

SILENT DEATH™

ANNEX



# HOSTILE TAKEOVER™



The Kashmere collection agency  
at work in Silent Death™

# HOSTILE TAKEOVER™

The Next  
Millennium



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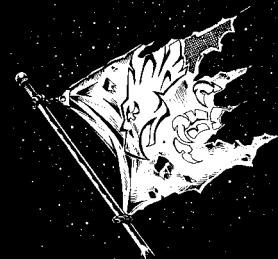
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Dedicated to God (I Peter 3:15), my incredible wife Amy, the memory of Spike Collins, Gladys Collins, Andy and Judi Dewey, the Rhodes (including Jennifer), and lastly, the Fairy Princess.

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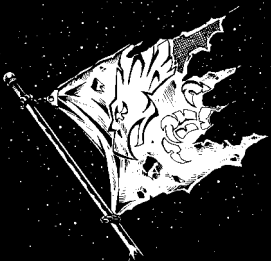
# Silent Death

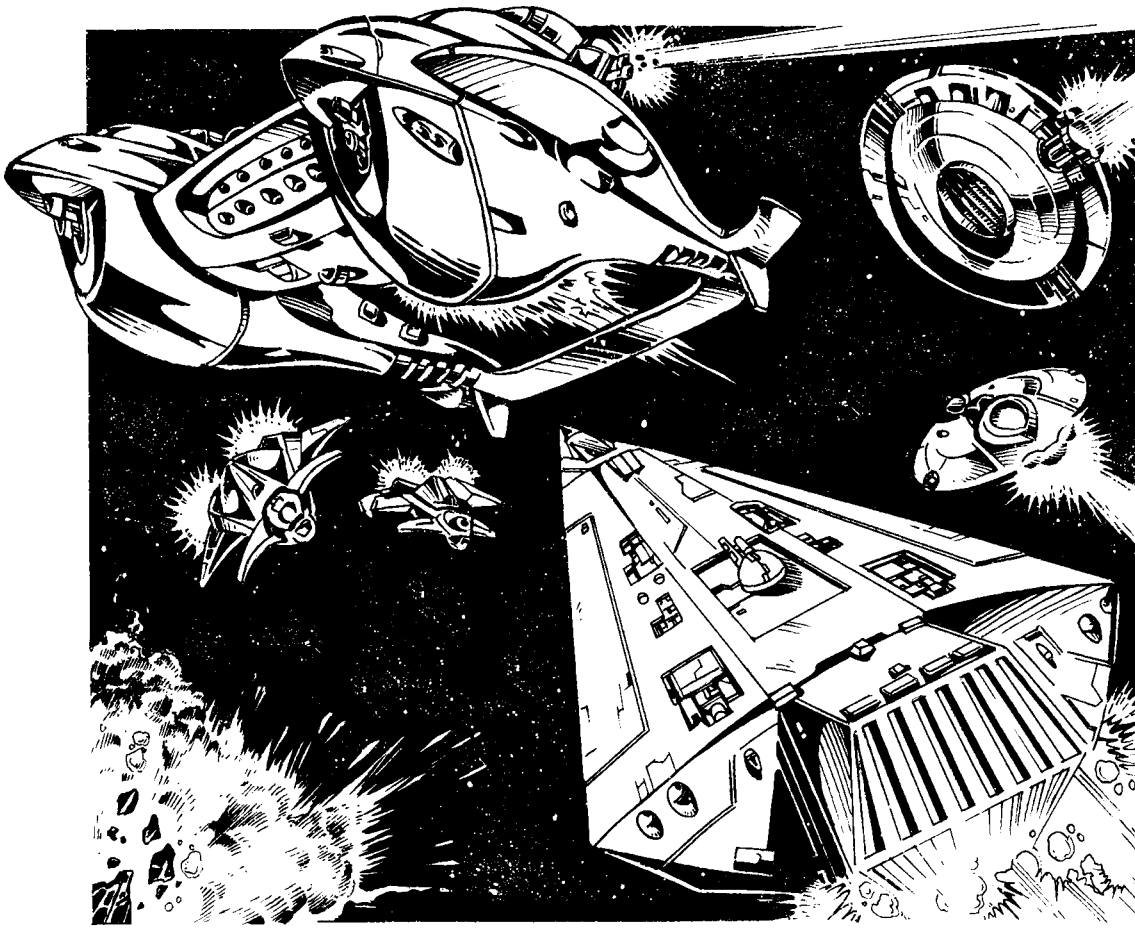
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# The Next Millennium

## Transcript:

Death (Palmaro):  
"Tighten the formation, I have multiple bogeys on my screen, two o'clock."

Raptor (Rodriguez):  
"Roger that."

Panther (Vasquez):  
"Roger."

Paladin (De Las Soya): "Confirmed."

Gambler (Carrera):  
"I see 'em."

