. 1-6 becomes 1-5).
- **ECM:** The total number of screening attempts that may be performed is reduced by 1.

## Effects of Gravity on Weapon Systems

- **Mass Drivers:** Mass driver weapons (Autocannons, Miniguns, and Rail-repeaters) may not fire at targets that are at a range greater than Medium.

## Effects of Gravity on Brood Weapon Systems

- **Drones:** Drones drift at a speed of 1 towards the center of the planet every turn during the asteroid drift phase. This drift will not trigger a detonation, but subsequent movement from ships suddenly in the active range of the drone may.
- **Spore Mole Launcher:** The lock-on range for the spore mole Launcher is reduced to 4.

## Effects of Gravity on Warhound Weapon Systems

- **Mass Drivers:** Mass driver weapons (Gatling Cannons, Hyper Cannons, and Keel Cannons) may not fire at targets that are at a range greater than Medium.

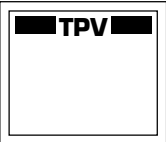
## Landing on a Planet

- A ship that reaches any of the ground hexes of a planet is considered to have landed.
- A planet may rearm and refuel a landed ship, provided the planet has a spaceport with the appropriate materials.
- A semi-atmospheric ship may land without incident, but it may not take off from the planet without some kind of outside assistance (booster rockets, towing ship, etc.).
- If a ship's Drive is ever 2 or less while inside a planet's atmosphere, the pilot must travel towards the ground hexes and upon reaching these hexes, perform a crash landing.
- To crash land, the pilot rolls 1D10 and adds his Piloting skill. Reference the total on the Ship Crash Table. The result is the number of critical hits the ship suffers. Roll these critical hits immediately. In addition, the ship also takes 1D6 hits of damage from impact. Damage Reduction affects this damage. For ships with multiple damage tracks, the critical hit table and damage track is determined exactly as if the damage came from a missile attack.

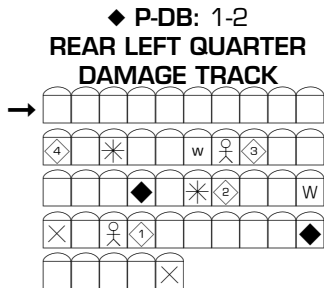
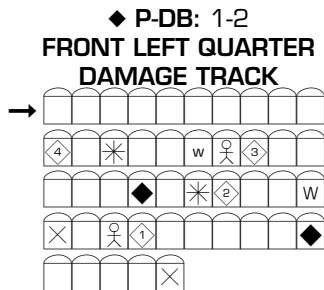
### SHIP CRASH

Piloting + 1D10	Number of Critical Hits
2-5	3
6-10	2
11-15	1
16-20	0

- Any ship that lands normally at a spaceport may be immediately lowered into a protective bunker, preventing that ship from being attacked while it is on the planet's surface.
- If a ship that lands is not able or does not desire to enter a protective bunker or has crash landed, that ship may be attacked normally. It has a DV of 5 until it starts to move.
- An atmospheric ship that has not crash landed may launch and leave the planet at anytime, following normal atmosphere and movement rules.

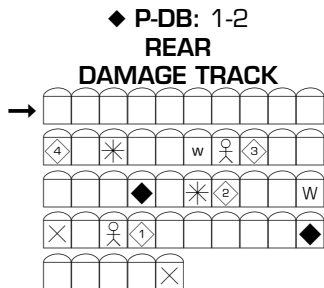
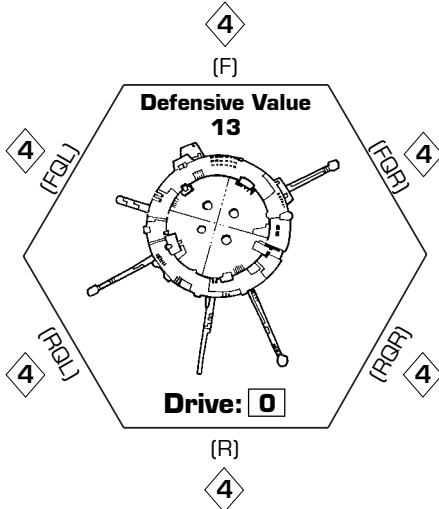
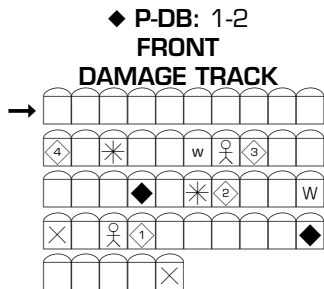


**Gunner A**  
**2 Splatterguns** (360°)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

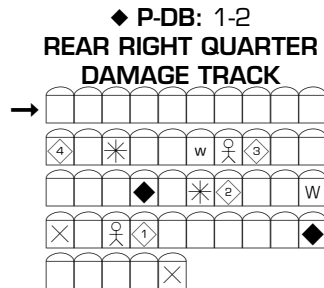
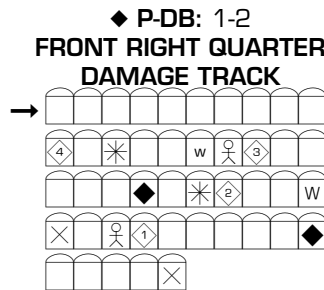


**Gunner C**  
**2 Splatterguns** (360°)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

**Gun Crew E**  
**2 Torpedo Tubes**  
 (F)



**Gunner B**  
**2 Blatguns** (360°)  
 To Hit: 2D6+ADB+1  
 Damage: High+2  
 Range: 4/10/15  
 Target SR ≤13



**Gun Crew D**  
**Blast Cannon** (360°)  
 To Hit: 2D6+ADB  
 Damage: Medium x 2  
 Range: 8/20/25  
 Target SR ≤9

**Crew**  
**CAPTAIN**  
 Cpn: \_\_\_\_\_  
**PILOT**  
 Plt: \_\_\_\_\_  
**GUNNER A**  
 Gnr: \_\_\_\_\_  
**GUNNER B**  
 Gnr: \_\_\_\_\_  
**GUNNER C**  
 Gnr: \_\_\_\_\_  
**CREW D**  
 Gnr: \_\_\_\_\_  
**T CREW E**  
 Gnr: \_\_\_\_\_

**Carrier Bay 1**  
**300-ton Fighter x1**  
 Type: \_\_\_\_\_ ID: \_\_\_\_\_

**Carrier Bay 2**  
**300-ton Fighter x1**  
 Type: \_\_\_\_\_ ID: \_\_\_\_\_

## FRONT CRITICAL HITS

- 2 — **Engineering hit.** Mark off 1D6 crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **ECM damaged.** Wakizashi may only make 3 screens per turn.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Torp detonates.** Take 1D12 hits on this track.
- 8 — **Reactor hit.** Banzai!

## FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Gunner A's Splatterguns damaged.** Gunner A's Spatterguns are -1 To Hit.
- 8 — **Blast Cannon damaged.** Reduce damage to Low x2.

## REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Carrier Bay 1 is destroyed.** Any contents are destroyed.
- 7 — **Gunner B's Blatguns damaged.** Gunner B's Blatguns are -1 To Hit.
- 8 — **Blatguns destroyed.** Blatguns may not fire.

# WAKAZASHI

Tons: 5000

### Electronics

Jam: 1-2 on 1D4

ECM: 1-5 [5]



### Bridge

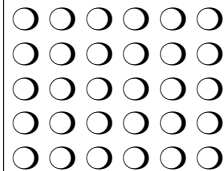
Captain: \_\_\_\_\_

### Engineering

Damage Control: 1-2



### Mk. 10



**Torpedo  
Magazine**

## FRONT RIGHT CRITICAL HITS

- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Hit Nothing Important.** No extra damage.
- 7 — **Gunner C's Splatterguns damaged.** Gunner C's Splatterguns are -1 To Hit.
- 8 — **Torp Room destroyed.** No torps may fire.

## REAR RIGHT CRITICAL HITS

- 2 — **Torp Room hit.** Lose 1D4 Crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Carrier Bay 2 hit.** Any contents are destroyed.
- 7 — **Blast Cannon Surge.** Lose 1D4 Crew.
- 8 — **Blast Cannon destroyed.** Weapon may not fire.

## REAR CRITICAL HITS

- 2 — **Power Coupling hit.** No weapons may be fired next turn.
- 3 — **Electronic Warfare crippled.** Reduce Defensive Value by 3.
- 4 — **Engineering destroyed.** Wakizashi may not use damage control.
- 5 — **ECM damaged.** Wakizashi may only make 3 screening attempts per turn.
- 6 — **TOC destroyed.**
- 7 — **Crew Quarters hit.** Lose 1D4 crew.
- 8 — **Reactor hit.** Banzai!

**TPV**

**Gun Crew G**  
2 Torpedo Tubes  
(F)

**Gunner A**  
Plazgun (360°)  
To Hit: 2D6+ADB  
Damage: All ¥  
Range: 2/4/10

**Gunner A**  
Missile Launcher (360°)  
Lock-on < \_\_\_\_  
○ ○ ○ ○ ○  
○ ○ ○ ○ ○

**Gunner A**

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

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

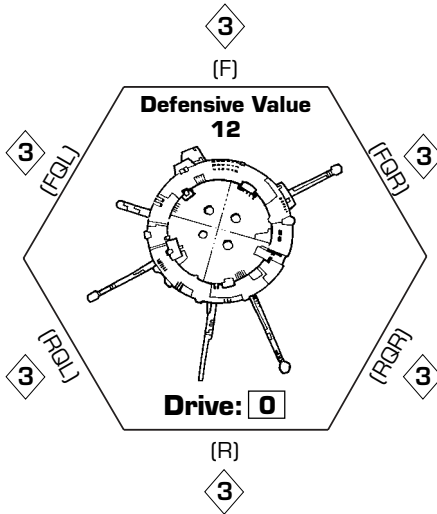
**Gunner C**

**Gunner C**  
Missile Launcher (360°)  
Lock-on < \_\_\_\_  
○ ○ ○ ○ ○  
○ ○ ○ ○ ○

**Gunner C**  
2 Meld Lasers (360°)  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR ≤12

**Gunner E**  
2 Meld Lasers (360°)  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR ≤12

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



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

**Gunner B**  
2 Meld Lasers (360°)  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR ≤12

**Gunner B**

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

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

**Gunner B**  
Missile Launcher (360°)  
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 D**

**Gunner D**  
Missile Launcher (360°)  
Lock-on < \_\_\_\_  
○ ○ ○ ○ ○  
○ ○ ○ ○ ○

**Gun Crew F**  
Repeating Blaster (360°)  
To Hit: 2D6+ADB  
Damage: High x 2  
Range: 3/8/15

**Gunner D**  
2 Meld Lasers (360°)  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR ≤12

## FRONT CRITICAL HITS

- 2 — **Engineering hit.** Mark off 1D6 crew.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Structural damage.** Take 5 more hits on each damage track.
- 5 — **Bridge hit.** Captain may not use captain's die until end of next turn.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Bridge hit.** Captain is killed. Now you're mad!
- 8 — **Reactor hit.** They will remember your sacrifice.

## FRONT LEFT CRITICAL HITS

- 2 — **Gunner A killed.** Gunner A's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **TOC damaged.** Bonus is now only +1.
- 7 — **Gunner A's Plazgun damaged.** Gunner A's Plazgun is -1 To Hit.
- 8 — **Repeating Blaster damaged.** Reduce damage to High.

## REAR LEFT CRITICAL HITS

- 2 — **Gunner B killed.** Gunner B's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner B's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner B's Meld Laser damaged.** Gunner B's Meld Laser is -1 To Hit.
- 8 — **Gunner E's Meld Laser destroyed.** Weapon may not fire.

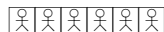
# DAUNTLESS

Tons: 7000

### Electronics

Jam: 1-2 on 1D4

ECM: 1-4 [6]



### Bridge

Captain: \_\_\_\_\_

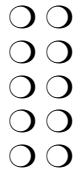
TOC: +2

### Engineering

Damage Control: 1-6



### Mk. 40



**Torpedo  
Magazine**

## FRONT RIGHT CRITICAL HITS

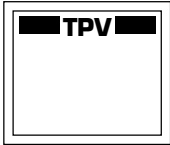
- 2 — **Gunner C killed.** Gunner C's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner C's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner C's Meld Laser damaged.** Gunner C's Meld Laser is -1 To Hit.
- 8 — **Torp Room destroyed.** No torps may fire.

## REAR RIGHT CRITICAL HITS

- 2 — **Gunner D killed.** Gunner D's weapons may not fire.
- 3 — **Electronic Warfare damaged.** Reduce Defensive Value by 1.
- 4 — **Shield buckles.** Reduce Defensive Value by 3.
- 5 — **Torp Magazine hit.** Lose 1D4 torpedoes.
- 6 — **Gunner D's Missile Rack hit.** Lose 1D6 missiles.
- 7 — **Gunner D's Meld Laser damaged.** Gunner D's Meld Laser is -1 To Hit.
- 8 — **Repeating Blaster destroyed.** Weapon may not fire.

## REAR CRITICAL HITS

- 2 — **Power Coupling hit.** No weapons may be fired next turn.
- 3 — **Electronic Warfare crippled.** Reduce Defensive Value by 3.
- 4 — **Engineering destroyed.** Dauntless may not use damage control.
- 5 — **ECM damaged.** Dauntless may only make 3 screening attempts per turn.
- 6 — **TOC destroyed.**
- 7 — **Crew Quarters hit.** Lose 1D4 crew.
- 8 — **Reactor hit.** They will remember your sacrifice.



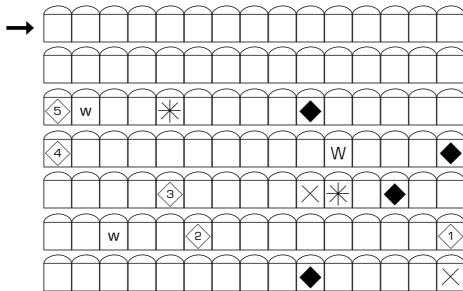
**Weapon 1**  
**Plazma Beam**  
**(Plazgun)**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB  
 Damage: All ¥  
 Range: 2/4/10

**Weapon 2**  
**Plazma Beam**  
**(Plazgun)**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB  
 Damage: All ¥  
 Range: 2/4/10

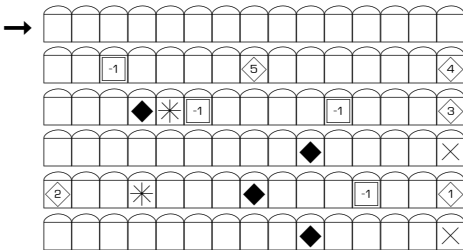
**Wpns**  
**WEAPON 1**  
 Gnr: \_\_\_\_\_  
**WEAPON 2**  
 Gnr: \_\_\_\_\_  
**WEAPON 3**  
 Gnr: \_\_\_\_\_

**Weapon 3**  
**Plazma Ray**  
**(Plazprojector) (F)**  
 To Hit: XD12+ADB  
 Damage: All  
 Range: -/1-5/-

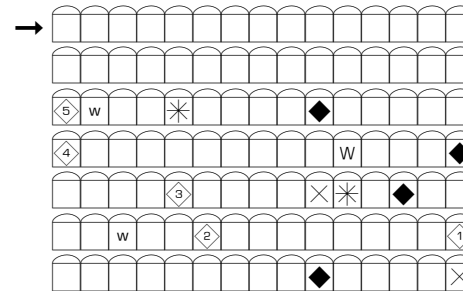
◆ P-DB: 1-5  
**FRONT LEFT QUARTER**  
**DAMAGE TRACK**



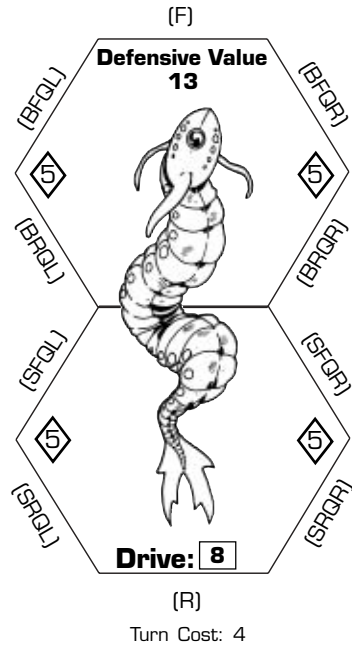
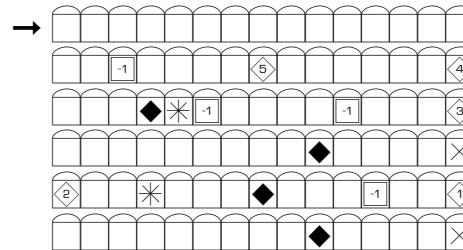
◆ P-DB: 1-5  
**REAR LEFT QUARTER**  
**DAMAGE TRACK**



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



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



## FRONT LEFT CRITICAL HITS

- 2 — **Crack the worm's skull.** Additional 20 points of damage to this track.
- 3 — **Puncture the skin.** Reduce Defensive Value by 2.
- 4 — **Torn muscles.** All turns cost +1 movement point.
- 5 — **Left eye damaged.** Reduce Weapon 1's chance To Hit by 2.
- 6 — **Right eye damaged.** Reduce Weapon 2's chance To Hit by 2.
- 7 — **Something caught in its throat.** Reduce Weapon 3's chance To Hit by 2.
- 8 — **Hit its heart.** The solar worm wriggles for a few moments, then dies.

# SOLAR WORM

Ton:

### Electronics

Jam: 1-2 on 1D4  
ECM: None

### Bridge

TOC: +1

### Engineering

Damage Control: 1-4  
EFS: None

## FRONT RIGHT CRITICAL HITS

- 2 — **Crack the worm's skull.** Additional 20 points of damage to this track.
- 3 — **Puncture the skin.** Reduce Defensive Value by 2.
- 4 — **Torn muscles.** All turns cost +1 movement point.
- 5 — **Left eye damaged.** Reduce Weapon 1's chance To Hit by 2.
- 6 — **Right eye damaged.** Reduce Weapon 2's chance To Hit by 2.
- 7 — **Something caught in its throat.** Reduce Weapon 3's chance To Hit by 2.
- 8 — **Hit its heart.** The solar worm wriggles for a few moments, then dies.

## REAR LEFT CRITICAL HITS

- 2 — **Throat Shot.** Weapon 3 is destroyed.
- 3 — **Antibodies Overloaded.** Reduce Damage Control by 2.
- 4 — **Overheated.** PD does not work until end of next turn.
- 5 — **Trigger Something in Spinal Cord.** Solar Worm must make a right turn during next move phase.
- 6 — **Skin Punctured.** Reduce Defensive Value by 1.
- 7 — **Hit a Sensitive Organ.** Solar Worm may not jam.
- 8 — **Sever Spinal Cord.** Space Worm may not move. Drive is now 0.

## REAR RIGHT CRITICAL HITS

- 2 — **Throat Shot.** Weapon 3 is destroyed.
- 3 — **Antibodies Overloaded.** Reduce Damage Control by 2.
- 4 — **Overheated.** PD does not work until end of next turn.
- 5 — **Trigger Something in Spinal Cord.** Solar Worm must make a right turn during next move phase.
- 6 — **Skin Punctured.** Reduce Defensive Value by 1.
- 7 — **Hit a Sensitive Organ.** Solar Worm may not jam.
- 8 — **Sever Spinal Cord.** Space Worm may not move. Drive is now 0.

DAIN

I.D.

BPV: 151

TPV

Mk. 50 Mines

Mk. 30 Mines

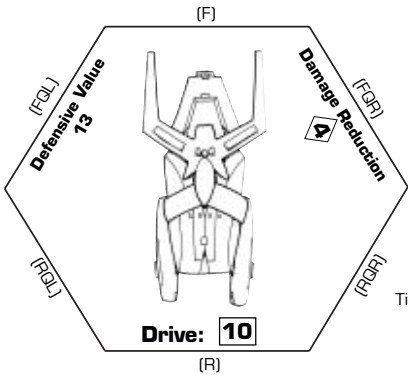
Mk. 30 Duds

Pilot Mine Sweeper (F) To Hit: 2D8+ADB Damage: High+2 Range: 0/1/2

Gunner Splattergun (FQL) (F) (FQR) To Hit: 2D6+ADB Damage: Medium Range: 2/9/10

Crew PILOT Plt: Gnr: Luck: GUNNER Gnr:

Decoys: P-D: Dmg Con: Tons:



Tight Turn Cost: +3

DAMAGE TRACK

Damage track grid with numbers and symbols.

DAIN

I.D.

BPV: 151

TPV

Mk. 50 Mines

Mk. 30 Mines

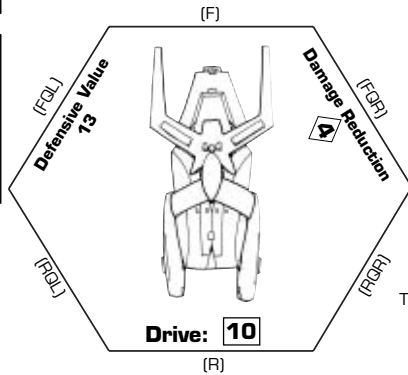
Mk. 30 Duds

Pilot Mine Sweeper (F) To Hit: 2D8+ADB Damage: High+2 Range: 0/1/2

Gunner Splattergun (FQL) (F) (FQR) To Hit: 2D6+ADB Damage: Medium Range: 2/9/10

Crew PILOT Plt: Gnr: Luck: GUNNER Gnr:

Decoys: P-D: Dmg Con: Tons:



Tight Turn Cost: +3

DAMAGE TRACK

Damage track grid with numbers and symbols.

CRITICAL HITS

- 2 - Pilot killed. Dain may not move or fire Pilot's weapon. Defensive Value drops to 5.
3 - Mine Layer Bay rupture. Lose 1D4 mines.
4 - Electronic Warfare knocked out. Dain may no longer jam torps. Reduce Defensive Value by 3.
5 - Major Structural Damage. Take 1D6 more hits.
6 - Shields damaged. Reduce Defensive Value by 2.
7 - Splattergun Targeter hit. Reduce chance To Hit by 2.
8 - Mine Laying Arm jammed. No mines may be laid until after the next game turn.
9 - Mine Sweeper malfunction. Mine Sweeper may not fire until after next game turn.
10 - Mine Layer Bay hit. Mines detonate. Take 3D12 additional hits.
11 - Gunner killed. Splattergun may no longer fire.
12 - Reactor hit. Dain returns to the earth it came from.

SPLATTERGUN SPECS

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

GAME TURN RECORD TRACK

Game turn record track grid from 1 to 20.



ATLANT

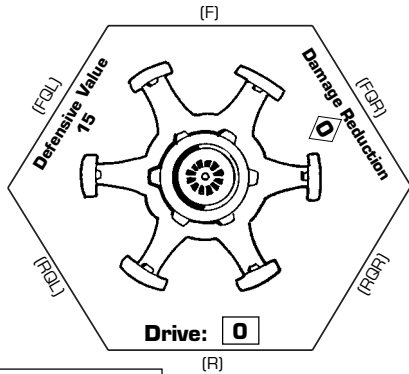
I.D.