Panther: "Scanner's classifying them as transports. Multiple life form readings."

## Introduction

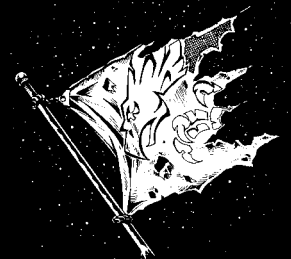
When news of the Espan rebellion reached the Kashmere Commonwealth, the planning committee sprang into action. For too long, the Espan system had refused to import many goods, which the Kashmeri viewed as the loss of potential profit. An overthrow of the current government could open a new marketplace for the Commonwealth, one with the potential for great profit.

It was not politically feasible for the Kashmere Commonwealth to openly support the Espan rebellion, lest one of its enemies support the Espan government as an excuse to attack the Commonwealth. Instead, the Kashmeri used the rebels' alliance with the Primates to funnel goods and money to the struggling freedom fighters. The Primates were happy to clandestinely assist the Kashmeri, to strike a blow against the Draconian-supported and supplied Espan government.

The Kashmere Commonwealth made certain that Rocosco "Rocky" Salvadore, the rebellion's leader, knew that they were offering loans, not gifts, but the terms would be very generous. Rocky promised partial repayment of the loans upon completion of the campaign, followed by tariff-free importing for the Kashmeri. The Kashmeri board of directors quickly accepted these terms.

The initial battles were successful for the rebels and it looked as if the rebellion would be over quickly. Unfortunately, like many conflicts, this one was not so simple. The Espan government struck back against the rebels. When the government discovered the Renegades' base inside the Mayan nebula, but a valiant defense allowed the Renegades to escape the rebellion appeared doomed, although with terrible losses.

After the loyalists attacked the Renegade base in the nebula, the rebels staged a quick counter-attack against the remaining loy-



# Silent Death

Raptor: "Weapons are not charged. Repeat, weapons are not charged."

Death: "I'm picking up four Maruts riding shotgun with the convoy. Paladin, take Gambler and Raptor and erase them."

Paladin: "Roger. Come on Carrera, Rodriguez—let's go bag us some Kashmeri."

Raptor: "Yee-haw!"  
Unidentified freighter: "Attention incoming fighters. We are hospital ships on a humanitarian mission. Our weapons are not charged. We cannot defend ourselves. Repeat, we are hospital ships on a humanitarian mission. Do not attack."

alist forces, catching them completely by surprise. Though the fighting was hard, the rebels eventually defeated their opponents. Against the odds, and with Primate and Kashmeri help, the Renegades had overthrown the tyrannical government.

The general populace immediately installed Rocosco Salvadore as the new president, but he felt he could not in good conscience lead the system. Instead he insti-

tuted free elections and asked his sister, Pilar, to do the politicking. The people elected her in a landslide victory. Pilar promised a new and prosperous life for the weary Espans.

Unfortunately, problems would plague her term of office. It seemed that the Espans would have to wait a little longer for the freedom they desired.

## Summary of the Espan Rebellion

The Espan Rebellion, or Hundred Days War, is typical of the small scale skirmishes that the various galactic powers fight. The threat of the Brood and the houses' diminished navies prevent the massive fleet actions that occurred in the Empire's past.

Below is a summary of the main battles of the Espan Rebellion. While this list does not present all of the battles, those below determined the outcome of the war.

### 6:360 AL—FirstBlood

On midnight of New Year's Eve, mass defections from the Espan forces combined with a Renegade assault. The Espans recovered and stopped the attack. The quick coup turned into a civil war.

### 7:5 AL—Supply Raid

The Renegades' hit-and-run tactics were the greatest threat at the beginning of the war. If they found a transport, they would attack. In most cases, the Renegades destroyed the escorts and stole the cargo.

### 7:12 AL—Severing Ties

The Renegades next raided an area full of comm satellites. They crippled the Espan early warning system and stole many of the satellites for their own use.

### 7:14 AL—The Hornet's Nest

A loyalist Eagle followed a damaged Saucer Shuttle. While the Eagle hoped to be led to the Renegade base, it was instead led to seven more Saucer Shuttles. The saucers destroyed the Eagle.

### 7:25 AL—Breakout

The smuggler Jake Donner stole the original Espan constitution in hopes of rallying support for the Renegade cause. The loyalists tried to intercept his craft. Although he lost his two wingmen, Jake and the constitution escaped.

### 7:39 AL—Destroy the Supply Post

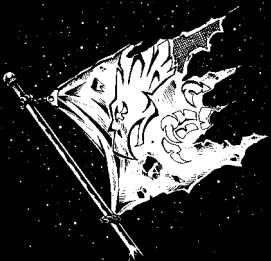
The Renegades attacked a central supply post, hoping to disrupt the supply line. The heated battle continued for some time, but the Renegades succeeded.