BPV: 30

TPV  
**30**

Crew  
**PILOT**  
Plt: ..... 8  
Gnr: ..... 6

**Pilot**  
**Missile Launcher (360°)**  
Lock-on < 6



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 150

DAMAGE TRACK

→											*
											×

ATLANT

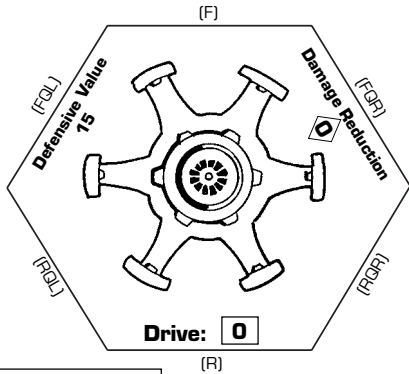
I.D.

BPV: 30

TPV  
**30**

Crew  
**PILOT**  
Plt: ..... 8  
Gnr: ..... 6

**Pilot**  
**Missile Launcher (360°)**  
Lock-on < 6



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 150

DAMAGE TRACK

→											*
											×

ATLANT

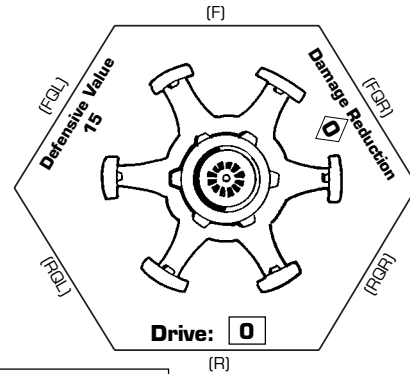
I.D.

BPV: 30

TPV  
**30**

Crew  
**PILOT**  
Plt: ..... 8  
Gnr: ..... 6

**Pilot**  
**Missile Launcher (360°)**  
Lock-on < 6



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 150

DAMAGE TRACK

→											*
											×

\* — Reduce Pilot skill by 4, and lose 5 missiles.

# TAURUS

I.D.

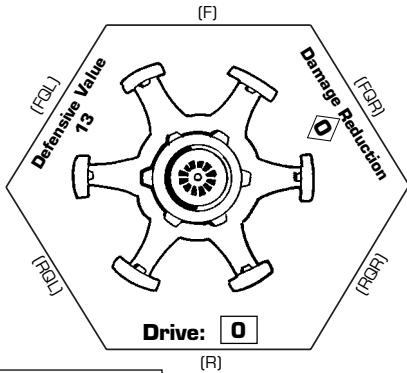
BPV: 41

**TPV**  
**41**

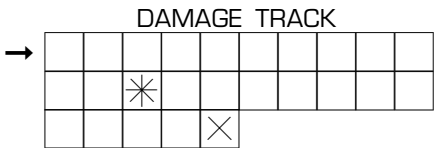
**Crew**  
**PILOT**  
Plt: ..... 7  
Gnr: ..... 6

**Mk. 40**  
**Torps**  
○ ○  
○ ○  
○ ○

**Weapon A**  
**2 Meld Lasers**  
(360°)  
To Hit: 2D8+1D6+1  
Damage: Medium+1  
Range: 6/18/20  
Target SR ≤12



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 250



# TAURUS

I.D.

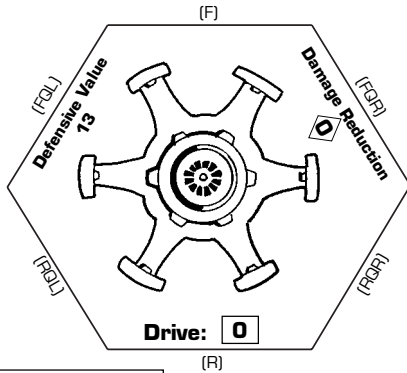
BPV: 41

**TPV**  
**41**

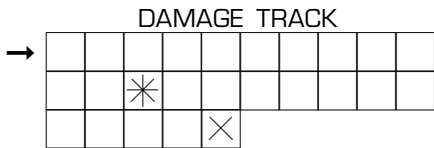
**Crew**  
**PILOT**  
Plt: ..... 7  
Gnr: ..... 6

**Mk. 40**  
**Torps**  
○ ○  
○ ○  
○ ○

**Weapon A**  
**2 Meld Lasers**  
(360°)  
To Hit: 2D8+1D6+1  
Damage: Medium+1  
Range: 6/18/20  
Target SR ≤12



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 250



# TAURUS

I.D.

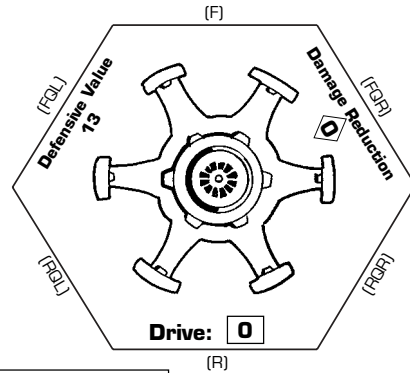
BPV: 41

**TPV**  
**41**

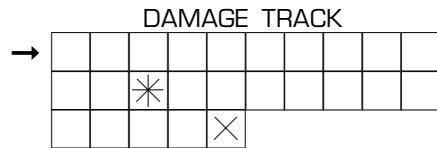
**Crew**  
**PILOT**  
Plt: ..... 7  
Gnr: ..... 6

**Mk. 40**  
**Torps**  
○ ○  
○ ○  
○ ○

**Weapon A**  
**2 Meld Lasers**  
(360°)  
To Hit: 2D8+1D6+1  
Damage: Medium+1  
Range: 6/18/20  
Target SR ≤12



Jam 1D4, 1-2 (10)  
Decoys: —  
P-D: —  
Dmg Con: —  
Tons: 250



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

**MELD LASER SPECS**

**Short Range:** 1-6 hexes (+1 To Hit).  
**Medium Range:** 7-18 hexes.  
**Long Range:** 19-20 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤12.

# OCTOPUS

I.D.

BPV: 42

TPV  
**42**

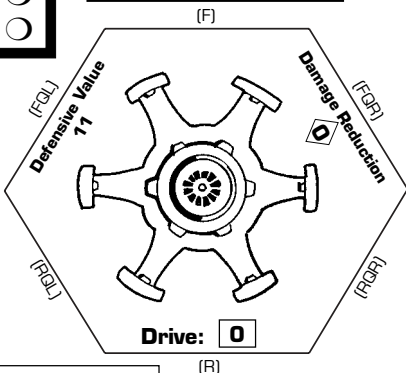
Crew  
**PILOT**  
Plt: ..... 6  
Gnr: ..... 6

Mk. 20  
**Torps**

**Weapon A**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 3/9/10

Mk. 10  
**Torps**

**Weapon B**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 2/9/10



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

DAMAGE TRACK

→														
				*										X

# OCTOPUS

I.D.

BPV: 42

TPV  
**42**

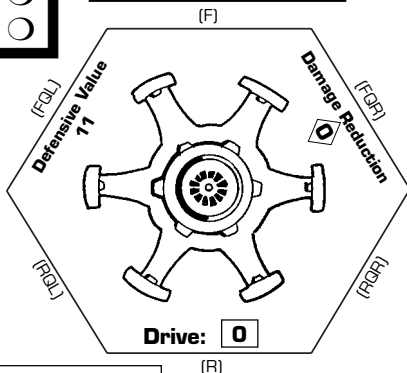
Crew  
**PILOT**  
Plt: ..... 6  
Gnr: ..... 6

Mk. 20  
**Torps**

**Weapon A**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 3/9/10

Mk. 10  
**Torps**

**Weapon B**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 2/9/10



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

DAMAGE TRACK

→														
				*										X

# OCTOPUS

I.D.

BPV: 42

TPV  
**42**

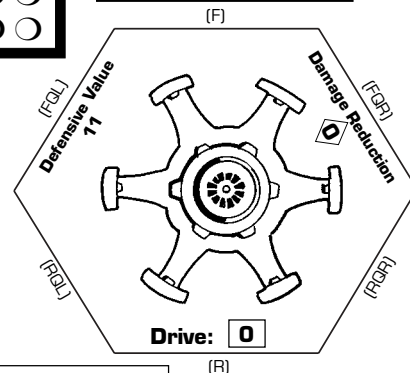
Crew  
**PILOT**  
Plt: ..... 6  
Gnr: ..... 6

Mk. 20  
**Torps**

**Weapon A**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 3/9/10

Mk. 10  
**Torps**

**Weapon B**  
**4 Pulse Lasers**  
(360°)  
To Hit: 2D8+1D6+3  
Damage: Low+3  
Range: 2/9/10



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

DAMAGE TRACK

→														
				*										X

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

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

**TPV**

**Gunner A**  
**5 Pulse Lasers (360°)**  
 To Hit: 2D8+ADB+4  
 Damage: Low+4  
 Range: 3/9/10

**Bridge**

**Crew**  
**CAPTAIN**  
 Cpn: \_\_\_\_\_  
**PILOT**  
 Plt: \_\_\_\_\_  
**GUNNER A**  
 Gnr: \_\_\_\_\_  
**GUNNER B**  
 Gnr: \_\_\_\_\_

◆ P-DB: 1-5  
**FQL DAMAGE TRACK**

◆ P-DB: 1-5  
**FRONT DAMAGE TRACK**

◆ P-DB: 1-5  
**FQR DAMAGE TRACK**

**Electronics**  
 Jam: 1-2 on 1D4

◆ P-DB: 1-5  
**RQL DAMAGE TRACK**

**Defensive Value**  
**14**

**Drive: 0**

◆ P-DB: 1-5  
**RQR DAMAGE TRACK**

P-D: 1-5 (?)  
 Dmg Con: 1-3  
 Tons: 2000

**Engineering**  
 Damage Control: 1-3

**Snooper**

◆ P-DB: 1-5  
**REAR DAMAGE TRACK**

**Gunner B**  
**2 Meld Lasers (360°)**  
 To Hit: 2D8+ADB+1  
 Damage: Medium+1  
 Range: 6/18/20  
 Target SR ≤12

**Gunner B**

**Gunner B**  
**Missile Launcher (360°)**  
 Lock-on ← \_\_\_\_\_  
 ○○○○○ ○○○○○  
 ○○○○○ ○○○○○

**FRONT CRITICAL HITS**

- 2 — Structural hit. Take 6 more hits on this track.
- 3 — Shield buckles. Reduce Defensive Value by 3.
- 4 — Sensor Suite damaged. May not operate for 5 turns.
- 5 — 2 Pulse Lasers destroyed. Damage Low+2; To Hit 2D8+2.
- 6 — Clank! No damage. Armor too tough.
- 7 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 8 — Reactor hit. Platform is a whisper in space.

**FQL CRITICAL HITS**

- 2 — Gunner A killed.
- 3 — Electronic warfare damaged. Reduce Defensive Value by 1.
- 4 — Shield buckles. Reduce Defensive Value by 3.
- 5 — Missile Rack destroyed. Weapon may not fire.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Gunner A's Pulse Lasers damaged. Reduce chance To Hit by 1.
- 8 — Reactor hit. Platform is a whisper in space.

**FQR CRITICAL HITS**

- 2 — Gunner B killed.
- 3 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 4 — Structural damage. 4 more hits to each side.
- 5 — Meld Lasers destroyed. Weapon may not fire.
- 6 — Clank! No damage; armor too tough.
- 7 — Sensor Equipment destroyed.
- 8 — Reactor hit. Platform is a whisper in space.

**RQL CRITICAL HITS**

- 2 — Gunner A killed.
- 3 — Electronic warfare damaged. Reduce Defensive Value by 1.
- 4 — Shield buckles. Reduce Defensive Value by 3.
- 5 — Missile Rack destroyed. Weapon may not fire.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Gunner A's Pulse Lasers damaged. Reduce chance To Hit by 1.
- 8 — Reactor hit. Platform is a whisper in space.

**RQR CRITICAL HITS**

- 2 — Gunner B killed.
- 3 — Meld Laser Targeting damaged. Reduce chance To Hit by 2.
- 4 — Structural damage. 4 more hits to each side.
- 5 — Meld Lasers destroyed. Weapon may not fire.
- 6 — Clank! No damage; armor too tough.
- 7 — Sensor Equipment destroyed.
- 8 — Reactor hit. Platform is a whisper in space.

**REAR CRITICAL HITS**

- 2 — Power Coupling hit. No weapons may be fired until after next turn.
- 3 — Electronic Warfare crippled. Reduce Defensive Value by 3.
- 4 — Engineering destroyed. May not perform damage control.
- 5 — Missile Rack destroyed. Weapon may not be fired.
- 6 — Missile Rack hit. Lose 1D6 missiles.
- 7 — Crew Quarters hit. Lose 1D4 Crew.
- 8 — Sensor Suite destroyed.

**TPV**

**Gunner A Missile Launcher (360°)**  
Lock-on < \_\_\_\_\_

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

**Gun Crew E 2 Torpedo Tubes (360°)**

**Mk. 40 Torps**

○	○
○	○
○	○
○	○
○	○
○	○

**Gunner A 2 Splatterguns (360°)**  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**Gunner A**

**◆ P-DB: 1-4 FQL DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**◆ P-DB: 1-4 RQL DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**Gunner B 1 Turbo Laser (360°)**  
To Hit: 2D8+ADB  
Damage: High  
Range: 9/25/30  
Target SR ≤ 8

**Gunner B**

**◆ P-DB: 1-4 FRONT DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**Defensive Value 12**

**Drive: 0**

The diagram shows a central TBD Platform with a rotator system and four gunner positions (A, B, C, D). It is surrounded by six damage tracks: Front, Rear, FQL, RQL, FQR, and RQR. Each track is a 10-slot grid with various symbols (asterisks, diamonds, circles, etc.) representing damage. The platform has a Defensive Value of 12 and a Drive of 0. The rotator system is shown in the center, with four gunner positions around it. The damage tracks are arranged in a circular pattern around the platform.

**◆ P-DB: 1-4 REAR DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**Gunner C 2 Meld Lasers (360°)**  
To Hit: 2D8+ADB+1  
Damage: Medium+1  
Range: 6/18/20  
Target SR ≤ 12

**Gunner C**

**◆ P-DB: 1-4 FQR DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**◆ P-DB: 1-4 RQR DAMAGE TRACK**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**Gunner D 2 Splatterguns (360°)**  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**Gunner D Missile Launcher (360°)**  
Lock-on < \_\_\_\_\_

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

**Crew**

**GUNNER A**  
Gnr: \_\_\_\_\_

**GUNNER B**  
Gnr: \_\_\_\_\_

**GUNNER C**  
Gnr: \_\_\_\_\_

**GUNNER D**  
Gnr: \_\_\_\_\_

**T CREW E**  
Gnr: \_\_\_\_\_

**TBD HITS**

□	□	□	□	□	□	□	□	□	□
□	□	□	□	□	□	□	□	□	□

**Dmg Con: 1-8 Tons: 2000**

**Gunner D**

**FRONT CRITICAL HITS**

- 2 — Sensor Array hit. Reduce chance To Hit for all weapons by 1.
- 3 — Shield buckles. Reduce Defensive Value by 3.
- 4 — Severe TBD damage. TBD takes two hits.
- 5 — Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Torp Bay hit. Lose 1D4 torps.
- 7 — Meld Laser Targeting damaged. Reduce chance To Hit by 1.
- 8 — TBD reactor hit. TBD is destroyed.

**FQL CRITICAL HITS**

- 2 — Gunner A killed.
- 3 — Electronic warfare damaged. Reduce Defensive Value by 1.
- 4 — Shield buckles. Reduce Defensive Value by 3.
- 5 — Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Missile Rack hit. Lose 1D6 missiles from Gunner A's rack.
- 7 — Gunner A's Splattergun hit. Reduce chance To Hit by 1.
- 8 — TBD reactor hit. TBD is destroyed.

**FQR CRITICAL HITS**

- 2 — Gunner C killed.
- 3 — Shield buckles. Reduce Defensive Value by 3.
- 4 — Severe TBD damage. TBD takes two hits.
- 5 — Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Torp Bay hit. Lose 1D4 torps.
- 7 — Meld Laser Targeting damaged. Reduce chance To Hit by 1.
- 8 — TBD reactor hit. TBD is destroyed.

**RQL CRITICAL HITS**

- 2 — Torpedo detonates. Torp is destroyed; does 1D4 to each damage track, ignoring DR.
- 3 — Turbo Laser Targeting damaged. Reduce chance To Hit by 1.
- 4 — Structural damage. Take 3 hits on all damage tracks.
- 5 — Rotator System hit. Turbo Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Torp Tube destroyed.
- 7 — Clank! Armor too tough! No extra damage.
- 8 — TBD reactor hit. TBD destroyed.

**RQR CRITICAL HITS**

- 2 — Gunner D killed.
- 3 — Electronic warfare crippled. Reduce Defensive Value by 1.
- 4 — Severe TBD damage. TBD takes two hits.
- 5 — Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Missile Rack hit. Lose 1D6 missiles from Gunner D's rack.
- 7 — Gunner D's Splattergun hit. Reduce chance To Hit by 1.
- 8 — TBD reactor hit. TBD is destroyed.

**REAR CRITICAL HITS**

- 2 — Gunner B killed.
- 3 — Turbo Laser Targeting damaged. Reduce chance To Hit by 1.
- 4 — Structural damage. Take 3 hits on all damage tracks.
- 5 — Rotator System hit. Twin Meld Laser loses 360° arc. Roll 1D6 to randomly determine in which arc weapon is stuck for the rest of encounter.
- 6 — Torp Tube destroyed.
- 7 — Clank! No damage. Armor is too tough.
- 8 — TBD reactor hit. TBD is destroyed.

# Generating Terrain

If all players agree, they may use the following table to generate random terrain for a battle. Roll 1D10 to determine the category of terrain, then roll the appropriate die to determine the exact terrain type.

egory of terrain, then roll the appropriate die to determine the exact terrain type.

The Next  
Millennium

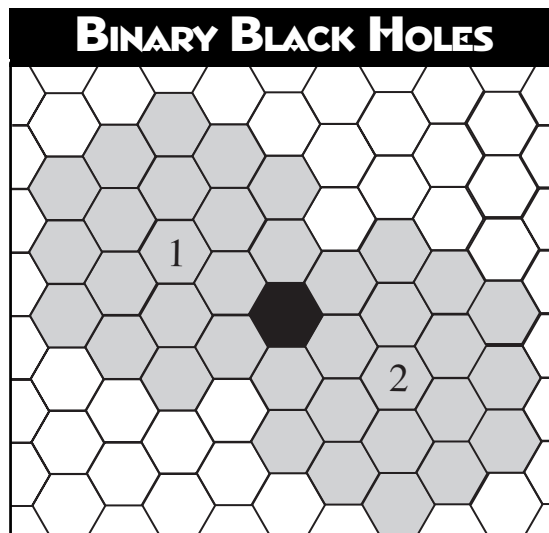
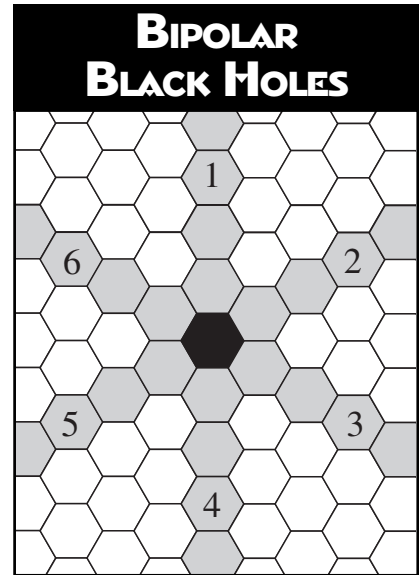
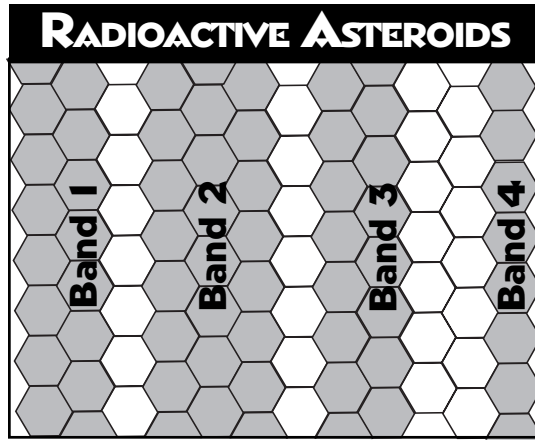
## Roll Terrain (1D10)

- |    |  |
|----|--|
| 1  | <b>Asteroids (1D8)</b>                   |
|    | 1-2 Standard asteroid field              |
|    | 3 Variable speed asteroids               |
|    | 4 Large asteroids                        |
|    | 5 Narrow asteroid belts                  |
|    | 6 Radioactive asteroids                  |
|    | 7 Rogue asteroids                        |
|    | 8 Micro-asteroid field                   |
| 2  | <b>Black Hole (1D6)</b>                  |
|    | 1 Standard black hole (1D10 radius)      |
|    | 2 Scylla and Charibdis holes (1D6 radii) |
|    | 3 White hole (1D12 radius)               |
|    | 4 Gravity wells                          |
|    | 5 Gravity waves                          |
|    | 6 Bipolar hole (1D10 radius)             |
| 3  | <b>Wormholes (1D4)</b>                   |
|    | 1 Standard wormholes                     |
|    | 2 Interfering wormholes                  |
|    | 3 Unstable wormholes                     |
|    | 4 Shifting wormholes                     |
| 4  | <b>Nebulas (1D6)</b>                     |
|    | 1-2 Blue nebula                          |
|    | 3-4 Pink nebula                          |
|    | 5-6 Green nebula                         |
| 5  | <b>Comets (1D6)</b>                      |
|    | 1-3 Comet's tail                         |
|    | 4-6 Incoming stellar mass                |
| 6  | <b>Star Effects (1D6)</b>                |
|    | 1-2 Pulsars                              |
|    | 3 Nova/Supernova wave                    |
|    | 4 Nova/Supernova aftereffects            |
|    | 5 Sunspots                               |
|    | 6 Solar flare                            |
| 7  | <b>Dust Clouds (1D6)</b>                 |
|    | 1-2 Dust cloud type I                    |
|    | 3-4 Dust cloud type II                   |
|    | 5-6 Dust cloud type III                  |
| 8  | <b>Stellar Areas (1D6)</b>               |
|    | 1-3 Radiation zone                       |
|    | 4-6 Heat zone                            |
| 9  | <b>Planetary Effects (1D8)</b>           |
|    | 1-2 Planetary rings                      |
|    | 3-4 Inside moon/asteroid                 |
|    | 5-6 Gas giant planetoid (2D10 radius)    |
|    | 7-8 Standard planetoid (1D10 radius)     |
| 10 | <b>Minefield (1D6)</b>                   |
|    | 1-3 First player, 50 points of mines     |
|    | 4-6 Second player, 50 points of mines    |

## Space Junk Rules Checklist

- | Rules                    | Terrain                         |
|--------------------------|---------------------------------|
| <input type="checkbox"/> | Destroyed Asteroid Debris       |
| <input type="checkbox"/> | Variable Speed Asteroids        |
| <input type="checkbox"/> | Asteroid Dodging                |
| <input type="checkbox"/> | Large Asteroids                 |
| <input type="checkbox"/> | Interfering Wormholes           |
| <input type="checkbox"/> | Narrow Asteroid Belts           |
| <input type="checkbox"/> | Wormhole Blocker Torpedoes      |
| <input type="checkbox"/> | Radioactive Asteroids           |
| <input type="checkbox"/> | Minefields                      |
| <input type="checkbox"/> | Rogue Asteroids                 |
| <input type="checkbox"/> | Mine Laying                     |
| <input type="checkbox"/> | Micro-Asteroid Field            |
| <input type="checkbox"/> | Mine Sweeping                   |
| <input type="checkbox"/> | Scylla and Charibdis Holes      |
| <input type="checkbox"/> | White Holes                     |
| <input type="checkbox"/> | Gravity Wells                   |
| <input type="checkbox"/> | Gravity Waves                   |
| <input type="checkbox"/> | Bipolar (Disgorging) Hole       |
| <input type="checkbox"/> | Unstable Wormholes              |
| <input type="checkbox"/> | Shifting Wormholes              |
| <input type="checkbox"/> | Blue Nebula (Type I)            |
| <input type="checkbox"/> | Pink Nebula (Type II)           |
| <input type="checkbox"/> | Green Nebula (Type III)         |
| <input type="checkbox"/> | Comet's Tail                    |
| <input type="checkbox"/> | Incoming Stellar Mass           |
| <input type="checkbox"/> | Pulsar                          |
| <input type="checkbox"/> | Nova/Supernova Wave (realistic) |
| <input type="checkbox"/> | Nova/Supernova Wave (dramatic)  |
| <input type="checkbox"/> | Nova/Supernova Aftereffects     |
| <input type="checkbox"/> | Sunspots                        |
| <input type="checkbox"/> | Solar Flare                     |
| <input type="checkbox"/> | Dust Cloud Type I               |
| <input type="checkbox"/> | Dust Cloud Type II              |
| <input type="checkbox"/> | Dust Cloud Type III             |
| <input type="checkbox"/> | Radiation Zone                  |
| <input type="checkbox"/> | Heat Zone                       |
| <input type="checkbox"/> | Planetary Rings                 |
| <input type="checkbox"/> | Inside Moon/Asteroid            |
| <input type="checkbox"/> | Planet/Atmosphere               |

# Silent Death



### WHITE HOLE REPEL

Hole Radius	One-quarter radius
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	4

### UNSTABLE WORMHOLE EFFECTS

Roll	Effect
1-2	Escape the wormhole
3	Ship takes 1D4 hits during escape of wormhole
4	Ship takes 1D10 hits during escape of wormhole
5	Ship got lost, roll again next turn.
6	Ship is lost inside the wormhole never to return.