### 7:45 AL—The Missile Platform

The Renegades discovered a traitor in their ranks, General Alberto Sandoval. The Renegades uncovered his treachery during an attack against the missile platforms protecting Dura V, when the Espans ambushed the Renegade ships and wiped them out.

### 7:56 AL—In the Belt

During a rendezvous with a Renegade Scorpion, Donner and the Scorpion were ambushed by some Blizzards. Desperate, Donner dove into a nearby asteroid belt. Only Donner's ship survived.



### **7:58 AL—The Black Hole**

A research team detected four Crescents. The Espans sent a Betafortress and a Drakar to deal with them. The Crescents fled to a nearby black hole, hoping to whittle the gunboats down. When this proved impossible, they fled the area, using the black hole and their higher top speed to get away.

### **7:61 AL—Dancing Around Dead Stars**

A group of Espan scout ships stumbled across a flight of Renegade Salamanders. The Salamanders flew into an area with binary black holes. The Espans wanted the Salamanders to retreat so they could track the Renegades to their base. The Salamanders stayed and eventually won the battle.

### **7:63 AL—Homeward Bound**

Donner needed some R&R and so he flew back to his homeworld. A pair of Espan Night Hawks tried to intercept him, but he used the planet's atmosphere to get away from the loyalists. After a few days relaxation, Donner returned to the Renegades.

### **7:66 AL—Playing Dice with the Universe**

Espan ships searching for the Renegades stumbled across Renegade ships returning from a raid on Boquillo. The Renegades lost some ships, but the Espans suffered greater losses.

### **7:68 AL—Rescue the POWs**

The Espans captured the Renegade second-in-command, Maria Lopez. The Renegades mounted a daring rescue mission that was a success.

### **7:76 AL—Inside the Nebula**

The Espans noticed that most of the Renegade ships retreated towards the Mayan nebula. They began extensive searches of the nebula for the Renegade base. During one of

these reconns, the loyalists stumbled upon a Renegade flight. The Renegades won, but not before the loyalists sent out a signal announcing Renegade presence.

### **7:79 AL—Gravity Wells**

Again the Espans jumped some Renegade ships searching the Mayan nebula. The Renegades raced toward a black hole and used it as a shield, destroying all the Espan fighters, but not before they sent a message announcing the Renegades' presence.

### **7:81 AL—The Gates Discovered**

Espan ships discovered a series of wormholes in the middle of the Mayan nebula. The Renegades immediately attacked the loyalists and destroyed them all, but not before they sent a communiqué revealing the location of the wormholes.

### **7:86 AL—The Barricade**

The Espans would soon find the Renegade base, so the rebels prepared evacuation plans. A volunteer flight took off on a suicide mission to slow down the attacking Espans long enough for the transports to get away. The majority of the Renegade ships survived and bought the base some time, but the Espans broke through.

### **7:88 AL—Covering the Retreat**

The retreating Renegades needed a rear guard to delay the attackers. The loyalists soundly defeated them, but their sacrifice allowed their brethren to evacuate to their other secret base.

### **7:100 AL—The Battle Royale**

Desperate, the Renegades launched an all-out attack against Espan itself. The Renegades defeated the loyalists, their ground troops quickly took the capital, and Poderez fled into exile. Victory for the Renegades.

# The Next Millennium

Pause of several seconds.

Panther: "Captain?"

Death: "Stay on target, Vasquez."

Panther: "But sir —"

Death: "You have your orders, pilot!"

Paladin: "Engaging escorts."

Gambler: "Watch it Raptor—there's one on your tail."

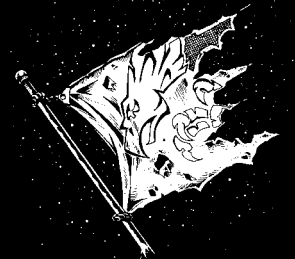
Raptor: "I see him! Paladin, give me a hand here!"

Paladin: "Just a second... Got him! One kill, repeat one kill!"

Raptor: "Hurry up, Paladin! This guy's stuck on me."

Gambler: "Hang on, Raptor, I'm coming in."

Death: "Commencing attack run on first freighter. Cover me, Panther."



# Silent Death

Panther: "Roger."

Raptor: "I'm hit!"

Paladin: "How bad is it?"

Raptor: "Engine damaged, armor gone. She's responding sluggishly. The Marut's lining up for another shot! Help me dammit!"

Gambler: "I'm right behind him! ... Got 'em! ... He's still going, though! Raptor eject! Eject!"

Paladin: "I've got the Marut ... see ya, sucker. Gambler, did Raptor make it?"

Unidentified freighter: "Hostile craft, we are unarmed and transporting medical supplies. Repeat, we are medical ships. Cease your attack immediately."

Gambler: "Yeah, I see his escape pod."

## A Time of Prosperity

With the end of the Renegade war, the people of Espan breathed a collective sigh of relief. The time of totalitarian government and civil war ended and life could begin again. Citizens banded together to rebuild their system and return to a peacetime economy. Rio Rojo and Azatlan shipyards started building civilian craft, freighters once again traveled between the three Espan planets, and a meager tourism industry started to sprout.

The new Espan government set out to repay the debts they accumulated during the Hundred Days War. The Primates received their payment first, as they provided the most materials and money toward the Renegade effort. Unfortunately, repaying the Primates drained much of the available funds from the Espan government.

When the Kashmere Commonwealth realized they would not be paid on time, they sent a small delegation to Espan to discuss terms. After only one day of negotiation, the Commonwealth agreed to extend the duration of the loan in exchange for the Espans waving tariffs and providing shipping contracts with some of Espan's larger corporations. Soon, Kashmeri freighters were silently shipping goods between all of Espan's planets.

When the Commonwealth entered the Espan economy, it brought the standard Imperium currency with it. Following the fall of the Empire, provincial currencies rapidly lost value. When the Kashmeri began reestablishing trade with the various houses, it used the Imperium credit as its currency. This also allowed it to establish an exchange rate between local economy and the credit. The Commonwealth carefully monitored these exchange rates, ensuring that it did not prove to be too great a burden on the system's fragile economy. Since the Kashmeri controlled shipping across the galaxy, and only accepted the Imperium credit, it eventually became the standard currency for intersystem transactions. While most systems kept their traditional form of currency, the various banks and the Commonwealth freely exchanged currencies for any transaction desired.

For the next two years, the Espans deferred their payments as the system built up its economy. Unfortunately, leading a band of freedom fighters does not bring with it the same challenges as leading an economically strapped system. It soon became obvious that the Espan economy could not grow enough to meet its obligations.

The Kashmeri quietly accepted this, happy with the many shipping contracts they acquired. As long as the system continued to make token payments and left the Kashmeri merchants to their own devices, the Commonwealth was happy.

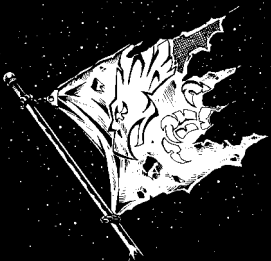
The next year proved tougher than the previous two. The Espan economy took a turn for the worse. As the months dragged on, even the most optimistic Espaner had to admit that the system was in an economic recession.

## A New Solution

The recession hit the system hard. Businesses closed, manufacturing orders declined, interest rates dropped, and the buying power of the common man decreased. The Kashmeri saw their profits diminish on all three planets of the Espan system. The general populace became desperate as they saw their lives once again tumbling into chaos.

The popularity of President Salvadore dropped steadily as her citizens blamed the current administration for their problems. The popularity of the Kashmere Commonwealth also began to wane as the prices of Kashmeri goods and shipping stayed constant during the recession. The Commonwealth's Public Relations department stepped in to keep the Kashmeri name clean. The department held a grand press conference announcing a loan of billions of credits into the Espan economy to help them through this difficult time. Unfortunately, Pilar Salvadore refused the loan, fearing that Espan would become more economically bound to the Commonwealth.

This news disappointed the populace and President Salvadore's approval rating dropped to an all-time low. There were even grumbles of impeachment. President



Salvadore attempted a few economic reforms, but fearing rampant inflation, did not do enough. The reforms were largely ineffective. The Espan people demanded action, and they would accept nothing less.

President Salvadore faced an uphill battle as the Espan presidential elections came near. Creedo nominated a brash young man, Pedro Martinez, to run against the incumbent president. While Salvadore ran on a platform of specific economic reforms, including low interest hardship loans, governmental unemployment assistance, and mandatory military service, Martinez only promised a rapid and decisive solution. Martinez did not offer any details, but used his powerful personality to push his candidacy forward. Pilar Salvadore tried to fight the vagueness of Martinez's plan, but momentum was on Martinez's side.

The day of the election arrived. When it ended, the Espan people had voted in a new president: Pedro Martinez. Having won the election, the time came for Martinez to reveal his unique plan.

## A Modest Proposal

Pedro Martinez's solution was both simple and dangerous. The day after he took the oath of office, President Martinez spoke to the system:

"The economic problems of Espan were brought on by one factor: dependence upon outside Houses for assistance, most notably the Kashmere Commonwealth. Reparation payments and lost tariffs are draining the Espan economy, preventing it from investing in itself. If we relieved this economic pressure, the Espan system would be able to flourish under its own power, and owe no one.

"Therefore, since the normal repayment of the Kashmeri loans will take decades, all debts owed by the Espan system are now null and void. No power will be repaid any debts, nor are any previous agreements still valid. We do this in defiance of the other powers who hold our economy hostage for their own personal gain.