### MINEFIELD COST

Type	Minefield Cost	Fake Minefield (dud) Cost	Slots
Mk. 10	1 points	1 point	1
Mk. 20	5 points	2 points	2
Mk. 30	10 points	3 points	2
Mk. 40	15 points	4 points	3
Mk. 50	20 points	5 points	3

# Unexplained Stellar Occurrences

## The Solar Worm

Astronomers have observed solar worms on three different occasions. Each is an incredibly long creature that can actually live in the intense vacuum of space. The worms all seem to be almost 2 kilometers long and each seems to search out a specific type of star. When one finds the star it is looking for, the solar worm dives into the center of the star. Within a few hours, the star goes nova and swimming from the center of the star is the solar worm, followed by two to five baby worms. Apparently the solar worm uses the center of the star in its reproduction cycle. However, what exactly occurs is unknown.

The solar worm has extremely tough and incredibly hot skin, able to repel or melt incoming weapons fire. The heat emanating from the skin is able to destroy missile,

torpedoes, and any ships unfortunate enough to remain close to the worm. The worm also has amazing recuperative powers, possibly necessary to stay in the heart of a sun, allowing the worm to apparently regenerate damage. To defend itself, the worm can belch forth an impressive amount of plasma, easily enough to destroy smaller ships. It can also shoot plasma from its eyes, although whether the plasma comes from the eye or a type of tear duct is the topic of an ongoing debate.

When a solar worm enters a populated system, the government from the system forms a large force of ships, usually including at least two Warhounds, to kill the worm before it destroys the system's star and all the planets around it. If the worm breaks through the hasty defense erected against it, a mass evacuation of planets immediately follows.



## The Next Millennium

Savage roared, "Tiger squadron. Fire all torpedoes. Repeat fire all torpedoes!"

Seraphs dumped their torpedoes into the beast. The heat destroyed a few of the torpedoes, but enough of the Mk. 50s made it through the heat to slam into the back of the great worm. The explosion ripped the creature apart.

Savage stared at the remains of the great beast hanging in space above Titania, and reviewed the battle in his mind as the cheers of the crew echoed on the bridge. Four of his crew dead, another four injured. Fourteen ships destroyed, and only three of their crews recovered. A total of twenty-one





# Silent Death

dead, plus serious damage to most of the remaining ships. He didn't need damage control to tell him how dearly this battle had cost.

The bridge crew continued their celebration, joined by the cheers of the fighter crews over the comm.

Savage let them have their joy. They all deserved it. They'd won a great victory ...and lived to tell the tale.

## Nomenclature

### Satellites

#### Imperial Shipyards S. 120 Defensive Satellite "Atlatl"

**Mass:** 150 tons

**Armament:**

1 x Missile Launcher  
(Magazine: 20 missiles)

**Ammo:**

60 x Additional missiles

**Commentary:** The Atlatl is typical of a small defensive satellite. Almost every power uses it and it provides a convenient way to protect an area of space without the expense of employing people. The Atlatl's only armament is a missile launcher. While it is an effective weapon, it does use expendable munitions and thus needs to be resupplied on a regular basis during or after use.

#### Bellicose Design Conglomerate S 18c "Taurus" Satellite

**Mass:** 250 tons

**Armament:**

2 x Mk. 20 Meld Lasers  
6 x Mk. 40 Explosive Torpedoes

**Commentary:** The Taurus combines the accuracy of a meld laser with the damage of Mk. 40 torpedoes to provide decisive cov-

erage of an area. The best used of this satellite is in areas of limited mobility, such as asteroid fields or along trade checkpoints, where targets are traveling a known route in a given area.

#### Imperial Transtar 5007 series B "Octopus" Satellite

**Mass:** 450 tons

**Armament:**

8 x Mk. 10 Pulse Lasers  
10 x Mk. 10 Explosive Torpedoes  
6 x Mk. 20 Explosive Torpedoes

**Commentary:** Imperial Transtar designed the Octopus to provide anti-torpedo support to outposts and monitor ships. With eight pulse lasers and sixteen torpedoes, it has plenty of armament to deal with even the most concentrated torpedo strikes. The Octopus is also effective against smaller ships, and many houses employ it to combat the threat of piracy.

## Outposts

#### Jasper Machines B 115 "Whisper" Modular Listening Outpost

**Crew:** 6

**Mass:** 2000 tons

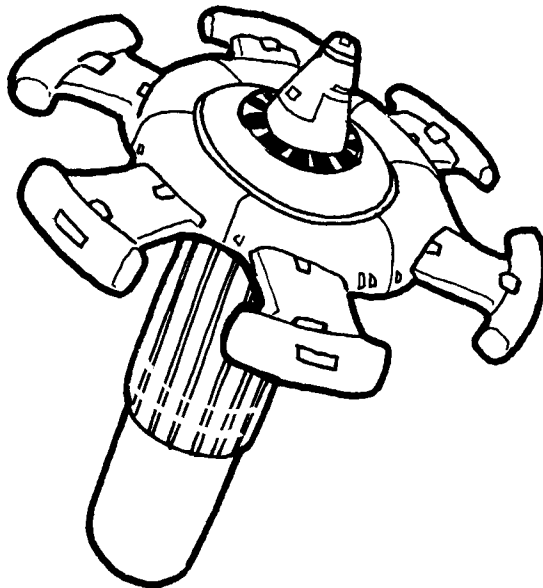
**Armor:** Fortified crysteel hull

**Cargo Capacity:** 1 unit

**Armaments:**

5 x Mk. 10 Pulse Lasers  
2 x Mk. 20 Meld Lasers  
1 x Missile Launcher  
(magazine: 20 missiles)  
1 x JM-7 "Deep Snout"  
Sensor Suite

**Commentary:** Jasper Machines designed the Whisper as a cheap and convenient listening post that engineers can set-up and activate in a matter of hours. The Whisper is fully self-sufficient and completely capable of staying unsupported for over one



year before the occupants require new supplies, although the crew would tire of the synthesized food.

The designers did not anticipate the Whisper engaging in any large battles and thus the weapons are generally defensive in nature. The primary use of the missile launcher is as an anti-Brood weapon in the rare case that the Grubs attack the station, and in such situations would require constant reloads.

Engineers designed the Whisper for spying or monitoring an area, not defending it from a coordinated assault. Still, it has reliable and accurate weaponry and can fend off an attack from one or two small fighters.

### **Mitsuzuki Amalgamation Type 210.A "Wakizashi" Defensive Outpost**

**Crew:** 12

**Mass:** 5000 tons

**Armor:** Fortified crysteel hull with armored belt

**Cargo Capacity:** none

**Armaments:**

4 x Mk. 10 Splatterguns

2 x Mk. 20 Blatguns

1 x Mk. 45 Blast Cannon

Twin Torpedo Tube Launch Room

30 x Mk. 10 Explosive Torpedoes

2 x 300 ton Fighter Bays

**Commentary:** The Wakizashi meets a large need of the Twelve. This defensive outpost allows a power to have a presence in an area of space without devoting a fleet to patrol the area. With two hangers able to house medium fighters, the Wakizashi can maintain its own patrols and provide additional protection to the outpost. The armament of the Wakizashi is powerful, including the mighty Blast Cannon and a large number of Mk. 10 torpedoes.

With its powerful particle weapons, two 300-ton fighters, and an impressive amount of torpedoes, the Wakizashi can easily hold its own against a medium sized attack force. The only major weakness of the outpost is that it can only rotate and is otherwise immobile.

### **Pyramidis Shipyards 2615 Model B "Dauntless" Tactical Headquarters Outpost**

**Crew:** 18

**Mass:** 7000 tons

**Armor:** Fortified crysteel hull

**Cargo Capacity:** none

**Armaments:**

8 x Mk. 20 Meld Lasers

1 x Mk. 10 Plazgun

4 x Missile Launcher (magazine:  
20 missiles)

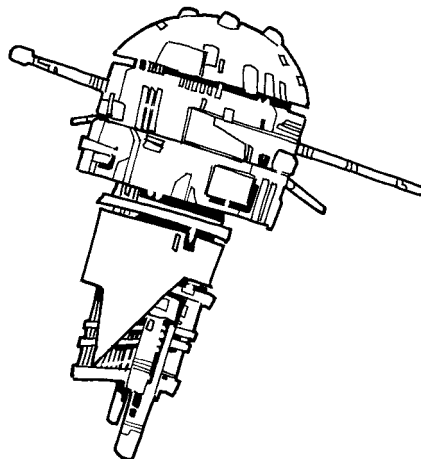
Twin Torpedo Tube Launch Room

10 x Mk. 40 Explosive Torpedoes

1 x Mk. 40 Repeating Blaster

**Commentary:** The Dauntless is a headquarters outpost designed to coordinate large strikes and defend a vital area. Originally, Pyramidis decided to remove the engine from its Betafortress and sell that as an outpost. This proved unsuccessful and Pyramidis designed a new outpost from scratch. The Dauntless has both long and short range weaponry as well as torpedoes and missiles. Also included in the Dauntless are a Tactical Operations Center and powerful ECM generators, providing coordination and defense for surrounding fighters.

The Dauntless is a powerful outpost, but it still requires supporting fighters to fully utilize it. The TOC and ECM capability need a ship with mobility to take complete advantage of them. A well-placed ECM screen can slow an incoming torpedo attack, with the above average Point Defense hopefully destroying the rest. While the range of the Disruptorguns is short, they can cripple a ship foolish enough to get too close.



## Ships

### **Krote-Kohl Systems M.4500 "Dain" Minelayer**

**Crew:** 2

**Maneuvering Thrust:** 0.099 km/s/s

**Mass:** 600 tons

**Translight Capability:** none

**Armor:** Crystanium with belt

**Atmospheric Capabilities:** none

**Cargo Capacity:** none

**Armaments:**

1 x Mk. 10 Splattergun

1 x Mk. 45 Mine Sweeper

1 x Mk. 7 Mine Laying Bay

1 x Mk. 50 Minefield

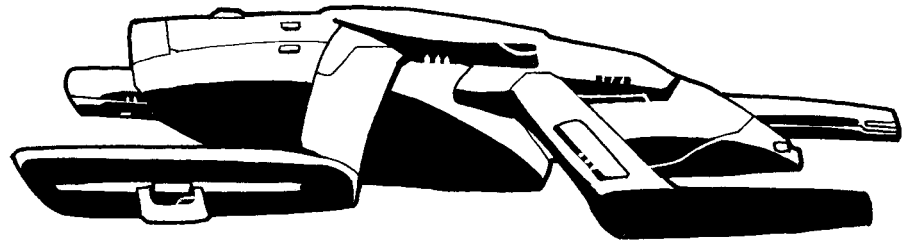
3 x Mk. 30 Minefields

3 x Mk. 30 Dud Minefields

**Commentary:** House LeGrange quickly designed the Dain to lay minefields to stop the encroaching Hatchlings. The design came from a two-man fighter Krote-Kohl

was working on at the time. The designers retrofitted it with the mine launching bay and mine sweeper. House LeGrange designed and produced the ship in a record amount of time, but it was still too late. The Brood destroyed most of House LeGrange, although they suffered significant losses from the minefields.

The Dain is not a tough fighter, but it can quickly restrict an opponent's movement. With both real and fake minefields, the opponent does not know through which minefields he can safely pass. The Splattergun provides decent defense against other ships, but the Dain's main purpose is to lay its mines or clear a path through a minefield and then leave the battlefield. Any pilot who stays around will soon find himself floating home.



# Scenarios

All scenarios should use the following optional rules:

- Asteroid Dodging
- Damage Control
- Decoys
- Destroyed Asteroid Debris
- Destroyed Starcraft Debris
- Easing Target Speed Restrictions
- Point Defense Anti-Torpedo Weapon System
- Point Defense Weapon System vs. Missiles
- Side Slip
- Time Limit
- Variable Speed Torpedoes

## Scenario 1: To Catch a Thief

**Play Time:** 1 hour 45 minutes

**Date:** IMP 476:018

**Location:** Near House Naphtali.

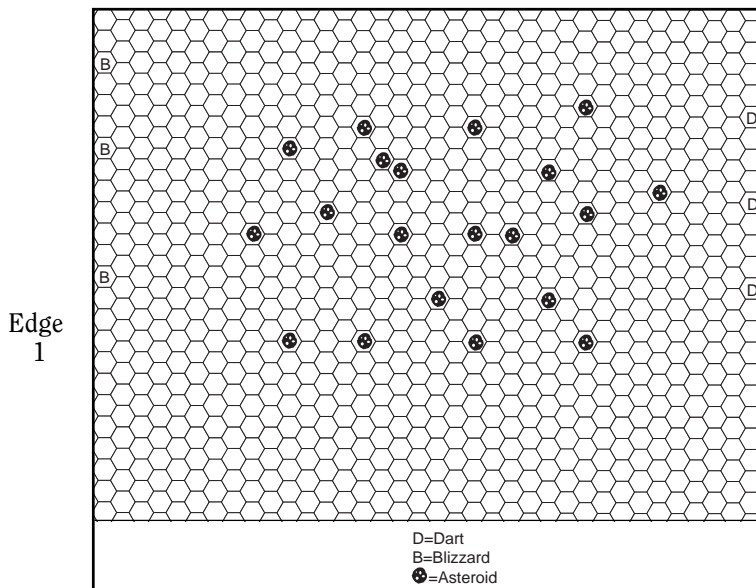
**Situation:** A team of special operatives from the Lilith Group broke into House Naphtali's capital and stole their most prized possession, the Eye of the Empire. The Naphtali guards reacted quickly and were able to return the Eye back to the capital. The thieves managed to get away and into their waiting space ships. House Naphtali scrambled a few fighters to stop the fleeing ships. Hoping to throw off their pursuers, the operatives from the Lilith Group dove into a nearby asteroid field.

### Forces

#### Lilith Group Element

Set-up first along map Edge 1.

Edge 2



Edge 4

Blizzard A

Blizzard B

Blizzard C

Pilot (Plt 8, Gnr 7)

Pilot (Plt 7, Gnr 6)

Pilot (Plt 8, Gnr 9)

#### House Naphtali Element

Set-up second along map Edge 3.

Dart A

Dart B

Dart C

Pilot (Plt 9, Gnr 5)

Pilot (Plt 4, Gnr 8)

Pilot (Plt 6, Gnr 7)

### Additional Optional Rules

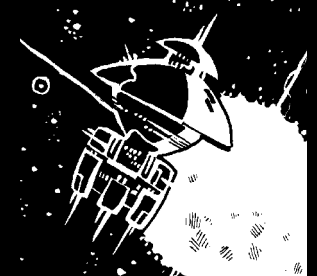
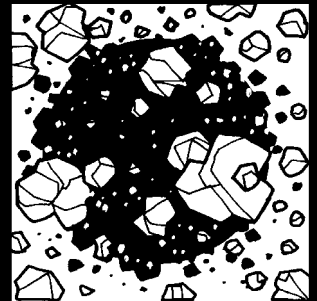
- 1) Variable Speed Asteroids (p.14)

### Special Rules

- 1) Set-up a standard asteroid field.
- 2) For each asteroid, roll 1D6 and consult the Variable Asteroid Speed Table to determine the asteroid's speed.

### Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



## Scenario 2: Destroy the Pirate Base

**Play Time:** 2 hours

**Date:** AL 6:007

**Location:** Asteroid field in deep space, near the Wanxian Corp.

**Situation:** After pirates attacked many convoys, the Wanxian Corp decided to hunt down and destroy the pirate's base, hopefully removing the threat for good. With some liberal bribes and intimidation, the Wanxians discovered the location of the pirate base, deep inside an asteroid field. The Corp organized a flight of ships sent in with one mission: destroy the pirate base.

### Forces

#### Pirate Element

Set-up first anywhere inside the asteroid field.

Wakizashi Outpost Pilot (Plt 6)  
 Gunner A (Gnr 5)  
 Gunner B (Gnr 7)  
 Gunner C (Gnr 6)  
 Gun Crew D (Gnr 8)

Your choice of one of the following:

Hell Bender A Pilot (Plt 8, Gnr 5)  
 Hell Bender B Pilot (Plt 9, Gnr 7)  
 or  
 Talon A Pilot (Plt 7, Gnr 5)  
 Talon B Pilot (Plt 9, Gnr 6)

#### Wanxian Corp Flight

Set-up second along map Edge 3.

Drakar	Pilot (Plt 5, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 4) Gunner C (Gnr 8) Gunner D (Gnr 5)
Salamander A	Pilot (Plt 6, Gnr 4)
Salamander B	Pilot (Plt 9, Gnr 6)
Salamander C	Pilot (Plt 4, Gnr 4)

### Additional Optional Rules

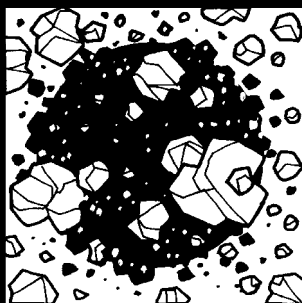
1) Large Asteroids (p.14)

### Special Rules

- 1) Set-up a standard asteroid field.
- 2) Follow the set-up rules for Large Asteroids
- 3) The Wakizashi Outpost is built onto an asteroid and drifts with the asteroid.

### Victory Conditions

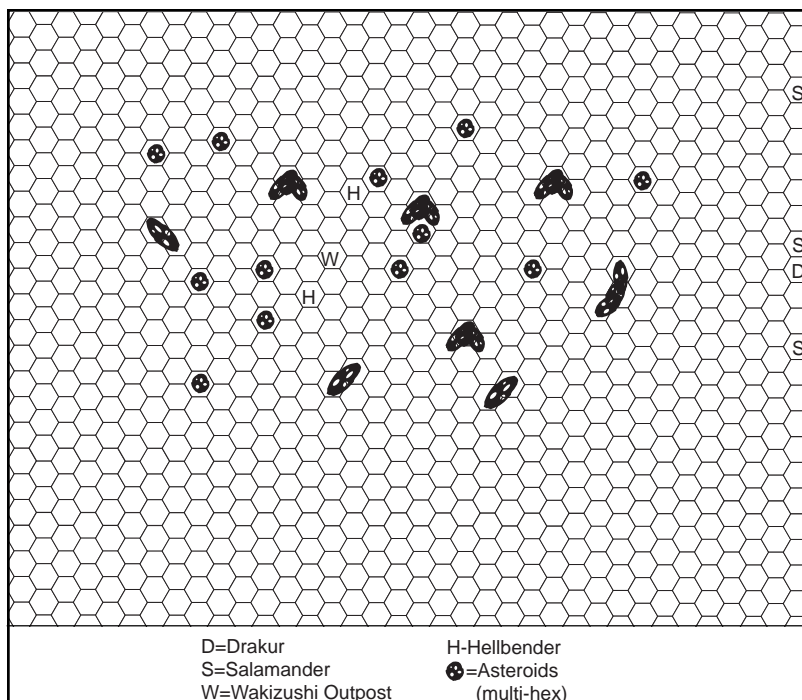
At the end of 10 game turns, if the Wakizashi outpost is destroyed, it is a Wanxian victory. Otherwise, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



Edge 2

Edge 1

Edge 3



# Scenario 3: Satellite Attack

**Play Time:** 1 hour 45 minutes

**Date:** IMP 477:125

**Location:** The edge of Saturnus High Commune space.

**Situation:** After numerous “missionary” incursions into House Gladstone space, the Gladstones decided to do mission work inside the Saturnus High Commune. To do this, House Gladstone needed to punch a hole through the Commune’s defensive line, a line protected liberally with defensive satellites. House Gladstone has an advantage. They have purchased a device that allows them to scramble the IFF feature in the satellites, thus making the satellites attack the Saturnus High Commune.

## Forces

### Saturnus High Commune Defensive Patrol

Set-up first anywhere between the two edge asteroid fields.

- 4 x Atlatl Satellites
- 2 x Taurus Satellites
- Pit Viper A            Pilot (Plt 9, Gnr 7)
- Pit Viper B            Pilot (Plt 5, Gnr 8)

### House Gladstone Element

Set-up second along map Edge 3.

- Lance Electra A      Pilot (Plt 10, Gnr 7)  
                                  Gunner (Gnr 10)
- Lance Electra B      Pilot (Plt 9, Gnr 8)  
                                  Gunner (Gnr 9)
- Lance Electra C      Pilot (Plt 7, Gnr 7)  
                                  Gunner (Gnr 8)

## Additional Optional Rules

- 1) Narrow Asteroid Belt (p.14)

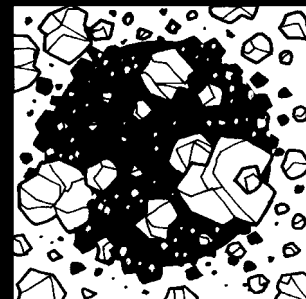
## Special Rules

- 1) Follow the set up rules for a Narrow Asteroid Belt
- 2) One of House Gladstone’s Lance Electras has one of its Protobolt projector’s removed and replaced with the IFF scrambler.
- 3) To use the scrambler, the ship must be within ten hexes of the target satellite. If the result from a 1D10 roll is less than the Gunnery skill, the IFF of the satellite is scrambled as long as the ship remains within ten hexes of the satellite.
- 4) The scrambled satellite will only attack Saturnus ships.
- 5) Only one satellite can be scrambled at a time.
- 6) The scrambler is hit and destroyed like any weapon.