"I am certain that there will be outcry against this measure, but these are desperate times. If such steps are not taken, we

will no longer be an independent system, but merely a colony or province of one who would bully us. I do not take this action lightly, but I also do not fear taking it. The powers will cry out against us, but we can stand tough — we can stand together. We now invite the representatives of the various Houses to leave our space and to consider our borders closed."

## Kashmeri Response

Martinez's speech did not sit well with the Kashmere Commonwealth. Five minutes following the completion of the speech, Espan police entered the Commonwealth's business center and ordered them off the planet. Similar instances occurred in both Creedo and Dura. The Kashmeri representative to Espan, Vijay Suwari, asked to enter into negotiations with President Martinez, but was flatly refused. Within three days, the Kashmeri ships lifted off the three planet's surfaces.

But they did not go far. The seven Vishnus and their escorts regrouped outside the Espan territory and formed an emergency business office. The Vishnu's connected to one another via emergency evacuation tubes allowing free movement between the freighters. The ships sent communiqués to incoming freighters and to the Commonwealth's capital informing them of the current situation and awaited recommendations.

While the Espans closed their borders to the Kashmeri, the same did not hold true for other houses, especially the minor ones. New freighters entered Espan space and attempted to fill the void created by the Commonwealth's eviction. The Kashmeri ships monitored this traffic and continued to report it to their headquarters.

Five days after their eviction, the Commonwealth issued their edict: Until the Espan government paid in full the debt owed the Kashmeri, the Commonwealth has no option other than to blockade the system. A small fleet of fighters and support ships, including the fearsome Kali warhound Thuggee, appeared in the Espan system and rapidly set up orbits around Espan's three planets.

# The Next Millennium

Paladin: "Roger that. Let's go finish off the Maruts."

Gambler: "Roger."

Panther: "Palmaro! You're targeting the cargo containers!"

Death: "Shut up and cover me!"

Panther: "But sir! They're helpless. Give them a chance to surrender!"

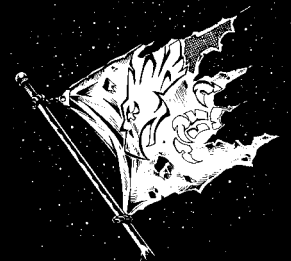
Death: "Panther! You are dismissed! Leave the area at once!"

Panther: "Yes sir!"

Paladin: "Another Marut down. Gambler, finished with yours yet?"

Gambler: "Just a sec ... bye-bye, buddy! Cripes! <static burst>"

Paladin: "Gambler? Gambler? Vasquez, come in!"





# Silent Death

Gambler: "I hear you."

Paladin: "What happened?"

Gambler: "Got the Marut. The stupid Plexar Gun fried my electronics for a second. This thing is going to kill me, I promise you that."

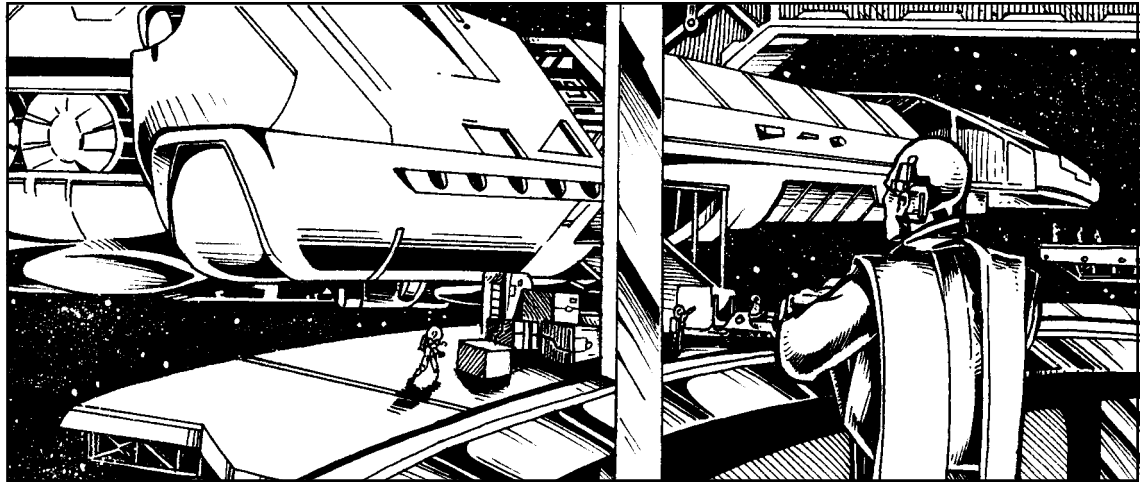
Death: "Paladin, Gambler, quit your yacking and help me finish off these transports."

Paladin: "Roger."

Gambler: "Roger."