## Victory Conditions

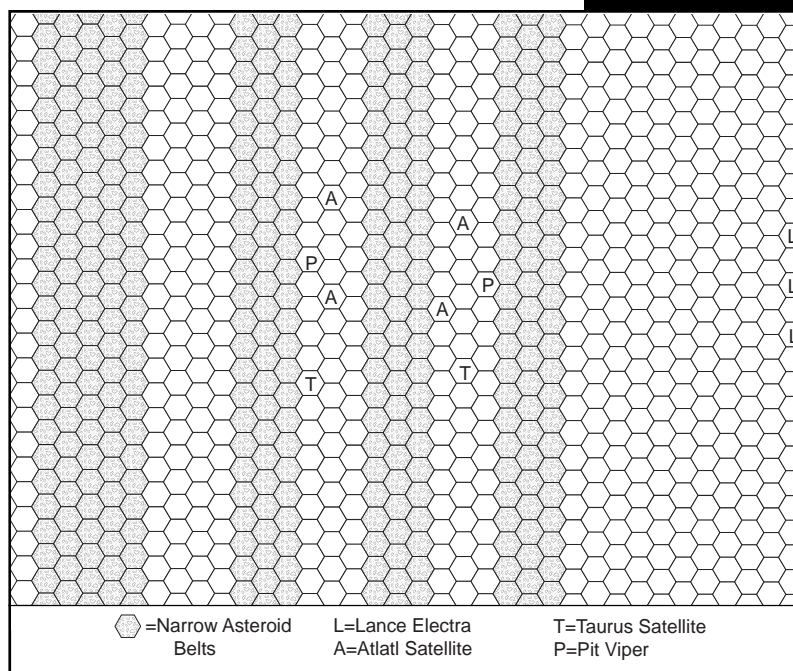
The scenario will end in eight turns. The degree of victory depends on the number of satellites destroyed:

Satellites Destroyed	Degree of Victory
0 .....	Total Saturnus Victory
1-2 .....	Marginal Saturnus Victory
3 .....	Draw
4-5 .....	Marginal Gladstone Victory
6 .....	Total Gladstone Victory



Edge 2

Edge 1



## Scenario 4: Squatter's Rights

**Play Time:** 2 hours

**Date:** AL 3:078

**Location:** Asteroid field between the Castor-Shires Collective and the Ithlin Combine.

**Situation:** Asteroid fields make great sources of raw minerals and frequently small skirmishes brew when two different fleets try to make a claim to the same field. In this case, the Castor-Shires Collective discovered this field a mere week after the Ithlin Combine. Talks broke down and a race was on to see which power could lay claim first. What neither side realized was that radioactive asteroids filled the field.

### Forces

#### Castor-Shires Collective Flight

Set up first anywhere on the map.

Thunderbird A	Pilot (Plt 9, Gnr 7)
Thunderbird B	Pilot (Plt 5, Gnr 8)
Thunderbird C	Pilot (Plt 6, Gnr 10)
Thunderbird D	Pilot (Plt 8, Gnr 8)

#### Ithlin Combine Flight

Set up second along map Edge 3.

Blizzard A	Pilot (Plt 10, Gnr 6)
Blizzard B	Pilot (Plt 8, Gnr 9)
Blizzard C	Pilot (Plt 7, Gnr 6)
Blizzard D	Pilot (Plt 4, Gnr 6)
Blizzard E	Pilot (Plt 6, Gnr 4)

### Additional Optional Rules

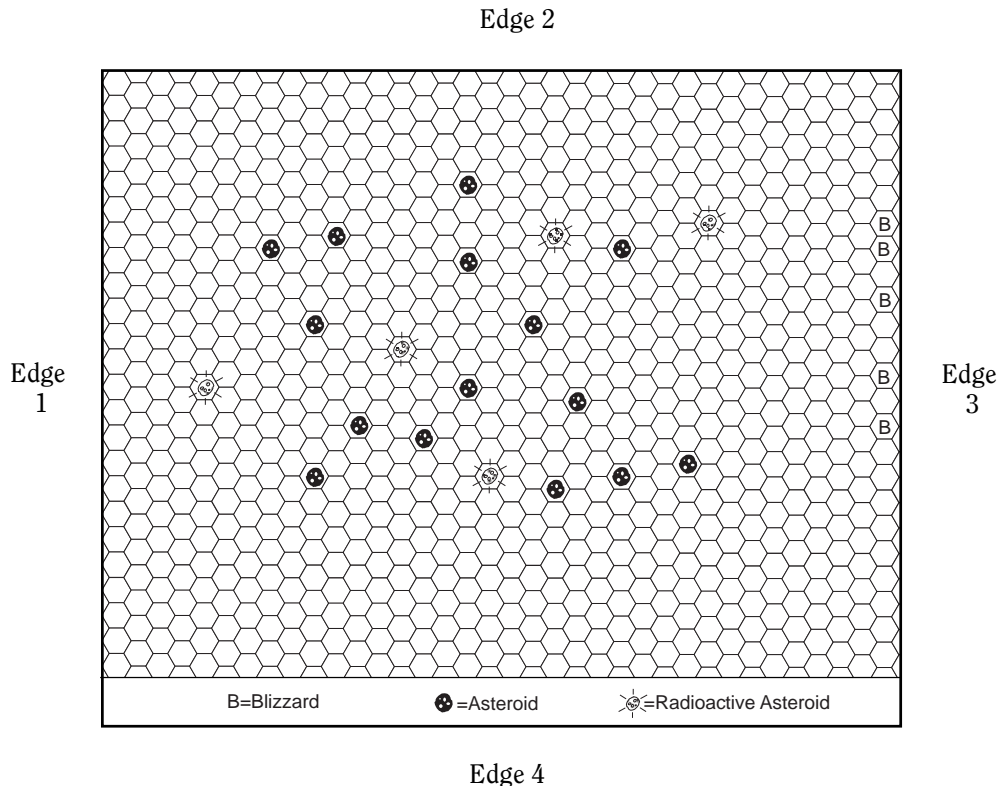
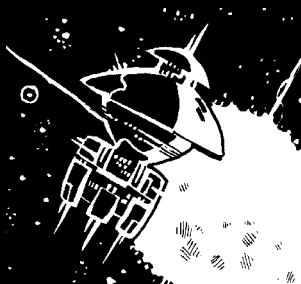
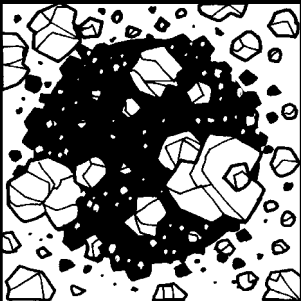
- 1) Radioactive Asteroids (p. 15)

### Special Rules

- 1) Set up a standard asteroid field.
- 2) Follow the set up rules for radioactive asteroids.
- 3) All radioactive asteroids have an effective radius of 1.

### Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



# Scenario 5: S.O.S.

**Play Time:** 1 hour 45 minutes

**Date:** AL 6:225

**Location:** Inside Tyr Vaj space.

**Situation:** In the aftermath of a brutal dog-fight, many Palvary crew ejected. The Consortium quickly organized a rescue operation and sent the ships out to retrieve their comrades. Unfortunately, the Tyr Vaj also detected the distress beacons the ejected crews had activated and sent a few ships to ambush the rescue flight, hoping to add to their losses..

## Forces

### Palvary Consortium Element (214 points)

Set up first anywhere on the map not within 2 hexes of a life pod.

Shyrak Shuttle A	Pilot (Plt 4, Gnr 7) Gunner (Gnr 8)
Shyrak Shuttle B	Pilot (Plt 5, Gnr 9) Gunner (Gnr 7)
Sentry	Pilot (Plt 10, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 5)

### Tyr Vaj Element (214 points)

Set up second along map Edge 3.

Death Wind A	Pilot (Plt 9, Gnr 5) Gunner (Gnr 7)
Death Wind B	Pilot (Plt 5, Gnr 6) Gunner (Gnr 6)
Night Hawk	Pilot (Plt 4, Gnr 5)

## Additional Optional Rules

- 1) Rogue Asteroids (p. 15)

## Special Rules

- 1) Set up a standard asteroid field.
- 2) Follow the set up rules for rogue asteroids.
- 3) The Palvary player scatters five tokens representing life pods anywhere in areas C, D, E, and F.
- 4) The life pods drift in the same direction as the asteroid field.
- 5) The Tyr Vaj player may not shoot at the life pods.
- 6) The Palvary player is trying to retrieve pilots and gunners that have ejected. To claim a life pod, a Shyrak Shuttle must spend an entire turn in the same hex as the life pod.

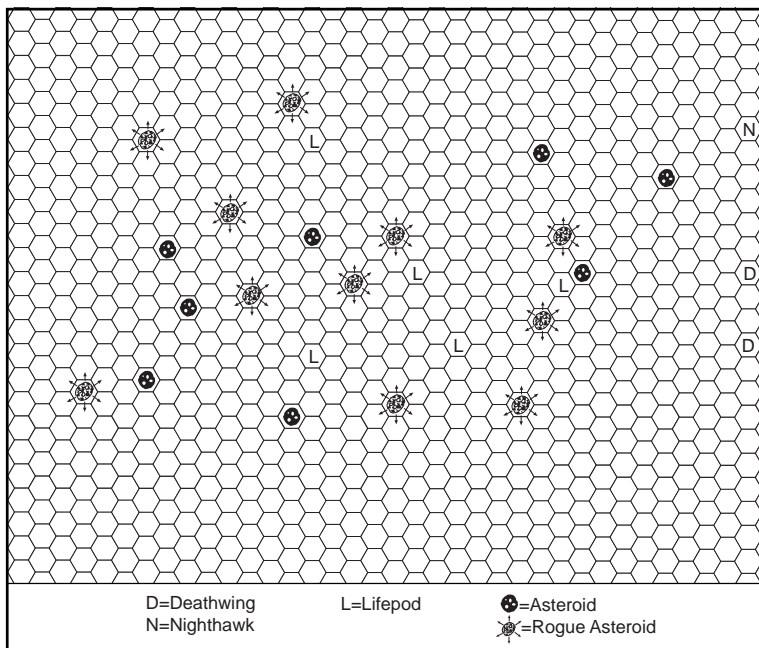
## Victory Conditions

The scenario will end in 8 turns. The degree of victory depends on the number of life pods recovered:

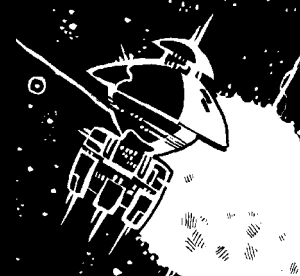
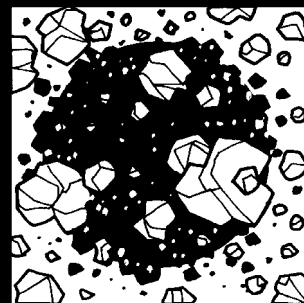
Life Pods Recovered	Degree of Victory
0 .....	Total Tyr Vaj Victory
1 .....	Marginal Tyr Vaj Victory
2-3 .....	Draw
4 .....	Marginal Palvary Consortium Victory
5 .....	Total Palvary Consortium Victory

Edge 2

Edge 1



Edge 3





## Scenario 6: Run 'n' Gun

**Play Time:** 2 hours

**Date:** AL 7:174

**Location:** Inside House Moskava space.

**Situation:** On AL 7:173 a massive explosion rocked the Crimson Square of House Moskava. A radical terrorist group calling themselves Free Moskava claimed responsibility. Unknown to Free Moskava, they had a mole in their midst who reported their location to House Moskava. An airstrike ensued with only a few ships escaping the devastation. House Moskava pursued the terrorists who, in desperation, dove into an area covered with micro-asteroid fields.

### Forces

#### Free Moskava Element

Set up first anywhere on the map.

Night Hawk A	Pilot (Plt 10, Gnr 8)
Night Hawk B	Pilot (Plt 7, Gnr 9)
Night Hawk C	Pilot (Plt 8, Gnr 7)

#### House Moskava Flight

Set up second anywhere in areas A, B, C, or D.

Dart A	Pilot (Plt 9, Gnr 7)
Dart B	Pilot (Plt 5, Gnr 7)
Dart C	Pilot (Plt 4, Gnr 5)
Dart D	Pilot (Plt 4, Gnr 6)
Dart E	Pilot (Plt 5, Gnr 5)
Dart F	Pilot (Plt 3, Gnr 4)

### Additional Optional Rules

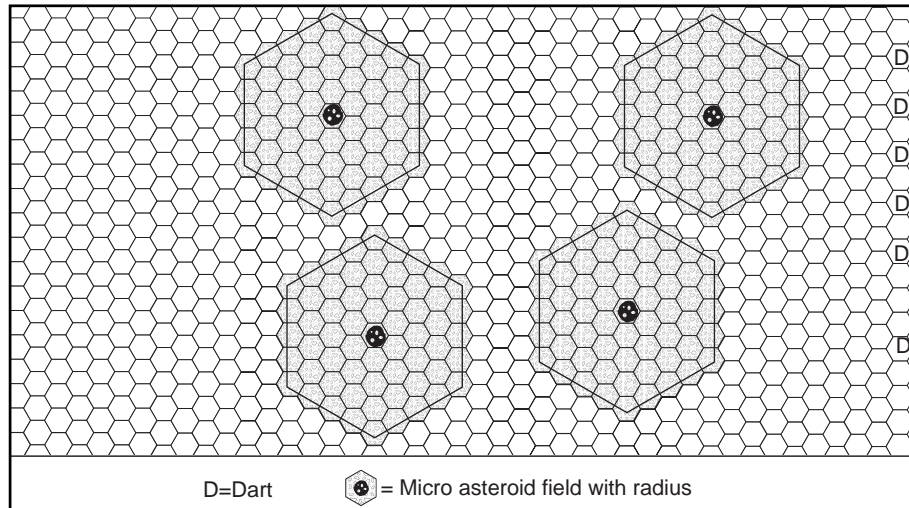
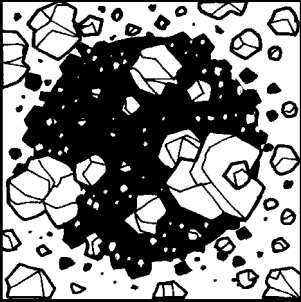
- 1) Micro-Asteroid Field (p. 16)

### Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) Use the maps as a kind of scrolling playing surface. When a ship moves off the board along Edge 3, take the map sheet from the other side and place it in front of Edge 3 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the Darts have moved across a total of four map sheets (including the first two). Once they have done this, they have evaded the attackers and escaped.
- 4) There is a micro-asteroid field in area B, one in area C, one in area F, and one in area G. All fields have a radius of 4.
- 5) Both sides take turns placing the micro-asteroid fields, starting with Free Moskava and alternating until all four are placed.
- 6) There are always four micro-asteroid fields on the two maps. When laying a new map down, immediately place two new micro-asteroid fields using the rules above.

### Victory Conditions

If at the end of 10 game turns three Free Moskava ships have not escaped, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



# Scenario 7: Eyes and Ears

**Play Time:** 2 hours 30 minutes

**Date:** AL 3:068

**Location:** Just inside House Hulugu space.

**Situation:** The Cobalt Directive had long been spying on House Hulugu. In fact, the Directive felt they had found the perfect location for their listening post, between two black holes. Unfortunately, House Hulugu learned of the location and sent a few ships to deal with the problem.

## Forces

### Cobalt Directive Element

Set up in described areas. See notes below.

Whisper Outpost	Pilot (Plt 5) Gunner A (Gnr 7) Gunner B (Gnr 8)
Talon A	Pilot (Plt 8, Gnr 6)
Talon B	Pilot (Plt 7, Gnr 10)
Talon C	Pilot (Plt 4, Gnr 8)

### House Hulugu Element

Set up second along map Edge 3.

Glaive A	Pilot (Plt 7, Gnr 6) Gunner (Gnr 8)
Glaive B	Pilot (Plt 5, Gnr 10) Gunner (Gnr 7)
Night Hawk	Pilot (Plt 9, Gnr 8)

## Additional Optional Rules

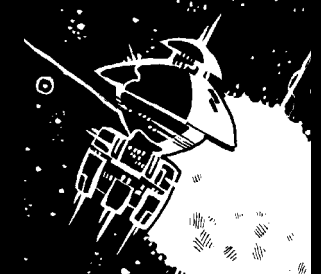
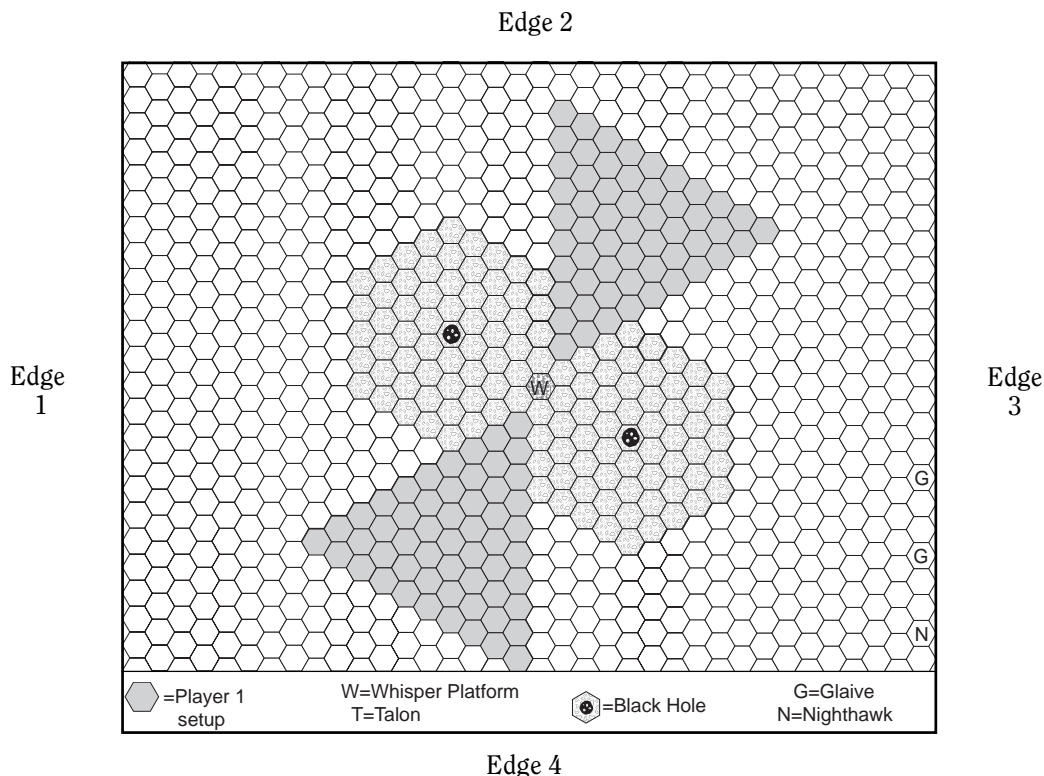
- 1) Scylla and Charibdis Holes

## Special Rules

- 1) Follow the set up rules for Scylla and Charibdis holes.
- 2) The radius of both holes is 4 hexes.
- 3) The overlapping hex of the two holes should be near the center of the map.
- 4) Place the Whisper outpost in the overlapping hex of the two holes.

## Victory Conditions

If at the end of 10 game turns the outpost is not destroyed, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw. The House Hulugu receives +10 points if the sensor suite on the outpost is destroyed.



## Scenario 8: Battle is Repulsive

**Play Time:** 2 hours

**Date:** AL 1:223

**Location:** In House Siva Space.

**Situation:** After the fall of the Empire, many of the lesser houses scrambled to either gain more territory or just survive. During such a struggle, ships from House Siva encounter some from Deep Hosk Congress. The Sivan ships, familiar with the area, fly close to a white hole in hopes that their more powerful engines will give them the advantage they need.

### Forces

#### House Siva Element

Set up first along map Edge 1.

Teal Hawk A	Pilot (Plt 9, Gnr 1) Gunner (Gnr 8)
Teal Hawk B	Pilot (Plt 7, Gnr 2) Gunner (Gnr 9)
Teal Hawk C	Pilot (Plt 5, Gnr 2) Gunner (Gnr 6)

#### Deep Hosk Congress Element

Set up second along map Edge 3.

Sorenson III A	Pilot (Plt 9, Gnr 6) Gunner (Gnr 7)
Sorenson III B	Pilot (Plt 6, Gnr 8) Gunner (Gnr 6)

### Additional Optional Rules

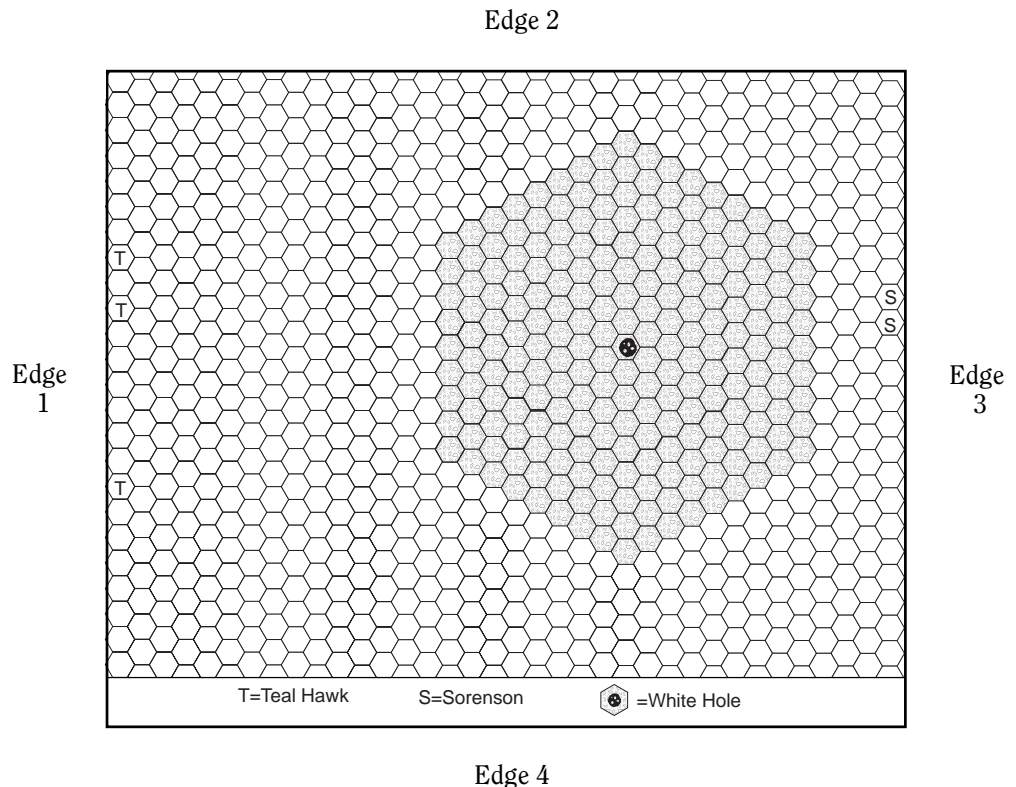
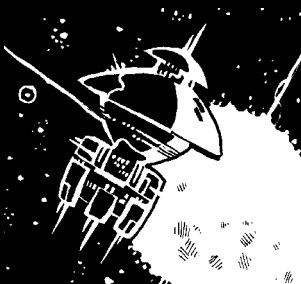
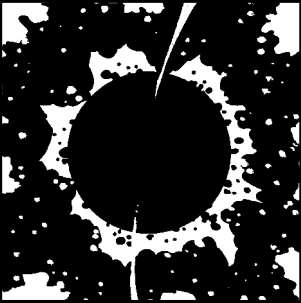
1) White Hole (p. 17)

### Special Rules

2) The House Siva player places a 8 hex white hole in either area E or area F.

### Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



# Scenario 9: Recon in Force

**Play Time:** 2 hours and 15 minutes

**Date:** AL 6:227

**Location:** The outskirts of House LeGrange.

**Situation:** House Thaan suspected that House LeGrange was behind the recent sabotage of Thaan's largest mining colony. Before the Thaans could make a retaliatory strike, they needed to know the state of House LeGrange's defenses, so a heavily armed recon force made its way towards LaGrange space.

## Forces

### House LeGrange Element

Set up first along map Edge 1.

Kosmos A	Pilot (Plt 8, Gnr 6)
Kosmos B	Pilot (Plt 5, Gnr 7)
Pharsii II	Pilot (Plt 4, Gnr 6)
	Gunner A (Gnr 5)
	Gunner B (Gnr 4)
Dain	Pilot (Plt 5, Gnr 4)
	Gunner A (Gnr 4)

### House Thaan Flight

Set up second along map Edge 3.

Epping	Pilot (Plt 8, Gnr 4)
	Gunner A (Gnr 8)
	Gunner B (Gnr 8)
	Gunner C (Gnr 6)
Sorenson III A	Pilot (Plt 7, Gnr 7)
	Gunner (Gnr 7)
Sorenson III B	Pilot (Plt 4, Gnr 5)
	Gunner (Gnr 4)
Hell Bender	Pilot (Plt 7, Gnr 6)

## Additional Optional Rules

- 1) Gravity Wells (p. 18)

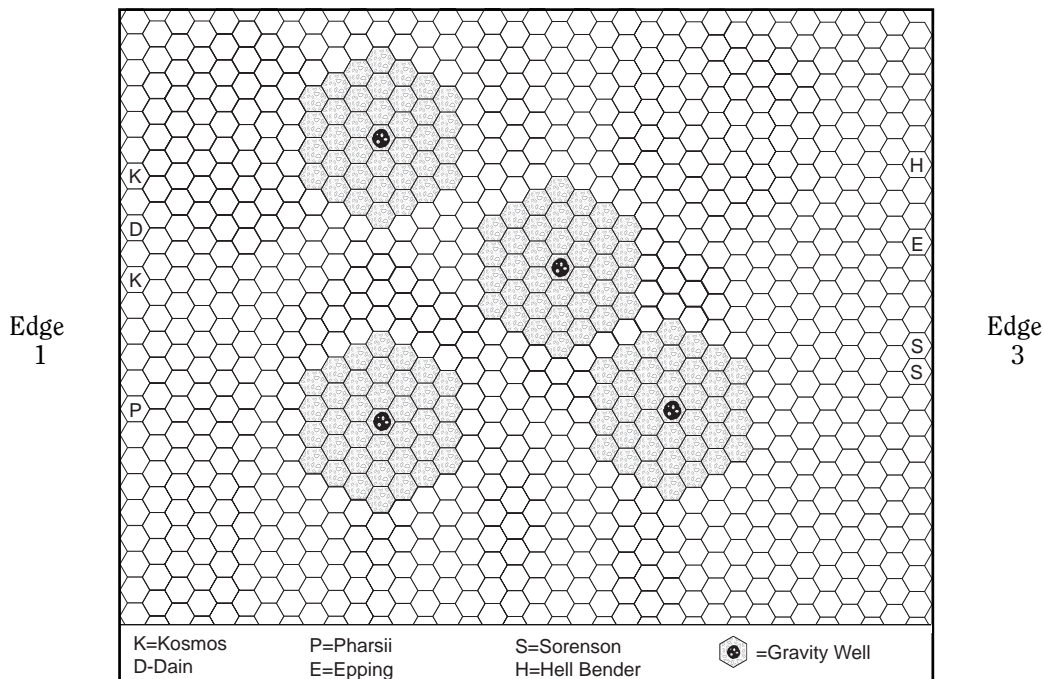
## Special Rules

- 1) Follow the rules for setting up gravity wells.
- 2) There are 4 gravity wells, each has a radius of 3.

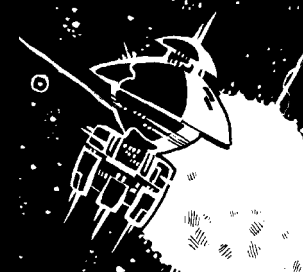
## Victory Conditions

A Sorenson III must spend at least two turns within three two hexes of Edge 1 and then escape off Edge 3. If at least one Sorenson III does not do this within 10 turns, the House LeGrange player loses the scenario.

Edge 2



The Next Millennium



## Scenario 10: Revenge is Best Served Cold

**Play Time:** 2 hours 30 minutes

**Date:** AL 6:322

**Location:** Outside of House Colos territory.

**Situation:** House Colos was returning from a successful attack on an outpost, after having refueled and rearmed, when two flights of fighters from the Six Nations jumped them. Apparently, the Six Nations still held a grudge against House Colos for some past misdeed and used this time to extract revenge.

### Forces

#### House Colos Element

Set up first along map Edge 1.

Star Raven	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 7) Gunner C (Gnr 5)
Drakar	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 6)

#### Two Six Nations Flights

Set up second along map Edge 3.

Thunderbird A	Pilot (Plt 9, Gnr 5)
Thunderbird B	Pilot (Plt 5, Gnr 3)
Thunderbird C	Pilot (Plt 4, Gnr 7)
Thunderbird D	Pilot (Plt 4, Gnr 8)
Hell Bender A	Pilot (Plt 6, Gnr 9)
Hell Bender B	Pilot (Plt 4, Gnr 4)
Hell Bender C	Pilot (Plt 5, Gnr 5)
Hell Bender D	Pilot (Plt 6, Gnr 5)

### Additional Optional Rules

- 1) Gravity Waves (p. 18)

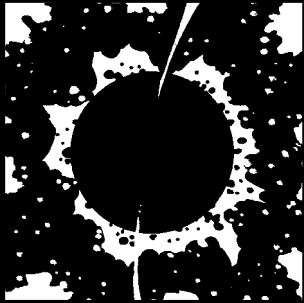
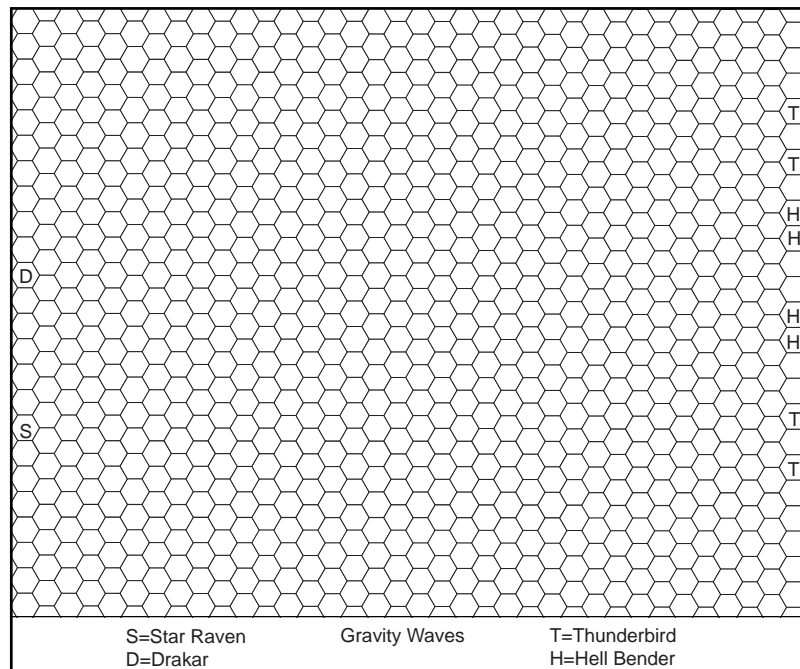
### Special Rules

None

### Victory Conditions

The scenario lasts 10 turns. If the Six Nations destroys both gunboats then it is a major Six Nations victory. If the Six Nations destroy one gunboat and have at least six ships still mobile, it is a minor Six Nations victory. If six of the Six Nations' ships are destroyed, it is a minor House Colos victory. If all of the Six Nations' ships are destroyed it is a major House Colos victory. Any other result is a draw.

Edge 2



# Scenario 11: An Irregular Feeling

**Play Time:** 2 hours 15 minutes

**Date:** AL 8:158

**Location:** House Butus space, near black holes 138 and 139.

**Situation:** During the war between Houses Klatus and Butus, they fought many battles in strange locations. Black holes covered much of House Butus' territory leading to involved dogfights. On this occasion, some fighters from House Butus bounce a flight from House Klatus, unfortunately at the same time two of the area's black holes are having some polarity irregularities.

## Forces

### House Klatus Flight

Set up first anywhere in Areas A or B.

Spirit Rider A	Pilot (Plt 5, Gnr 4)
Spirit Rider B	Pilot (Plt 8, Gnr 8)
Talon A	Pilot (Plt 4, Gnr 5)
Talon B	Pilot (Plt 7, Gnr 8)
Talon C	Pilot (Plt 6, Gnr 9)

### House Butu Element

Set up second along map Edge 3.

Spirit Rider A	Pilot (Plt 9, Gnr 5)
Salamander A	Pilot (Plt 6, Gnr 6)
	Gunner (Gnr 7)
Salamander B	Pilot (Plt 5, Gnr 4)
	Gunner (Gnr 7)

## Additional Optional Rules

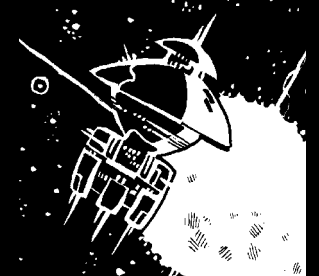
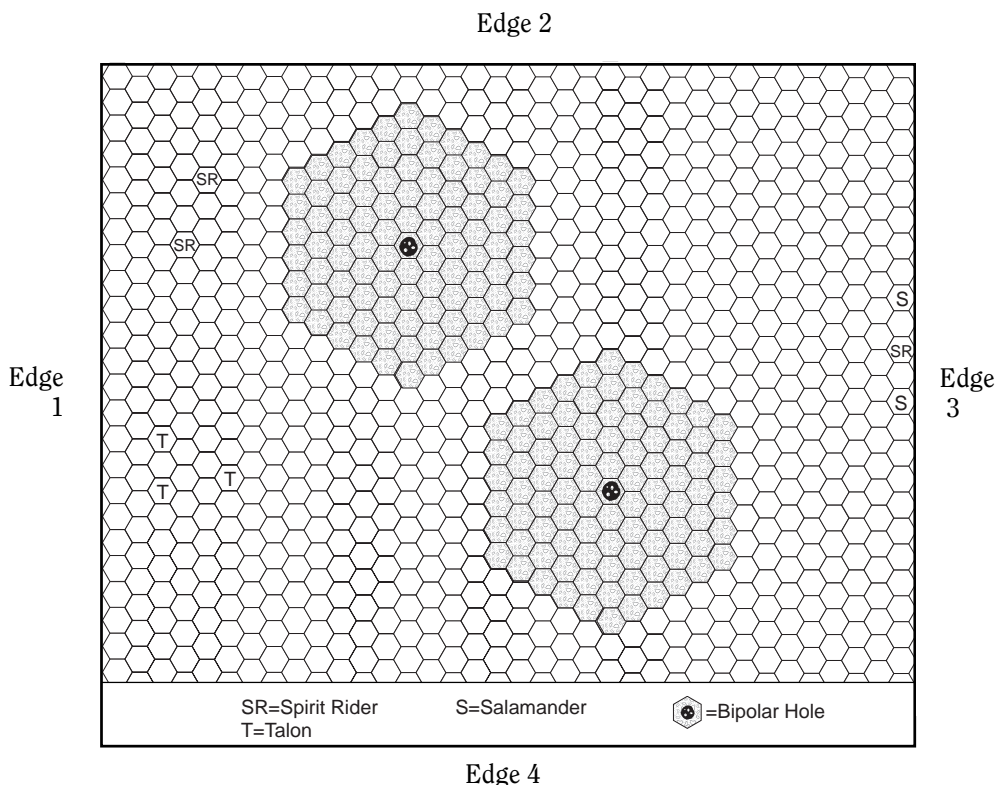
- 1) Bipolar Holes (p. 18)

## Special Rules

- 1) Set up two Bipolar holes, each with a radius of 5 hexes.
- 2) Each side places one hole anywhere in areas C, D, E, or F.

## Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



## Scenario 12: Ambush Admiral Mitsushimi

**Play Time:** 2 hours 45 minutes

**Date:** AL 4:211

**Location:** En route to House Tokugawa space.

**Situation:** On AL 4:211, the great Tokugawan leader Admiral Mitsushimi was returning home after overseeing a successful campaign against the Hesper Duchy. Unfortunately, the Duchy learned of the convoy and its passenger. Feeling they could possibly change the tide of the war they were fighting with the Tokugawans, the Duchy decided to try to ambush and kill Admiral Mitsushimi.

### Forces

#### House Tokugawa Flight

Set up first on Edge 1 of Board 1.

Shyrak Shuttle A	Pilot (Plt 6, Gnr 4) Gunner (Gnr 8)
Shyrak Shuttle B	Pilot (Plt 5, Gnr 5) Gunner (Gnr 9)
Shyrak Shuttle C	Pilot (Plt 4, Gnr 8) Gunner (Gnr 7)
Death Wind A	Pilot (Plt 7, Gnr 6) Gunner (Gnr 10)
Death Wind B	Pilot (Plt 9, Gnr 8) Gunner (Gnr 5)

#### Hesper Duchy Element

Set up second anywhere on Edge 3 of Board 1.

Seraph A	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Seraph B	Pilot (Plt 4, Gnr 7) Gunner (Gnr 7)
Thunderbird	Pilot (Plt 10, Gnr 6)

### Additional Optional Rules

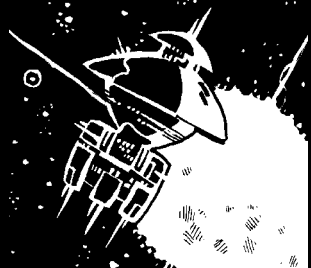
- 1) Unstable Wormholes (p. 19)
- 2) Interfering Wormholes (p. 19)

### Special Rules

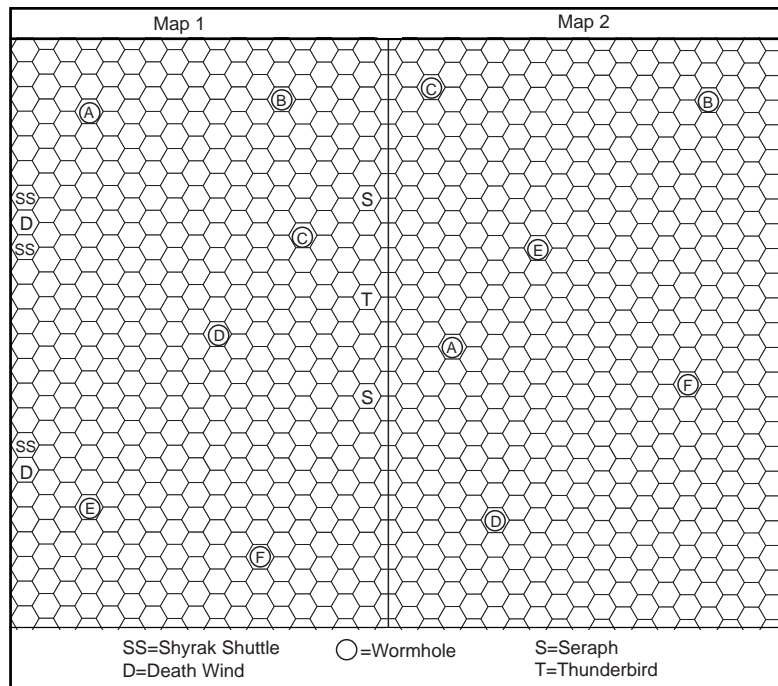
- 1) Use the rules for wormholes on page 79-80 of the *Silent Death: The Next Millennium* Rulebook.
- 2) This scenario requires two separate playing surfaces. Use a separate map sheet for each of these (the two included with the *Deluxe Boxed Set*).
- 3) Use all of the wormhole counters. Separate them into two stacks with each color appearing once in each stack. Randomly scatter one set on each map, just as you would with asteroids.
- 4) All wormholes are unstable.
- 5) The House Tokugawa player needs to secretly designate one of the Shyrak Shuttles as containing Admiral Mitsushimi.

### Victory Conditions

If the shuttle containing Admiral Mitsushimi is ever on a map with no enemies at the end of a turn, House Tokugawa wins. Otherwise, after eight turns, if the shuttle containing Admiral Mitsushimi is still able to move, it is a House Tokugawa victory. Otherwise, the Hesper Duchy wins.



Edge 2



# Scenario 13: Utopian Diplomacy

**Play Time:** 3 hours

**Date:** AL 6:107

**Location:** Just outside the Sul-Huvascar Reserve.

**Situation:** The fall of the Empire hurt the Sul-Huvascar Reserve. They lost all but one of their systems. The Luches Utopia, sensing an easy kill, decided to persuade the Reserve to join the Utopia. When the persuasion did not work, the Utopia sent an ambush flight to cripple the Reserve's navy. A convenient cluster of wormholes, although unstable, provided the element of surprise that the Utopia needed.

## Forces

### Sul-Huvascar Reserve Element

Set up first anywhere on Map 1.

Betafortress	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 8) Gunner C (Gnr 7) Gunner D (Gnr 6)
Dart	Pilot (Plt 6, Gnr 4)

### Luches Utopia Element

Set up second anywhere on Map 2.

Glaive A	Pilot (Plt 8, Gnr 7) Gunner (Gnr 9)
Glaive B	Pilot (Plt 7, Gnr 8) Gunner (Gnr 10)
Pit Viper	Pilot (Plt 9, Gnr 8)

## Additional Optional Rules

- 1) Shifting Wormholes (p. 20)
- 2) Interfering Wormholes (p. 19)

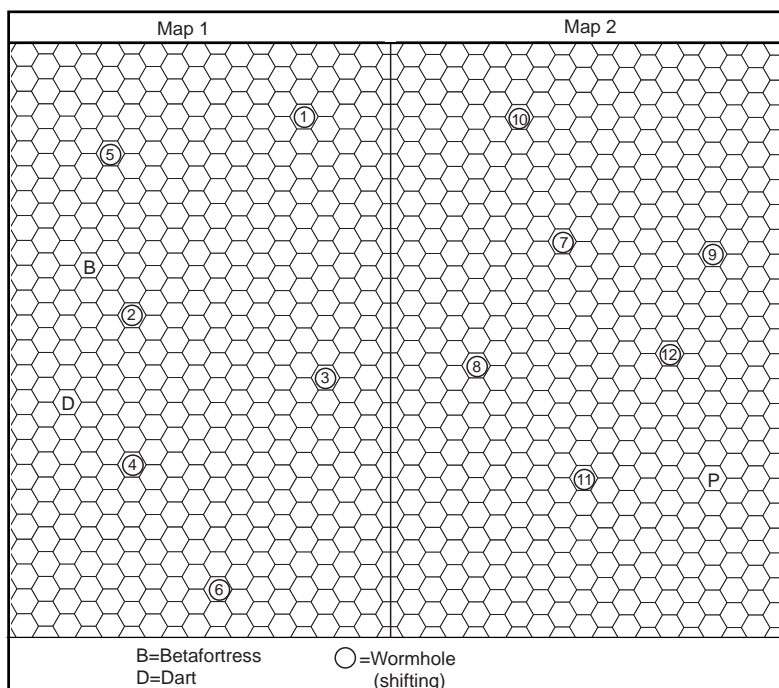
## Special Rules

- 1) Use the rules for wormholes on page 79-80 of the *Silent Death: The Next Millennium* Rulebook.
- 2) This scenario requires two separate playing surfaces. Use a separate map sheet for each of these (the two included with the *Deluxe Boxed Set*).
- 3) Use all of the wormhole counters. Separate them into two stacks with each color appearing once in each stack. Randomly scatter one set on each map, just as you would with asteroids.
- 4) All wormholes are shifting wormholes.
- 5) Since the Luches Utopia has surprise, they automatically gain the initiative for the first turn.

## Victory Conditions

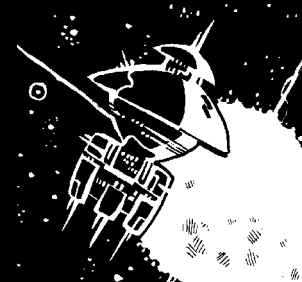
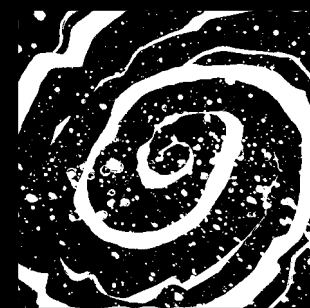
At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Edge 1



Edge 3

# The Next Millennium





## Scenario 14: Shut the Pirates Down

**Play Time:** 2 hours 30 minutes

**Date:** AL 6:270

**Location:** Near wormhole cluster 47 in Kashmeri space.

**Situation:** The Kashmeri have long suffered from pirate attacks, especially near wormhole cluster 47. These attacks from wormholes have prompted the Kashmeri to team up with the Yoko-Shans and develop torpedoes that disrupt wormholes. On AL 6:270, the Kashmeri field tested prototypes of these torpedoes.

### Forces

#### Pirates (185 points)

Set up first along Edge 1.

Hell Bender A	Pilot (Plt 10, Gnr 10)
Hell Bender B	Pilot (Plt 7, Gnr 8)
Hell Bender C	Pilot (Plt 7, Gnr 7)
Hell Bender D	Pilot (Plt 4, Gnr 8)

#### Kashmeri Flight (189 points)

Set up second along Edge 3.

Thunderbird A	Pilot (Plt 6, Gnr 7)
Thunderbird B	Pilot (Plt 10, Gnr 4)
Thunderbird C	Pilot (Plt 7, Gnr 8)
Thunderbird D	Pilot (Plt 7, Gnr 6)
Thunderbird E	Pilot (Plt 4, Gnr 5)

### Additional Optional Rules

- 1) Wormholes (p. 19)
- 2) Wormhole Blocker Torpedoes (p. 20)
- 3) The wormholes in cluster 47 have a gravitic well around them; ships may slingshot around them

### Special Rules

- 1) Use the rules for wormholes on page 79-80 of the *Silent Death: The Next Millennium* Rulebook.
- 2) This scenario requires two separate playing surfaces. Use a separate map sheet for each of these (the two that with the *Deluxe Boxed Set*).
- 3) Use all of the wormhole counters. Separate them into two stacks with each color appearing once in each stack. Randomly scatter one set on each map, just as you would with asteroids.
- 4) The Kashmeri ships are all armed with wormhole blocker torpedoes.
- 5) Use the slingshotting rules on page 70 of the *Silent Death: The Next Millennium* Rulebook.