Unidentified freighter: "Mayday, mayday! We are under attack. Hostile forces are destroying our hospital ships. We need help, hurry!"

Paladin: "This is for my father, you greedy solar worms."



## Wheeling and Dealing

Pilar and Rocky Salvadore, with their friend Jake Donner, looked upon the changing events with horror. The system they had all fought so hard to liberate was becoming once again a totalitarian system. The abused had become the abusers.

While the three were not directly threatened, they found it more uncomfortable each day they stayed on Espan. With the arrival of the Kashmeri Blockade fleet, the three decided that their time on Espan had come to end. During the middle of the night, the three climbed into Jake's Crescent and sped off into space. They had just broken free of Espan's atmosphere when four Agnis intercepted them.

The lead Agni, the Shiva, ordered the ship to return to Espan immediately. Jake responded that they were fleeing Espan and seeking asylum in the Kashmere Commonwealth. The Agnis quickly escorted the Crescent to the Kali command ship. Vijay Suwari welcomed Pilar, Rocky, and Jake and offered an interesting deal.

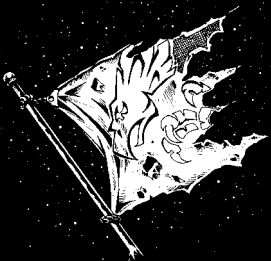
The three could just fly away, starting a new life in any system they choose. Or, they could assist the Kashmeri in their blockade and propaganda war against the Espan system. In exchange, the Commonwealth offered the three jobs in the bureaucracy on Espan. After a quiet discussion, the three agreed, under the condition that their aid ended if hostilities broke out.

Meanwhile, President Martinez engaged in deals of his own. He contacted the Crossed Swords, a pirate group that had run afoul of the Commonwealth before, and offered them a cut of the profits and governmental immunity if they could smuggle goods and escort ships into and out of the Espan system. Itching to get some revenge on the Commonwealth, the Crossed Swords quickly agreed and began sending ships into the Espan theater.

## Building Hostilities

With the Kashmeri blockade crippling the Espan economy, the Commonwealth moved on to the second stage of their plan. They placed propaganda satellites in orbit around the planet to form a network surrounding Espan holdings. The Kashmere Commonwealth then beams propaganda reports through these satellites to Espan. No citizen could turn on a Hologrid without seeing a reminder of the Kashmeri demands: immediate repayment of all debts.

Fighters from the Crossed Swords routinely went on satellite hunting missions, hoping to destroy them before the patrolling Kashmeri ships arrived. A few dogfights occurred between the pirates and blockade fighters protecting the satellites. Unfortunately for the pirates, the Commonwealth could replace the satellites as quickly as the pirates could destroy them.



The Espan government gathered its fighters and gunboats together. The old Renegade base deep in the Mayan nebula was once again activated and served as off system headquarters for the Espan navy. Many ships, including a refitted Narwhal, rendezvoused at the old base and prepared to retake the Espan system.

The ships still on the planets underwent refits. Because the Kashmere Commonwealth had discovered fluctuating shields that would thwart Tractor Beams, all ships with Tractor Beams had them replaced with other surplus weapons. Because of a lack of incoming repair parts for the fragile plasma weapons any ships with plazguns had them replaced with twin plexar guns.

In ones and twos, the fighters and freighters took off, trying to break through the Kashmeri blockade. A majority of the ships made it off planet and into the Mayan nebula, while those that did not make it distracted the blockade ships enough to allow their brethren to escape.

Then the Espan fleet prepared to take on the Kashmere Commonwealth.

## Retaliation

The first few Espan strikes were cautious. They launched an attack against a few blockading ships and then fled following the successful strike. The Commonwealth's resupply ships were often targets of Espan attacks. The Kashmeri doubled all escorts for their freighters and sent many heavy ships to patrol the Espan system, in hopes of persuading the Espans to agree to Kashmeri terms.

Unfortunately, the Kashmere Commonwealth did not realize that the Espan harassment attacks were meant to make the Commonwealth underestimate the Espan's strength. The Espans slowly reduced the number of attacks they launched, making the Kashmeri think the reinforced patrols and escorts were having their intended effect. When the Commonwealth was relaxed, secure in their power, the bulk of the Espan force moved out.

They targeted the ring of command ships in hopes of knocking out the command and control for the system. Scorpions, Eagles, Conestogas, and various fighters streamed out of the Mayan nebula and made a devastating attack against the relatively defenseless ships. Kashmeri casualties were high. The Espan fleet suffered light damage and retreated into the Mayan nebula before the mayday response appeared.

When the Commonwealth's fighters streaked to where their headquarters was, the scene before them horrified them. None of the seven freighters had escaped damage, and the attack had completely destroyed two of them. Dead crew floated in space, among pieces of metal and machinery. The fighters called in hospital ships to care for the wounded. The Thuggee entered the area to act as the new command center.