### Victory Conditions

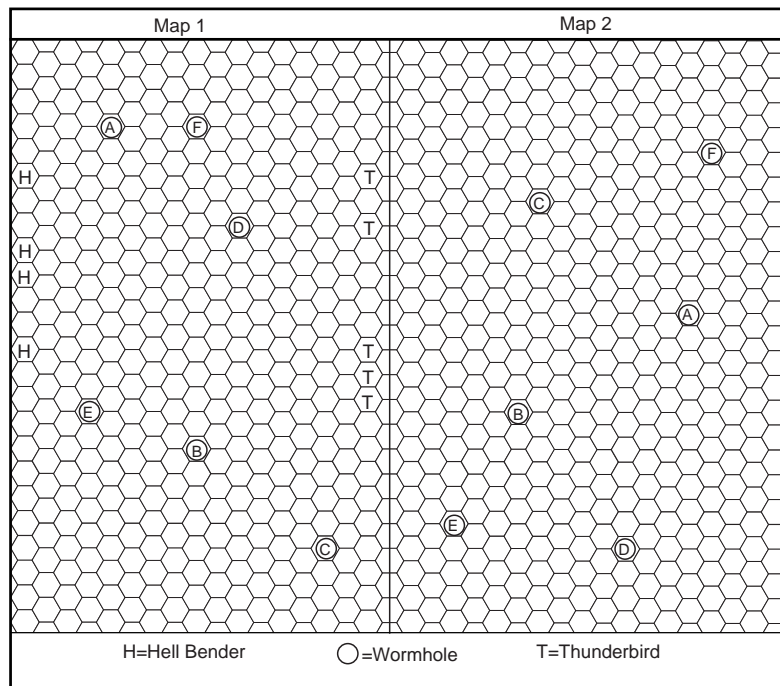
At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



Edge 2

Edge 1

Edge 3



# Scenario 15: The Battle of the Line

**Play Time:** 3 hours 30 minutes

**Date:** AL 8:025

**Location:** House Titania border

**Situation:** House Akkadia launched their final assault against House Titania. Many defense satellites and a dense blue nebula protected Titania. The Akkadians needed to create a hole in the Titania line. They performed a feint on another point in House Titania that the Titanians quickly met. Having drawn ships away from the actual invasion point leaves the Akkadian with the much easier task of destroying defense satellites.

## Forces

### House Titania Defensive Line

Set up first anywhere on the map.

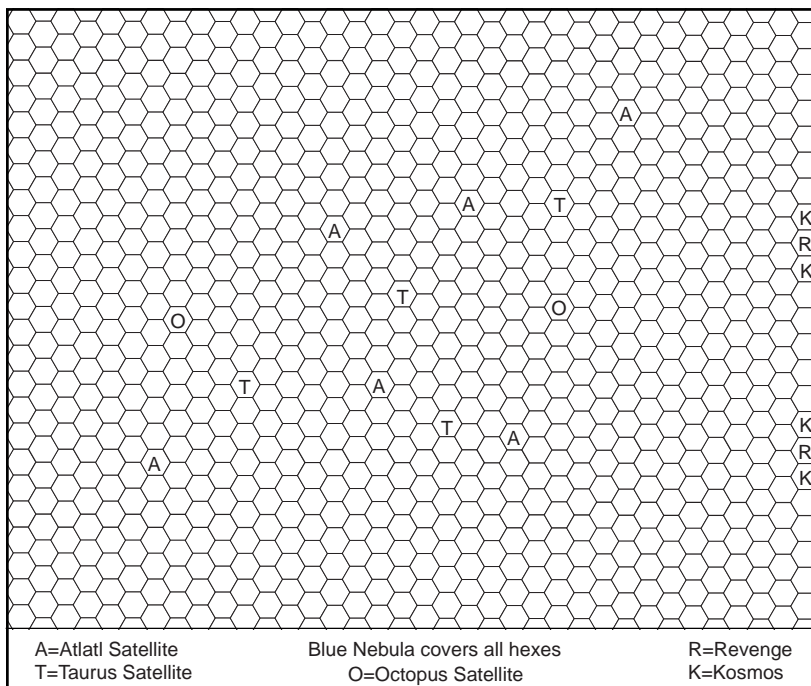
- 6 x Atlatl Satellite
- 4 x Taurus Satellite
- 2 x Octopus Satellite

### House Akkadia Flight

Set up second along map Edge 3

- |           |                      |
|-----------|----------------------|
| Revenge A | Pilot (Plt 5, Gnr 7) |
|           | Gunner (Gnr 8)       |
| Revenge B | Pilot (Plt 4, Gnr 5) |
|           | Gunner (Gnr 6)       |
| Kosmos A  | Pilot (Plt 8, Gnr 6) |
| Kosmos B  | Pilot (Plt 3, Gnr 6) |
| Kosmos C  | Pilot (Plt 6, Gnr 7) |
| Kosmos D  | Pilot (Plt 4, Gnr 5) |

Edge 2



## Additional Optional Rules

- 1) Blue Nebula (Type I) (p. 21)

## Special Rules

- 1) A blue nebula covers the entire map.
- 2) This scenario can be played solitaire by randomly scattering the satellites on the board and recording the number of turns it takes to destroy all of the satellites.

## Victory Conditions

The game ends at the end of 10 turns. If all of the House Akkadia player's ships are destroyed, then the House Titania player wins. Otherwise, determine the victor by the number of satellites destroyed

Satellites Destroyed	Degree of Victory
0-1 .....	Total House Titania Victory
2-5 .....	Marginal House Titania Victory
6 .....	Draw
7-10 .....	Marginal House Akkadia Victory
11-12 .....	Total House Akkadia Victory



## Scenario 16: Battle Beyond the Stars

**Play Time:** 3 hours 30 minutes

**Date:** AL 8:022

**Location:** The Scorba nebula on the outskirts of House Vogel-Grey territory.

**Situation:** The Scatha Conglomerate had been staging attacks from the Scorba nebula, using the nebula's jamming characteristics to prevent detection of the ships. Unknown to the Scatha Conglomerate, House Vogel-Grey shadowed the ships as they returned from a successful attack. Vogel-Grey learned of Scatha's use of the nebula and sent an attack flight to deal with the threat.

### Forces

#### House Vogel-Grey Flight

Set up first anywhere along map Edge 1.

Glaive A	Pilot (Plt 7, Gnr 8) Gunner (Gnr 7)
Glaive B	Pilot (Plt 8, Gnr 7) Gunner (Gnr 9)
Lance Electra A	Pilot (Plt 6, Gnr 4) Gunner (Gnr 6)
Lance Electra B	Pilot (Plt 5, Gnr 6) Gunner (Gnr 7)
Blizzard A	Pilot (Plt 9, Gnr 5)
Blizzard B	Pilot (Plt 4, Gnr 6)

#### Scatha Conglomerate Flight

Set up second anywhere in areas E, F,

Pharsii II A	Pilot (Plt 8, Gnr 6) Gunner A (Gnr 7) Gunner B (Gnr 6)
Pharsii II B	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 5) Gunner B (Gnr 5)
Night Hawk A	Pilot (Plt 7, Gnr 10)
Night Hawk B	Pilot (Plt 4, Gnr 6)
Spirit Rider A	Pilot (Plt 9, Gnr 5)
Spirit Rider B	Pilot (Plt 6, Gnr 7)

### Additional Optional Rules

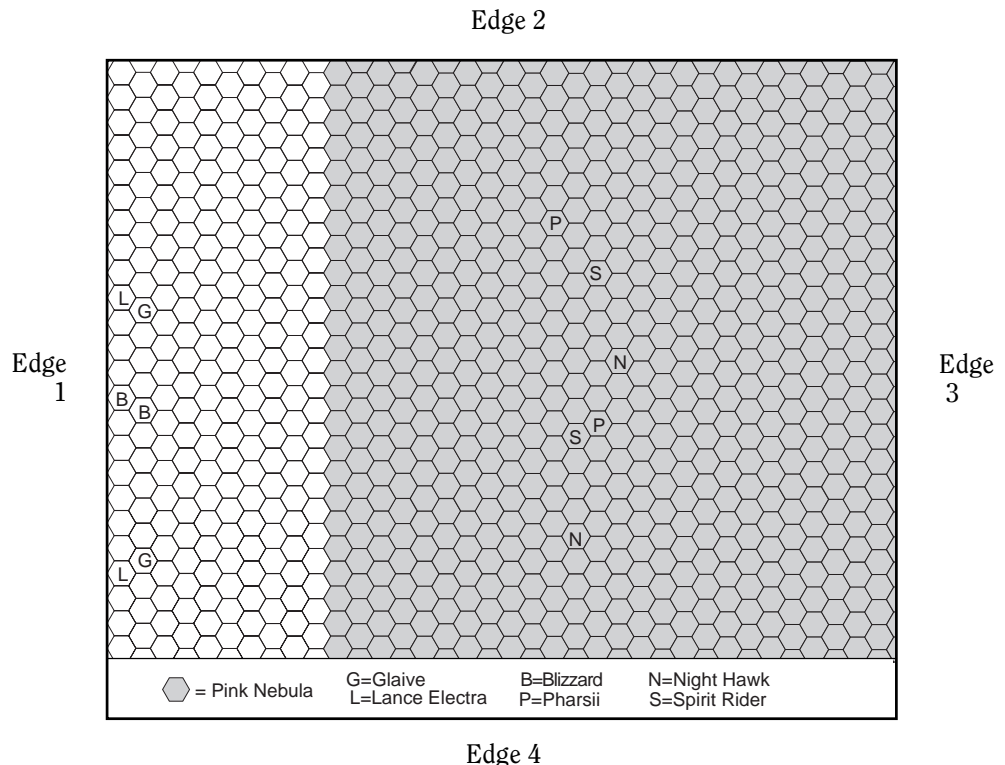
- 1) Pink Nebula (Type II) (p. 21)

### Special Rules

- 1) The pink nebula covers areas C, D, E, F, G, and H of the map.

### Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



# Scenario 17: Crusade

**Play Time:** 3 hours 30 minutes

**Date:** AL 7:222

**Location:** In the Leucrath nebula.

**Situation:** Ships from the Uxmal Temple-worlds were returning from another crusade, a little damaged, when ships from the Kvasik Praetorship jumped them. The Praetorship was still angry at an incursion from the Uxmals and took advantage of the damaged status of the Temple-worlds' ships. The Uxmal dove into the Leucrath nebula in hopes of losing their pursuers.

## Forces

### Uxmal Temple-worlds Element

Set up anywhere in areas A or B.

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

### Kvasik Praetorship Element

Set up second along map Edge 3

Hell Bender A	Pilot (Plt 8, Gnr 9)
Hell Bender B	Pilot (Plt 7, Gnr 5)
Hell Bender C	Pilot (Plt 8, Gnr 8)
Hell Bender D	Pilot (Plt 6, Gnr 5)
Hell Bender E	Pilot (Plt 9, Gnr 8)

## Additional Optional Rules

- 1) Green Nebula (Type III) (p. 22)

## Special Rules

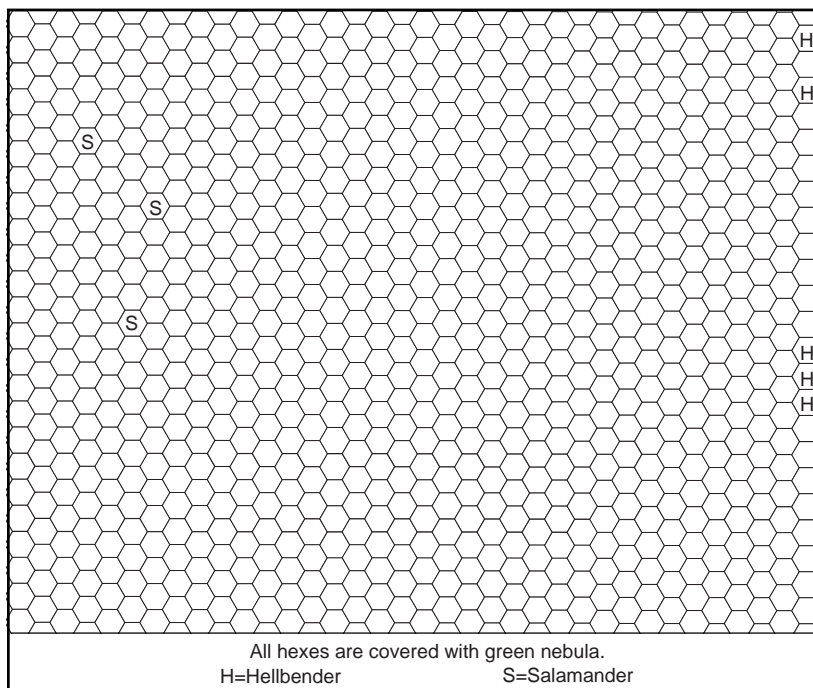
- 1) A green nebula covers the entire map.
- 2) Salamander A has 9 hits of damage, the rear Splatterguns are destroyed, and all torpedoes have been fired except for 2 Mk. 10 torpedoes.
- 3) Salamander B has 10 hits of damage, has lost the Pulse Laser, and has fired all of its torpedoes.
- 4) Salamander C has 5 hits of damage and no Mk. 20 torpedoes.

## Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

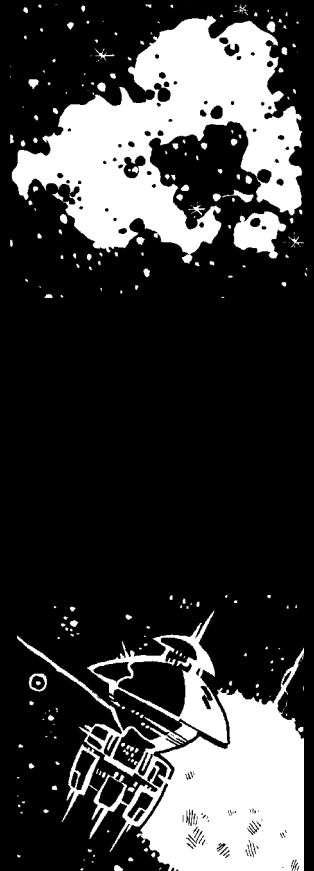
Edge 2

Edge 1



Edge 4

Edge 3



# Silent Death

## Scenario 18: Indecision Kills

**Play Time:** 2 hours 45 minutes

**Date:** AL 7:302

**Location:** Inside Dionius Mecca space.

**Situation:** The Dionius Mecca outpost 247 received some disturbing news; Parker's Comet was coming towards the outpost. Astronomers were uncertain whether or not the comet would actually strike the outpost or merely fly near it. The outpost planned an evacuation and they sent two shuttles with escorts to pick-up all the crew of the outpost. As the shuttles arrived, so did another surprise: enemy ships. The Mu-linidi Corp chose this time to launch another offensive against the Mecca. The men and women of outpost 247 now had a choice. Either they could evacuate the outpost and hope they did not get killed by the Mu-linidis or destroy the incoming fleet and hope the comet did not destroy the outpost.

Night Hawk A Pilot (Plt 5, Gnr 7)  
Night Hawk B Pilot (Plt 4, Gnr 5)

### Mu-lindi Corp Flight

Set up second along map Edge 1.

Drakar A Pilot (Plt 8, Gnr 5)  
Gunner A (Gnr 10)  
Gunner B (Gnr 6)  
Gunner C (Gnr 8)  
Gunner D (Gnr 9)  
Drakar B Pilot (Plt 8, Gnr 6)  
Gunner A (Gnr 8)  
Gunner B (Gnr 7)  
Gunner C (Gnr 7)  
Gunner D (Gnr 5)  
Star Raven Pilot (Plt 7, Gnr 8)  
Gunner A (Gnr 9)  
Gunner B (Gnr 6)  
Gunner C (Gnr 9)  
Sorenson III A Pilot (Plt 10, Gnr 7)  
Gunner (Gnr 6)  
Sorenson III B Pilot (Plt 6, Gnr 9)  
Gunner (Gnr 8)  
Kosmos Pilot (Plt 6, Gnr 7)

### Forces

#### Dionius Mecca Defensive Outpost

Set up first in areas E and F.

Dauntless Pilot (Plt 3)  
Gunner A (Gnr 7)  
Gunner B (Gnr 6)  
Gunner C (Gnr 8)  
Gunner D (Gnr 5)  
Gunner E (Gnr 5)  
Crew F (Gnr 4)  
Shyrak Shuttle A Pilot (Plt 9, Gnr 6)  
Gunner (Gnr 7)  
Shyrak Shuttle B Pilot (Plt 7, Gnr 4)  
Gunner (Gnr 7)

### Additional Optional Rules

- 1) Incoming Stellar Mass (p. 24)
- 2) Comet's Tail (p. 23)

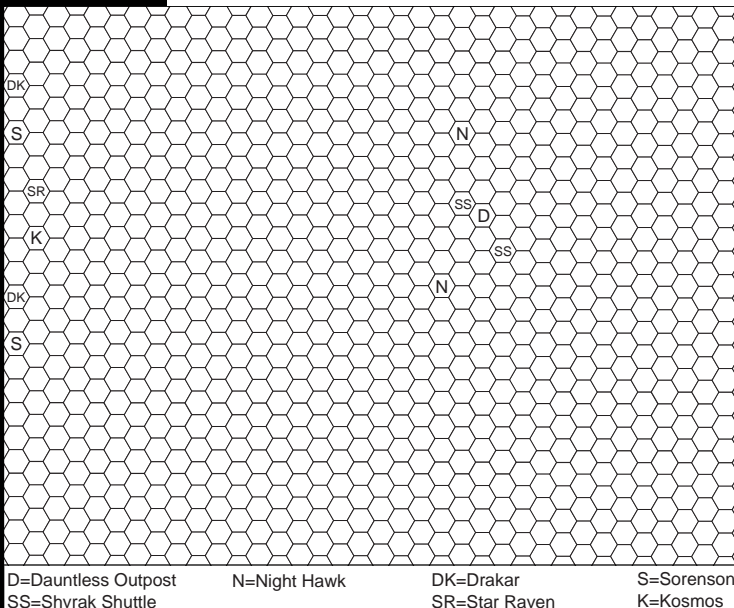
### Special Rules

- 1) A 4 hex wide comet is incoming. Follow the standard stellar mass rules to determine when and where the comet appears.
- 2) The Dionius Mecca player may either attempt to destroy the incoming fleet and hope the comet does not strike the outpost, or he can attempt to evacuate the outpost.
- 3) Each shuttle can hold nine people in emergency conditions (like an evacuation).
- 4) Each turn that a shuttle is adjacent to the outpost, two people may board the shuttle.
- 5) Once a shuttle is full, it may exit from any edge of the map.

### Victory Conditions

Determine victory by the number of escaped and surviving crew members from the outpost at the end of 10 turns.

Crew Members Saved	Degree of Victory
0 .....	Total Mu-lindi Corp Victory
1-8 .....	Marginal Mu-lindi Corp Victory
9 .....	Draw
10-17 .....	Marginal Dionius Mecca Victory
18 .....	Total Dionius Mecca Victory



## Scenario 19: In the Name of Science

**Play Time:** 2 hours 30 minutes

**Date:** AL 5:027

**Location:** Near House Shantac space.

**Situation:** House Aramae was performing a research mission near a pulsar. Unfortunately, House Shantac mistakenly thought House Aramae was spying on its activities and Shantac sent a flight of ships to forcibly remove the spies from their space.

Teal Hawk B

Sorenson III A

Sorenson III B

Pilot (Plt 7, Gnr 2)

Gunner (Gnr 6)

Pilot (Plt 9, Gnr 6)

Gunner (Gnr 7)

Pilot (Plt 6, Gnr 10)

Gunner (Gnr 5)

### Additional Optional Rules

- 1) Pulsar (p. 25)

### Special Rules

- 1) Follow the pulsar rules.
- 2) The Epping is a science research ship that has had some weapons replaced with sensors and other scientific equipment.
- 3) Remove all of the missile launchers and torpedoes from the Epping.

### Forces

#### House Aramae Research Element

Set up first anywhere in areas A, B, C, D.

Epping	Pilot (Plt 7, Gnr 8) Gunner A (Gnr 8) Gunner B (Gnr 9) Gunner C (Gnr 7)
Death Wind A	Pilot (Plt 8, Gnr 9) Gunner (Gnr 8)
Death Wind B	Pilot (Plt 10, Gnr 8) Gunner (Gnr 9)

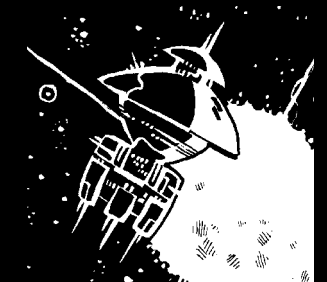
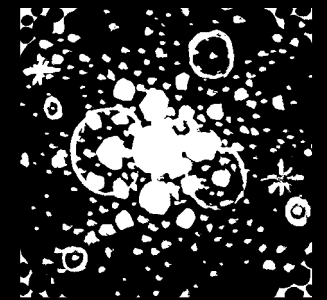
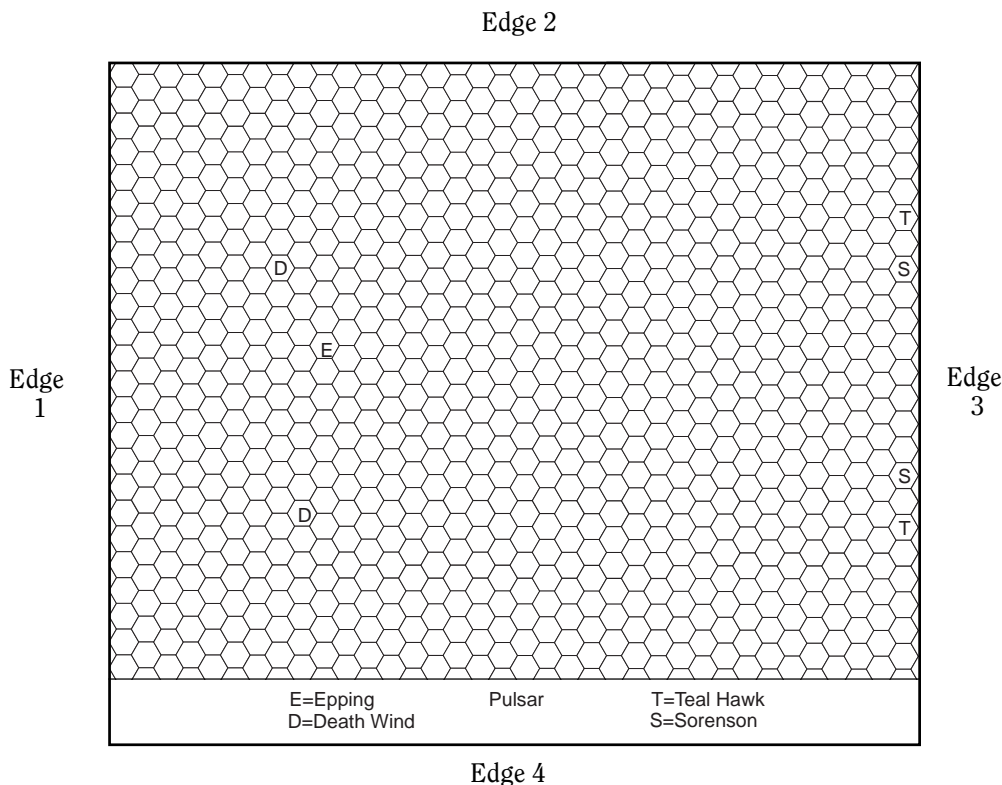
#### House Shantac Flight

Set up second along map Edge 3.

Teal Hawk A	Pilot (Plt 8, Gnr 2) Gunner (Gnr 7)
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### Victory Conditions

The scenario lasts 8 turns. If House Shantac manages to destroy the Epping and still have two ships mobile, it is a Shantac major victory. Otherwise, total up the Total Point Value of all enemy starcraft. The side with the highest total wins. A tie is a draw.



## Scenario 20: Sunburn

**Play Time:** 2 hours 15 minutes

**Date:** AL 6:117

**Location:** Inside the Achernar Consulate.

**Situation:** Scientists from the Gobi Machine Council created a prototype weapon of incredible destructive power. This weapon, around the size of a Mk. 50 torpedo, fires into the heart of a star causing it to go nova, destroying anything within millions of miles. The Machine Council decided to test the weapon on their old enemies, the Achernar Consulate.

### Forces

#### Gobi Machine Council Element

Set up first anywhere in areas E, or F.

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

#### Achernar Consulate Outpost

Set up second anywhere in areas C, or D.

Whisper Outpost	Pilot (Plt 3) Gunner A (Gnr 7) Gunner B (Gnr 5)
Shyrak Shuttle A	Pilot (Plt 8, Gnr 5) Gunner (Gnr 8)
Thunderbird A	Pilot (Plt 5, Gnr 7)
Thunderbird B	Pilot (Plt 6, Gnr 8)

### Additional Optional Rules

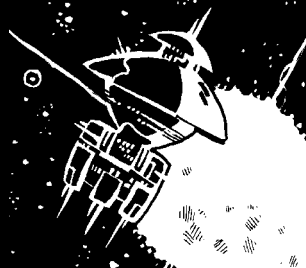
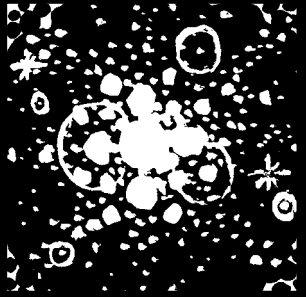
1) Nova/Supernova Wave (p. 25)

### Special Rules

- 1) The Betafortress Mk. 50 torpedoes are all modified. They can only target the sun from Edge 3.
- 2) The modified torpedoes each have a device that will trigger the sun to go nova. Three turns after the torpedo exits Edge 3, the sun will go nova.
- 3) The Shyrak Shuttle may evacuate the outpost by spending one turn adjacent to the outpost.
- 4) All ships may exit Edge 1 at any time to escape.
- 5) Use the dramatic rules if a nova wave appears.

### Victory Conditions

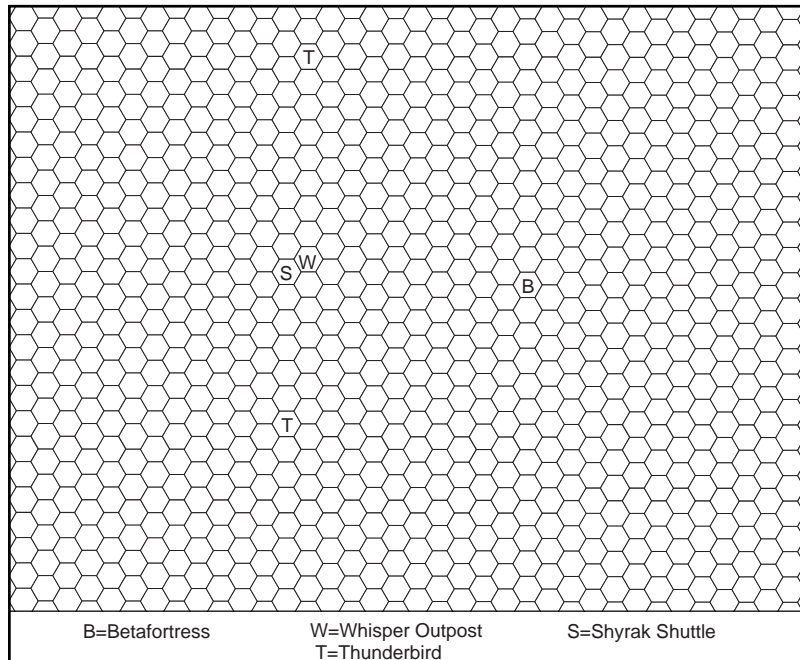
The Betafortress is attempting to destroy the outpost. If it is destroyed with no crew members escaping, it is a total Gobi Machine Council victory. If the outpost is destroyed, but the crew escapes, it is a draw. If the Betafortress and the outpost are destroyed, it is a draw. If the Betafortress is destroyed and the outpost is not, it is a total Achernar Consulate victory.



Edge 2

Edge 1

Edge 3



Edge 4

# Scenario 21: The Final Option

**Play Time:** 4 hours 30 minutes

**Date:** AL 8:018

**Location:** Near the Vyborg Hyperborea capital.

**Situation:** The war between the Vyborg Hyperborea and Teru Fastness was drawing to a close. The Hyperborea hastily set up a final defensive line between it and the Teru attack force. Using satellites and whatever ships they could scrounge, the Vyborgs stood their ground and hoped they could repulse the attack.

Star Raven B	Pilot (Plt 4, Gnr 7) Gunner A (Gnr 9) Gunner B (Gnr 8) Gunner C (Gnr 5)
Revenge A	Pilot (Plt 5, Gnr 8) Gunner (Gnr 5)
Revenge B	Pilot (Plt 9, Gnr 7) Gunner (Gnr 4)
Death Wind A	Pilot (Plt 5, Gnr 6) Gunner (Gnr 8)
Death Wind B	Pilot (Plt 7, Gnr 5) Gunner (Gnr 7)

## Additional Optional Rules

- 1) Sunspots (p. 26)
- 2) Solar Flare (p. 26)

## Forces

### Vyborg Hyperborea Defensive Patrol

Set up first anywhere in Areas C and D.

6 x Atlatl satellites	
6 x Octopus satellites	
2 x Taurus satellites	
Lance Electra A	Pilot (Plt 10, Gnr 9) Gunner (Gnr 10)
Lance Electra B	Pilot (Plt 8, Gnr 8) Gunner (Gnr 8)
Spirit Rider A	Pilot (Plt 7, Gnr 5)
Spirit Rider B	Pilot (Plt 6, Gnr 7)

### Teru Fastness Flight

Set up second along map Edge 3.

Star Raven A	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 5)
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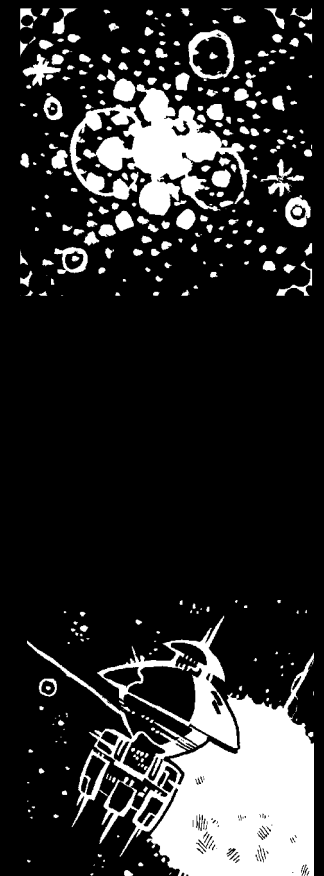
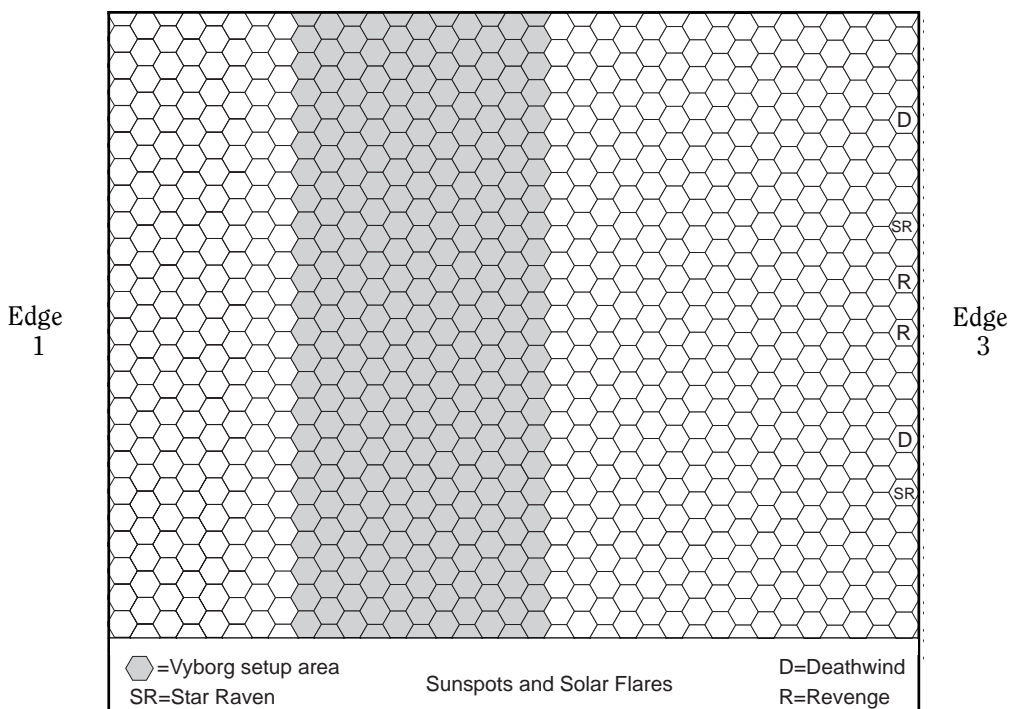
## Special Rules

- 1) The solar flare is on Edge 3 and can attack ships and torpedoes in areas E, F, G, and H.

## Victory Conditions

The game ends after 10 turns. If all of the Teru Fastness player's ships are destroyed, then the Vyborg Hyperborea player wins. Otherwise, determine the victor by the number of satellites destroyed.

Satellites Destroyed	Degree of Victory
0-3 .....	Total Vyborg Hyperborea Victory
4-6 .....	Marginal Vyborg Hyperborea Victory
7 .....	Draw
8-10 .....	Marginal Teru Fastness Victory
11-14 .....	Total Teru Fastness Victory





## Scenario 22: Sure It's Radiation, but It's Good for You.

**Play Time:** 2 hours 45 minutes

**Date:** AL 8:018

**Location:** The Fidus radiation zone between Preus-of-Sol space and Pesalozzi Cathedra space.

**Situation:** The Fidus radiation zone has long been a boundary between the Preus-of-Sol and the Pesalozzi Cathedra. On occasion, one of the two powers will traverse the zone in hopes of catching the other off guard.

### Forces

#### Preus-of-Sol Element

Set up first along map Edge 1.

Sentry A	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 9) Gunner B (Gnr 6)
Sentry B	Pilot (Plt 8, Gnr 4) Gunner A (Gnr 8) Gunner B (Gnr 7)

#### Pesalozzi Cathedra Flight

Set up second along map Edge 3.

Spirit Rider A	Pilot (Plt 6, Gnr 8)
Spirit Rider B	Pilot (Plt 5, Gnr 7)
Spirit Rider C	Pilot (Plt 4, Gnr 7)
Spirit Rider D	Pilot (Plt 7, Gnr 9)
Spirit Rider E	Pilot (Plt 5, Gnr 6)
Teal Hawk	Pilot (Plt 9, Gnr 2) Gunner (Gnr 7)

### Additional Optional Rules

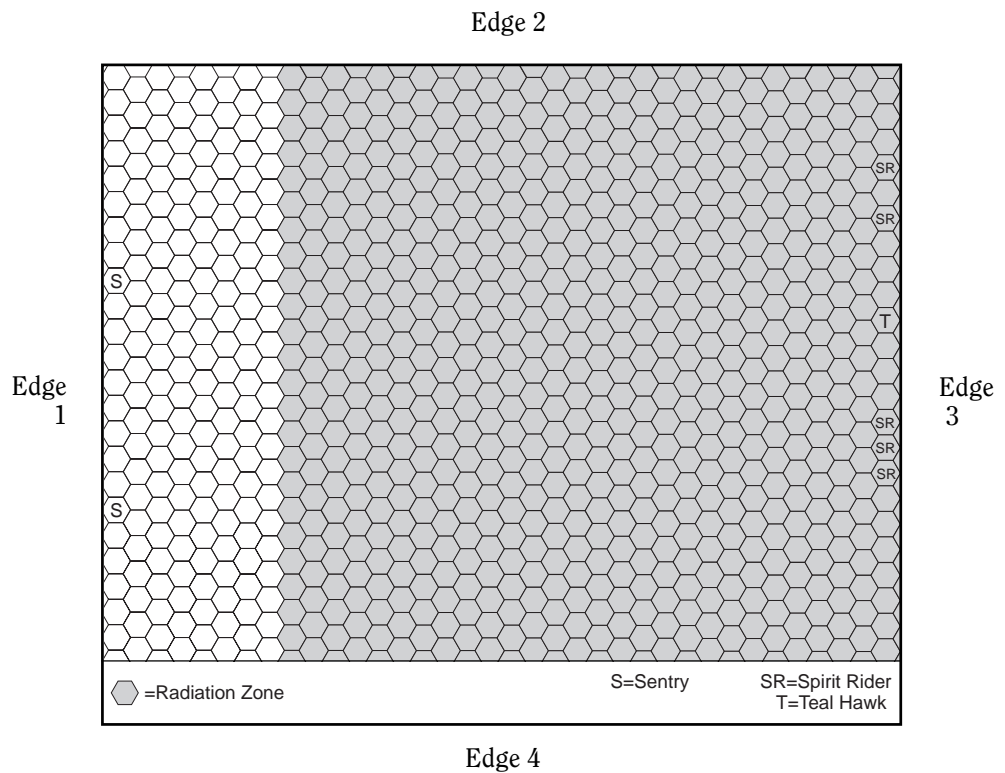
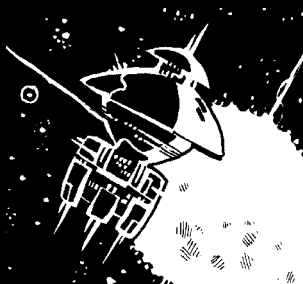
1) Radiation Zone (p. 28)

### Special Rules

2) The radiation zone covers areas C, D, E, F, G, and H.

### Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



## Scenario 23: Dust in the Stellar Wind

**Play Time:** 2 hours 15 minutes

**Date:** AL 7:211

**Location:** Inside the Ottonwan dust cloud in the Ewanoma Cluster

**Situation:** The Ewanoma have long used the Ottonwan dust cloud as a rendezvous and refueling point. House Jaquard felt that if they could destroy the outpost in the dust cloud, they could seriously curtail the raids that the Ewanoma Cluster made into House Jaquard territory.

### Forces

#### Ewanoma Cluster Outpost

Set up first in areas E or F.

Wakizashi Outpost	Pilot (Plt 6)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)
	Gunner C (Gnr 9)
	Crew D (Gnr 7)
Night Hawk A	Pilot (Plt 9, Gnr 6)
Night Hawk B	Pilot (Plt 8, Gnr 6)

#### House Jaquard Element

Set up second along map Edge 1.

Seraph A	Pilot (Plt 9, Gnr 7)
	Gunner (Gnr 5)
Seraph B	Pilot (Plt 6, Gnr 7)
	Gunner (Gnr 6)
Seraph C	Pilot (Plt 5, Gnr 6)
	Gunner (Gnr 8)

### Additional Optional Rules

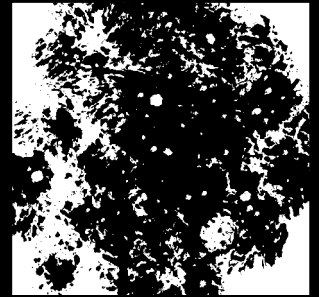
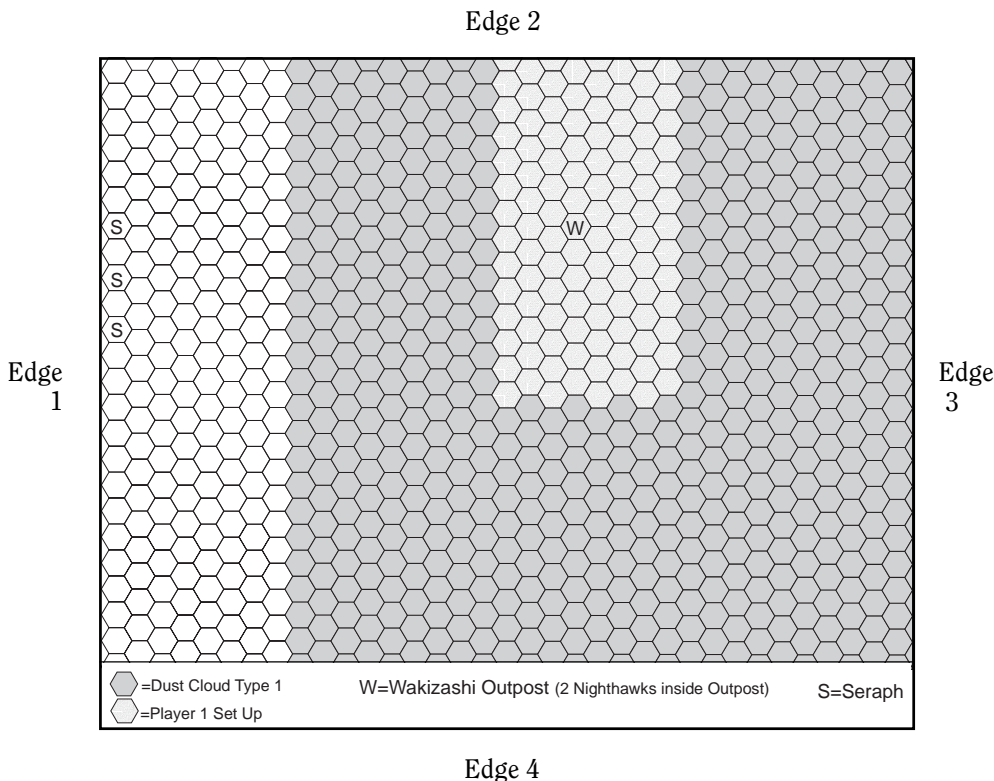
- 1) Dust Cloud Type I (p. 27)

### Special Rules

- 1) The dust cloud covers areas C, D, E, F, G, and H.
- 2) The outpost has the two Night Hawks docked inside it.

### Victory Conditions

If at the end of 10 game turns, the Wakizashi outpost is destroyed, it is a House Jaquard victory. Otherwise both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



## Scenario 24: Family Feud

**Play Time:** 2 hours 45 minutes

**Date:** AL 8:001

**Location:** In the Landus dust cloud.

**Situation:** On New Year's Day in the year AL 8, the tension between the Anazimander Reform Territories and the Iraklion Republic finally reached a peak. An arranged marriage between the two failed to occur and each side blamed the other. Tempers flared and words exchanged that ended with a declaration of war. The two sides sent the ships that were to carry the marriage partners against each other, against the backdrop of the Landus dust cloud.

### Forces

#### Anazimander Reform Territories Element

Set up first anywhere in area B.

Epping	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 9) Gunner C (Gnr 8)
Drakar	Pilot (Plt 9, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 4) Gunner D (Gnr 6)

#### Iraklion Republic Element

Set up second anywhere in area G.

Epping	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 9) Gunner B (Gnr 7) Gunner C (Gnr 5)
Star Raven	Pilot (Plt 9, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 8) Gunner C (Gnr 6)

### Additional Optional Rules

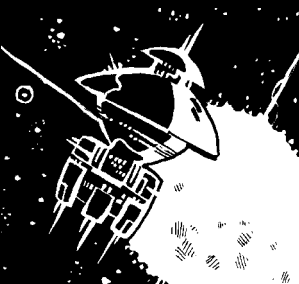
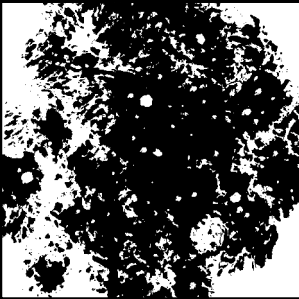
- 1) Dust Cloud Type II (p. 27)

### Special Rules

- 1) The dust cloud covers the entire map.
- 2) Both Eppings are considered flagships and jewels of their navy.

### Victory Conditions

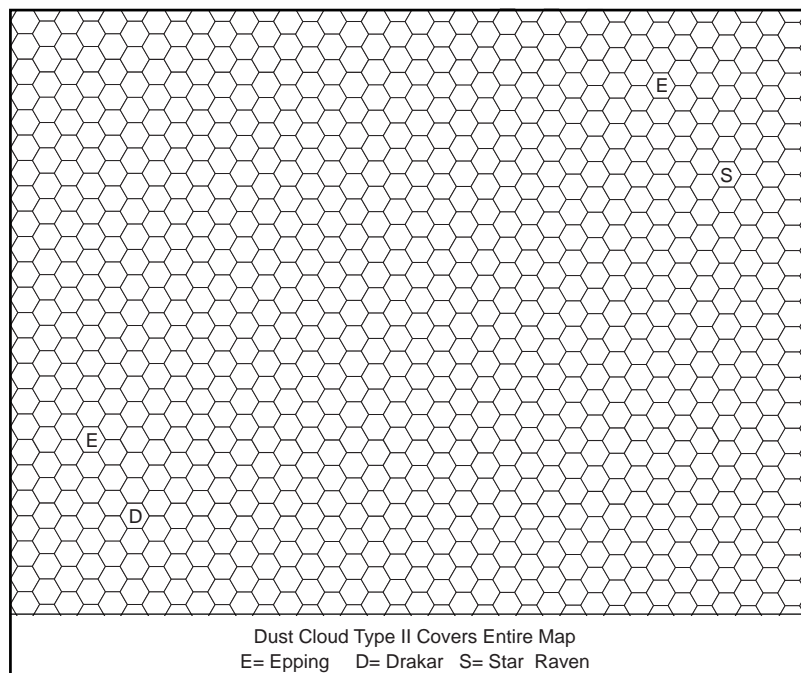
The scenario has no time limit. The scenario ends when one of the Eppings is destroyed. Whichever side loses its Epping first loses the scenario.



Edge 2

Edge 1

Edge 3



Edge 4

# Scenario 25: At Last We Meet

**Play Time:** 2 hours 45 minutes

**Date:** AL 8:016

**Location:** The Redus dust cloud.

**Situation:** The final battle in the Anazimander-Iraklion war was fought in the Redus dust cloud, a mere forty light years from where the war began. Two large fleets met and a furious dogfight broke out. While both sides suffered heavily, only eight ships decided the final victory. Both Magistrate Blaylock and President Moyer flew their personal fighters into the battle in hopes of turning the tide of the war. They met and commenced fighting, both ships with their wingmen. The winner of this battle would decide the war.

Pharsii II C

Pilot (Plt 6, Gnr 5)

Gunner A (Gnr 6)

Gunner B (Gnr 4)

Pharsii II D

Pilot (Plt 7, Gnr 4)

Gunner A (Gnr 6)

Gunner B (Gnr 7)

## Iraklion Republic Flight

Set up second along map Edge 3.

Seraph A (Moyer)

Pilot (Plt 10, Gnr 8)

Gunner (Gnr 9)

Seraph B

Pilot (Plt 7, Gnr 9)

Gunner (Gnr 7)

Seraph C

Pilot (Plt 8, Gnr 7)

Gunner (Gnr 10)

Seraph D

Pilot (Plt 10, Gnr 7)

Gunner (Gnr 8)

## Additional Optional Rules

- 1) Dust Cloud Type III (p. 27)

## Special Rules

- 1) The dust cloud covers areas E, F, G, and H.

## Victory Conditions

The scenario lasts a maximum of 6 turns. The loser of the scenario is determined by who loses their flight leader (the pilot of the A ship) first.

## Forces

### Anazimander Reform Territories Flight

Set up first along map Edge 1.