## The Final Straw

Flushed with their victory, the Espans immediately attacked a nearby Kashmeri convoy. Unfortunately, the convoy carried victims and medical supplies from the vicious attack on the command ships. The freighters announced their cargo and left their weapons uncharged, but the Espan fighters did not respond, except with a blaze of weapons fire.

The battle was brief and terrible. The medical freighters could not defend themselves and their escort was minimal. The Kashmeri lost every ship; all aboard perished.

When news of the attack reached the Commonwealth, it demanded immediate action. Director Rashneesh called for the Espans to surrender immediately and cease all hostile actions. The Kashmeri gave them three days to comply or the Commonwealth would declare war.

On the first day, there was no official response. On the second day, a flight of Espan fighters attacked the blockading ships surrounding Creedo. The Kashmeri ships fled the area after losing two of their ships.

The Espans had dropped the gauntlet. They desired war.

# The Next Millennium

Gambler: "Settling scores, Paladin?"

Paladin: "Yeah. If it weren't for the Kashmeri, my dad wouldn't have lost his job. If he still had his job, he'd still be alive."

Gambler: "Times are tough, but messing with a system's economy, that's just wrong. Eat particle beams, you money counters."

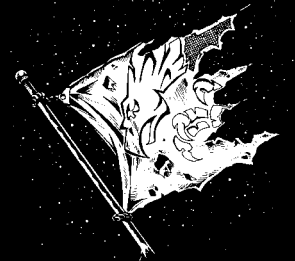
Death: "Cut the chatter and let's finish this job. I want no survivors, got it?"

Paladin: "Not a problem."

Gambler: "Starting my next run."

Pause of several seconds.

Panther: "Stop it! Your killing those defenseless people!"



# Silent Death

Death: "I thought I told you to leave the area."

Panther: "I can't let you do this, sir."

Death: "What are you going to do?"

Panther: "Whatever I have to."

Death: "Paladin, Gambler, continue the attack. I have a problem to deal with."

Gambler: "Roger."

Paladin: "Roger."

Panther: "Sir, I don't want to kill you, but I will if you force me to."

Death: "No one's forcing you to do anything."

Panther: "Are you going to stop the attack?"

## Moving the Pieces

Both sides mustered small forces during the first few days of the war. The Kashmere Commonwealth deployed a fairly small fleet due to the size of the system and the proximity of nearby Hatchling Clutchworlds. The Espans in turn still suffered from the effects of the depression and the Kashmeri blockade and had little materials from which to build new ships.

The Espans continued to use the old Renegade base in the Mayan nebula to stage harassment attacks as the Commonwealth moved its ships into place.

The Kashmeri made several reconnaissance flights to gauge the Espan strength and locate their assets. Kashmeri cargo convoys, the preferred target of the Espans, received better protection and more escorts, thus reducing their losses. The Commonwealth doubled the number of blockade ships and began to heavily patrol the space between the system's three planets.

All the Kashmere Commonwealth needed now was a visible target. Then it would be time for payback, both emotional and financial.

### KASHMERE FLEET COMPOSITION

#### SPACs

Dart, Hell Bender, Hell Bender II, Hell Bender K, Marut, Spirit Rider, Spirit Rider II, Surya, Talon, Talon II, Thunderbird,

#### TPACs

Agni, Death Wind, Lakshmi, Lance Electra, Lance Electra II, Salamander, Salamander II, Varuna

#### MPACs

Epping Beta, Karttikeya, Vishnu/Yama

#### ESCORTs

Kali, Ushas

The defensive screens on all vessels in the Kashmere fleet have been modified so that Tractor Beams will not work against them.

### ESPAN FLEET COMPOSITION

#### SPACs

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

#### TPACs

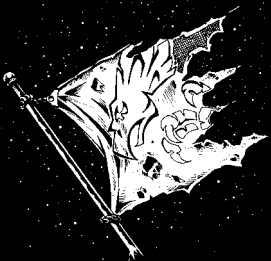
Crescent, Glaive, Lance Electra, Pharsii II, Revenge, Salamander, Sentry, Seraph, Sorenson III, Strata, Teal Hawk,

#### MPACs

Astrahauler, Betafortress, Conestoga, Drakar, Eagle, Eagle Beta, Epping, Scorpion, Scorpion Beta, Star Raven

#### Escorts

Narwhal MK III



# Kashmere Commonwealth Fighter Wings

Many wings distinguished themselves on both sides of the conflict. Below are a few of the more prominent ones.

## The Tightened Grip

### *KASHMERE COMMONWEALTH BLOCKADE WING 70*

**Commanding Officer:** Alexi Gorman

The Kashmeri military assigned Blockade Wing 70 the task of establishing a blockade in a new system. This is the most difficult time in a blockade: enough force must be employed to prevent shipments, but if too much is used, open rebellion and even warfare can breakout. To help with the task, the Kashmeri Design Bureau created the Agni to repel ships and reinforce the blockade.