Pharsii II A (Blaylock) Pilot (Plt 10, Gnr 5)

Gunner A (Gnr 8)

Gunner B (Gnr 7)

Pharsii II B

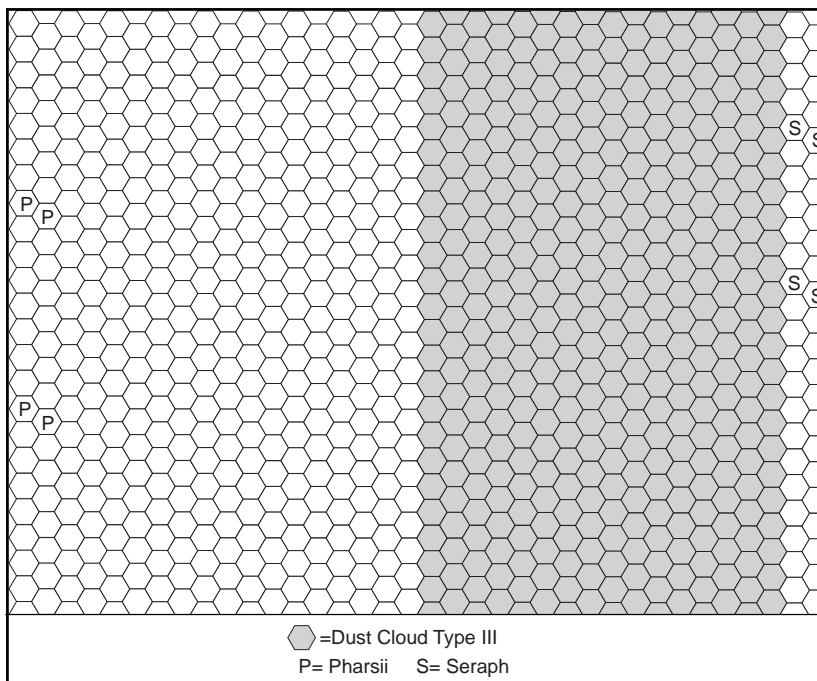
Pilot (Plt 5, Gnr 9)

Gunner A (Gnr 6)

Gunner B (Gnr 9)

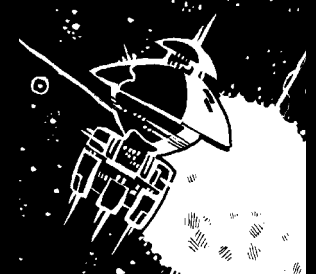
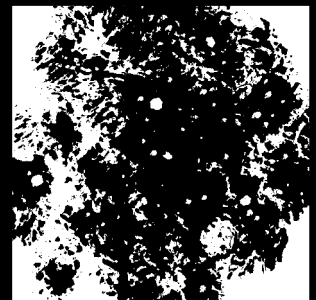
Edge 2

Edge 1



Edge 4

# The Next Millennium



# Silent Death

## Scenario 26: Rescue the Miners

**Play Time:** 2 hours 30 minutes

**Date:** AL 7:166

**Location:** The Sabrus asteroid field in ANZOK territory.

**Situation:** The ANZOK had been mining the Sabrus asteroid field for four years. Although the field was close to a star, it was rich with minerals. The heat from the star would cause machinery to deteriorate quickly and required special barracks for the workers, but the mining operation still made a profit. At least until the Zug Elysium came. The Zugs decided that they wanted to mine the asteroids and they were going to push the ANZOKs out. The ANZOKs detected the strike fleet entering the asteroid field, and knowing that they could not defeat the attack, planned a hasty evacuation.

### Forces

#### ANZOK Omnibus Rescue Flight

Set up first along map Edge 1.

Shyrak Shuttle A	Pilot (Plt 5, Gnr 8) Gunner (Gnr 5)
Shyrak Shuttle B	Pilot (Plt 6, Gnr 7) Gunner (Gnr 8)
Talon A	Pilot (Plt 8, Gnr 7)
Talon B	Pilot (Plt 7, Gnr 6)
Talon C	Pilot (Plt 4, Gnr 5)

#### The Zug Elysium Element

Set up second along map Edge 3.

Salamander A	Pilot (Plt 10, Gnr 6) Gunner (Gnr 9)
Salamander B	Pilot (Plt 7, Gnr 8) Gunner (Gnr 7)
Hell Bender	Pilot (Plt 8, Gnr 9)

### Additional Optional Rules

- 1) Asteroids (p.13)
- 2) Heat Zone (p. 28)

### Special Rules

- 1) Set up a standard asteroid field.
- 2) The entire area is a heat zone.
- 3) The ANZOK player must designate one asteroid in the area C, D, E, or F as the asteroid with the mine.
- 4) The Shyrak Shuttles can each rescue nine miners per turn by spending a turn adjacent to the mine.
- 5) There are 15 miners in the mine.
- 6) Any ship may flee from Edge 1 at any time.

### Victory Conditions

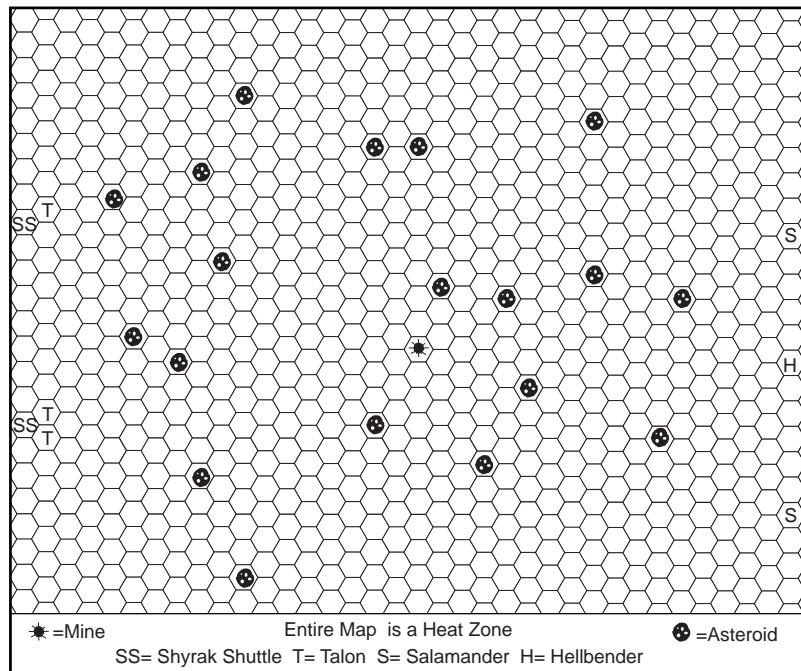
After 10 turns, total up the number of miners rescued. Compare the total to the table below.

Miners Rescued	Degree of Victory
0-3 .....	Total Zug Elysium Victory
4-6 .....	Marginal Zug Elysium Victory
7 .....	Draw
8-10 .....	Marginal ANZOK Victory
11-15 .....	Total ANZOK Victory

Edge 2

Edge 1

Edge 3



# Scenario 27: Canyon Chase

**Play Time:** 1 hour and 45 minutes

**Date:** AL 7:022

**Location:** Inside a moon in the Ozal-Pax territory.

**Situation:** The Merchant Holds of Ozal-Pax had finally caught the pirates that were plaguing them in the act. Hiding a few flights of fighters behind a moon, the Ozal-Pax completely surprised the pirates. Three of the pirates dove towards the moon's surface and entered the caverns inside the moon. Three of the Ozal-Pax ships peeled off and pursued them.

## Merchant Holds of Ozal-Pax Element

Set up second along map Edge 1.

Blizzard A	Pilot (Plt 10, Gnr 8)
Blizzard B	Pilot (Plt 7, Gnr 5)
Blizzard C	Pilot (Plt 7, Gnr 6)

## Additional Optional Rules

- 1) Inside Moon/Asteroid (p. 29)

## Special Rules

- 1) Set up the map according to the set-up rules for Inside Moon/Asteroid

## Forces

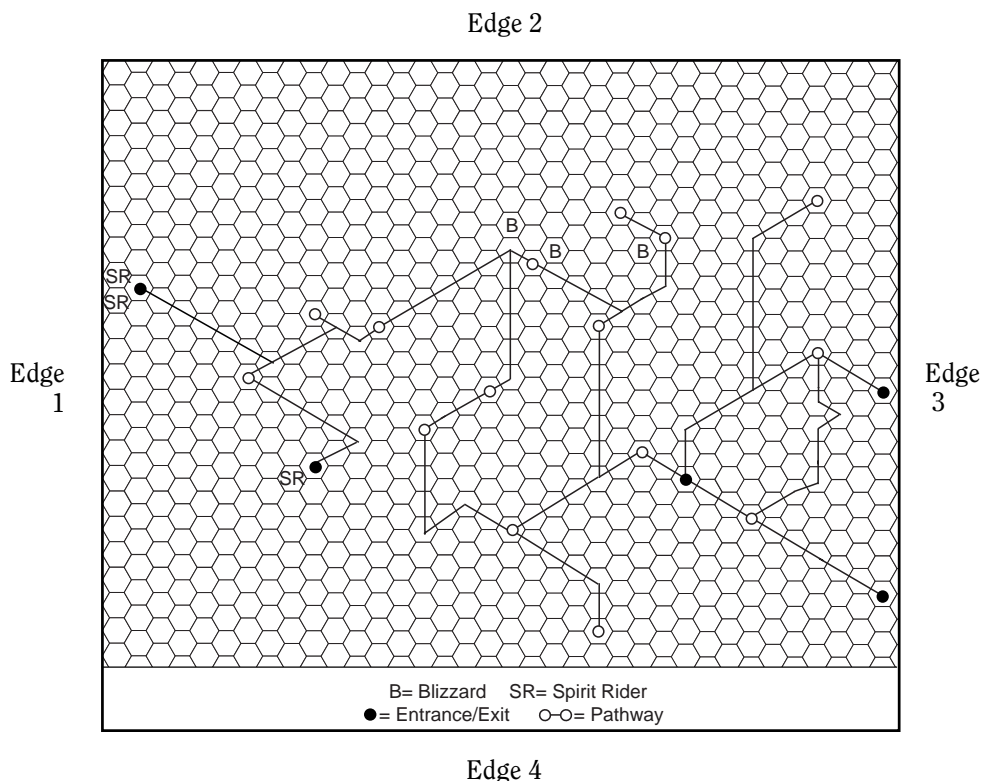
### Pirates

Set up first in areas C or D.

Spirit Rider A	Pilot (Plt 7, Gnr 8)
Spirit Rider B	Pilot (Plt 9, Gnr 7)
Spirit Rider C	Pilot (Plt 6, Gnr 9)

## Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



# Silent Death

## Scenario 28: The Long Night

**Play Time:** 4 hours 30 minutes

**Date:** AL 7:089

**Location:** The Torres system in Nimrin-Holt space.

**Situation:** The Torres system was a resort planet in the Democratic Union of Nimrin-Holt. It had two defensive outposts for protection, due to its proximity to the Nimrin-Holt border. House Carlisle wanted to strike a devastating blow to the Democratic Union and hopefully take it over before an organized resistance formed. Unfortunately for House Carlisle, the attack on the Torres system only galvanized the Democratic Union to throw House Carlisle out of their space.

### Forces

#### Democratic Union of Nimrin-Holt Outpost

See special rules below.

Wakizashi	Pilot (Plt 5) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 7) Crew D (Gnr 6)
Dauntless	Pilot (Plt 8) Gunner A (Gnr 5) Gunner B (Gnr 8) Gunner C (Gnr 4) Gunner D (Gnr 6) Gun Crew E (Gnr 7)
Night Hawk A	Pilot (Plt 6, Gnr 6)
Night Hawk B	Pilot (Plt 7, Gnr 7)

#### House Carlisle Flight

Set up second along map Edge 3.

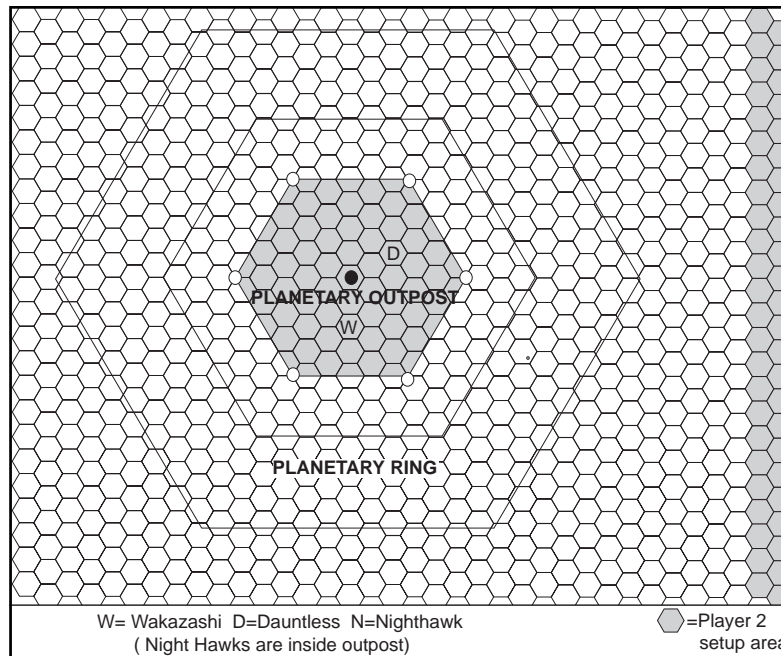
Betafortress A	Pilot (Plt 4, Gnr 6) Gunner A (Gnr 7) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 4)
Betafortress B	Pilot (Plt 8, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 8) Gunner C (Gnr 4) Gunner D (Gnr 6)
Star Raven	Pilot (Plt 5, Gnr 7) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 5)
Drakar	Pilot (Plt 3, Gnr 6) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 4)
Thunderbird	Pilot (Plt 6, Gnr 5)

### Additional Optional Rules

- 1) Planetoid (p. 30)
- 2) Planetary ring (p. 29)

### Special Rules

- 1) The two outposts are located on a planetoid with a four-hex radius. The planetoid is located in areas C and D.
- 2) The two Night Hawks are inside the carrier bays of the Wakizashi.
- 3) The planet has a three-hex-wide ring around it.



### Victory Conditions

At the end of 10 game turns, if both outposts are destroyed, then House Carlisle wins, otherwise it is a Nimrin-Holt victory.

# Scenario 29: Stop the Worm

**Play Time:** 4 hours 30 minutes

Solar Worm

Pilot (Plt 8)

Gun Crew A (Gnr 10)

Gunner B (Gnr 8)

Gunner C (Gnr 8)

**Date:** AL 8:035

**Location:** In Unkulunkulu Archipelago space.

**Situation:** On AL 8:035 the Unkulunkulu received information from the Kashmere Commonwealth that a Solar Worm was heading towards their territory. If the star were to go nova, the resulting explosion would destroy at least two planets, probably more. The Unkulunkulu scrambled fighters to meet this deadly menace.

## Additional Optional Rules

- 1) Heat Zone (p. 28)

## Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) Use the maps as a kind of scrolling playing surface. When a ship moves off the board along Edge 3, take the map sheet from the other side and place it in front of Edge 3 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the worm has moved across a total of four map sheets (including the first two). Once it has done this, it has entered into the sun.
- 4) There is a heat zone that covers every map.

## Forces

### Unkulunkulu Archipelago Flight

Set up first along map Edge 1.

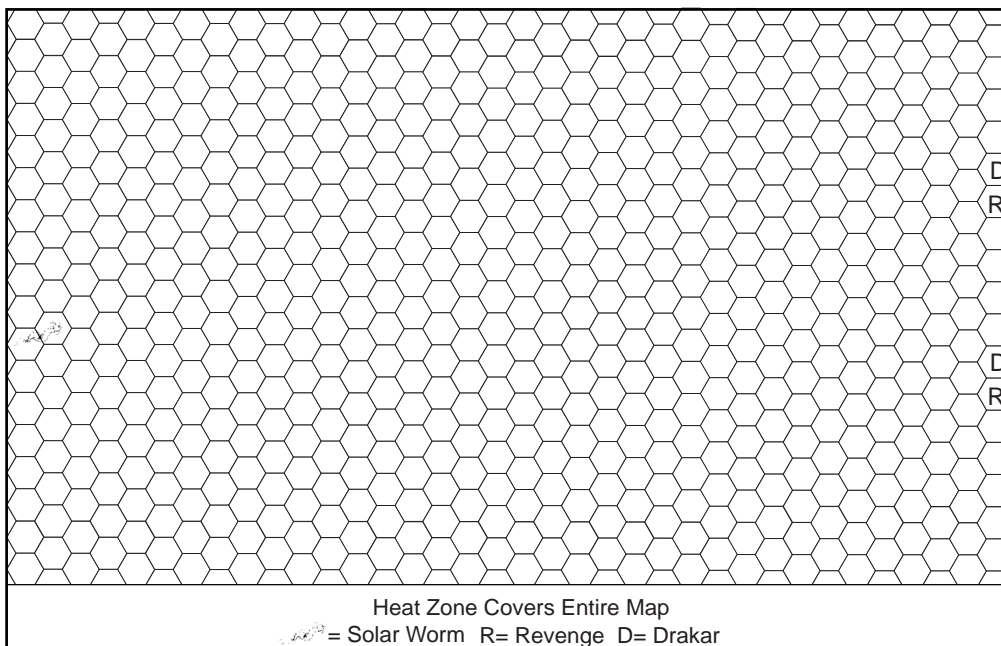
Revenge A	Pilot (Plt 10, Gnr 9) Gunner (Gnr 10)
Revenge B	Pilot (Plt 7, Gnr 10) Gunner (Gnr 8)
Drakar A	Pilot (Plt 10, Gnr 9) Gunner A (Gnr 10) Gunner B (Gnr 9) Gunner C (Gnr 8) Gunner D (Gnr 7)
Drakar B	Pilot (Plt 7, Gnr 8) Gunner A (Gnr 9) Gunner B (Gnr 10) Gunner C (Gnr 8) Gunner D (Gnr 8)

### The Solar Worm

Set up second along map Edge 3.

## Victory Conditions

If the worm escapes, then the star goes nova, destroying the system. If the worm is destroyed, the system holds a week-long party celebrating the victory.





# Silent Death

## STARCRRAFT POINT COST AND ATMOSPHERIC CAPABILITY

Starcraft	Basic Point Value	Crew	Tonnage	Atmos. Capability
Saucer Shuttle	6	1	60	None
Pit Viper T	8	1	90	Full
Pit Viper	12	1	90	Full
Wind Jammer	13	1	105	Full
Marut	15	1	100	Full
Pit Viper II	17	1	90	Full
Spirit Rider II	17	1	125	None
Blizzard II	18	1	150	Full
Borax Freighter	18	1	800	Partial
Spirit Rider	18	1	125	None
Blizzard	19	1	150	Full
Hound	19	1	203	Full
Dart II	20	1	140	None
Spirit Rider III	20	1	125	Special
Dart	21	1	140	None
Thunder Bird II	24	1	200	Full
Thunder Bird	25	1	200	Full
Wave Cutter	25	1	210	Full
Hell Bender K	26	1	300	Full
Kosmos	27	1	250	Full
Kosmos II	29	1	250	Full
Curtis Shuttle	30	1	450	Full
Hell Bender	32	1	300	Full
Thunder Bird NW	32	1	200	Full
Hell Bender II	33	1	300	Full
Talon	33	1	270	None
Shryak Shuttle	34	2	275	Full
Shryak Shuttle II	34	2	275	Full
Talon II	38	1	270	None
Teal Hawk III	40	1	300	Full
Blood Hawk	41	1	160	Full
Teal Hawk	43	2	300	Full
Night Hawk	47	1	300	Full
Sorenson II	47	2	600	Full
Teal Hawk II	47	2	300	Full
Night Hawk NW	49	1	300	Full
Dagger	50	1	394	Full
Teal Hawk NW	50	2	300	Full
Vishnu/Yama	50	4	2000	None
Night Hawk II	55	1	300	Full
Crescent	55	3	250	Full
Lance Electra NW	56	2	420	None
Firebat NW	57	2	300	Full
Death Wind	60	2	400	Full
Hammer	60	2	415.7	Full
Lance Electra	60	2	420	None
Lance Electra II	60	2	420	None
Havok	61	2	400	Full
Death Wind II	64	2	400	Full
Salamander	66	2	400	Full
Salamander II	66	2	400	Full
Salamander NW	67	2	400	Full
Sorenson III	68	2	600	Full
Rattler NW	70	2	400	Full
Avenger	78	2	620	None

## STARCRRAFT POINT COST AND ATMOSPHERIC CAPABILITY

Starcraft	Basic Point Value	Crew	Tonnage	Atmos. Capability
Epping Prime	78	4	1000	Full
Sentry	80	3	690	None
Sentry II	80	3	690	None
Lakshmi	83	2	700	Full
Storm	90	3	995	Full
Hornet NW	97	2	600	None
Storm II	100	3	995	Full
Glaive III	104	2	900	None
Glaive	106	2	900	None
Glaive II	107	2	900	None
Pharsii	110	4	900	Full
Epping	119	4	1000	Full
Epping NW	119	4	1000	Full
Revenge	120	2	770	Full
Revenge II	120	2	770	Full
Pharsii II	120	3	900	Full
Varuna	120	3	1000	Full
Seraph	121	2	800	Full
Seraph II	121	2	800	Full
Drakar	121	5	1000	None
Scorpion	122	4	850	None
Equalizer NW	123	2	700	None
Star Raven	125	4	1200	None
Drakar Alpha	125	5	1000	None
Star Raven Alpha	128	4	1200	None
Spider	129	3	1100	None
Javelin NW	131	3	700	None
Catastrophe	142	4	1050	Limited
Karttikeya	150	4	1000	Full
Dain	151	2	600	None
Betafortress NW	160	3	1500	None
Praying Mantis NW	167	3	1000	Full
Eagle	170	5	1175	None
Iceberg	207	6	1501.3	None
TBD Platform	210	6	2000	None
Conestoga	215	5	1450	None
Betafortress	216	5	1500	None
Betafortress Alpha	218	6	1500	None
Betafortress Beta	220	6	1500	None
Ushas	345	12	7000	None
Megafortress	482	22	4100	None
Falcon NW	499	18	5000	None
Stingray	551	25	5100	None
Narwhal Mk. II	623	27	6100	None
Aosho	764	42	10000	None
Constellation	806	35	7100	None
Fletcher	894	37	10200	None
Longboat	921	29	11000	None
<b>Satellites &amp; Outposts</b>				
Atlal	30	0	150	None
Taurus	41	0	250	None
Octopus	42	0	450	None
Whisper	157	6	2000	None
Wakizashi	260	12	5000	None
Dauntless	391	18	7000	None

The Next  
Millennium



# ONE PERSON'S JUNK...

*The wormhole blossomed to starboard as Keom's ship passed Dagon's moon. He swung his Salamander around, heading straight for it.*

*"What are you doing?" yelled Falkirk from the gunner's seat.*

*"I know what I'm doing. Just keep those Vipers off our butt."*

*"But that thing's unstable! Are you absolutely nuts? It'll smash us to bits—or snap shut and trap us in limbo!"*

*"Listen, Falkirk," Keom said as the Salamander's nose crossed the wormhole's outer edge. "Would you rather take your chances with a wormhole..." He jerked his thumb back at the small moon.*

*"...or with them?" he finished, as a whole fleet of Death Winds and their supporting Warhounds rose up from behind the moon, weapons blazing.*

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