The 70th rapidly earned the reputation for shutting a system down quickly, no matter how impressive its defenses. A powerful attack by the 70th's Varunas and Maruts comes streaking into the system and engages any sentry ships encountered. The Wing's Agnis follow and establish high orbit patrols around the blockaded planet. The 70th then tightens its grip and shuts down all interplanetary movement.

Many excellent pilots spend the middle time of their tour of duty in the 70th Blockade Wing. It does not have the glamour of the strike wings, so the younger pilots often shy away, but once his desire for action has cooled, a pilot is an excellent candidate for the 70th. It requires a cool hand and a fast wit to prevent an economic embargo from turning into a full-scale war.

### Squadron Summary

#### *FIRST STRIKE SQUADRON*

**Squadron Leader:**

Alexi Gorman (Plt 10, Gnr 9)

**Assets:** 8 x Varuna  
4 x Marut

#### *BLOCKADE SQUADRON*

**Squadron Leader:**

Phile Coleman (Plt 9, Gnr 9)

**Assets:** 12 x Agni

#### *SUPPORT SQUADRON*

**Squadron Leader:**

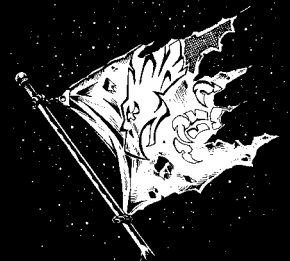
Melissa Careb (Plt 10, Gnr 8)

**Assets:** 8 x Vishnu  
4 x Lakshmi



## The Next Millennium

Death: "No."  
Panther: "Then defend yourself."  
Pause of several seconds.  
Death: "Paladin, Gambler, are we almost finished here?"  
Paladin: "Yes sir. Are you alright?"  
Death: "Minor damage to the defensive screens, engine, and armor. The kid was good."  
Gambler: "But you were better, right captain?"  
Death: "Right. Let's head home."  
Paladin: "Roger."  
Gambler: "Roger."  
End of transcript



## Account Closed

### *KASHMERE COMMONWEALTH ASSAULT WING 26*

**Commanding Officer:** Jaheb Portobello

The 26th Assault wing has a long history of successfully completing its assigned mission. It typically does most of the hard work during an extended campaign. Once a strike wing completes the initial push against an enemy, the 26th comes in and continues to attack until the campaign ends. Consequently, most of the pilots in the 26th are aces, having engaged in hundreds of sorties.

The 26th earned its nickname after the Hatchling invasion. While the Kashmere Commonwealth offered generous terms during reconstruction, some of the minor houses insisted on defaulting on their payments. The Kashmeri used the 26th to force repayment by military threat. For the few systems that still refused to pay, the 26th would “close” the account by destroying or conquering the offending system.

Jaheb Portobello has led the 26th for over ten years, flying the most dangerous missions himself. His shrewd mind allows him to analyze the furious chaos in a battle and accurately predict where a target will move next. He has over sixty-five kills to his credit and shows no sign of hanging up his wings.

## Squadron Summary

### *DEBIT SQUADRON*

**Squadron Leader:**

Jaheb Portobello (Plt 10, Gnr 10)

**Assets:** 6 x Varuna  
6 x Agni

### *CREDIT SQUADRON*

**Squadron Leader:**

Mary Byno (Plt 10, Gnr 7)

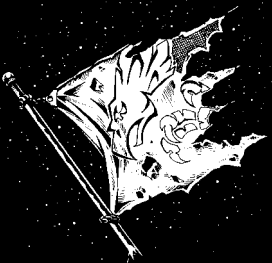
**Assets:** 6 x Salamander  
4 x Epping II  
2 x Karttikeya

### *BALANCE SQUADRON*

**Squadron Leader:**

Allegra Murro (Plt 8, Gnr 9)

**Assets:** 6 x Marut  
6 x Surya



# Espan Fighter Wings

Most of the Renegade and Espan wings merged following Rocky's Rebellion. A few like Las Botas and The Stingers, disbanded after the war and new wings emerged.

## The Phoenix

### *ESPAN 39TH STRIKE WING*

**Commanding Officer:** José Palmaro

The original 39th strike wing suffered heavy losses during Rocky's Rebellion. Only José Palmaro survived the Espan attack on the hidden Renegade base and the subsequent attack against Espan itself. Once the rebellion ended, the new government recreated the 39th attack wing in honor of the sacrifices its members made during the war. Dubbed the Phoenix, the wing rose from its ashes and soon became a decorated combat wing.

President Salavadore gave José Palmaro freedom to choose any pilot he wished for the Phoenix wing. Consequently, the 39th has some of the most skilled and patriotic pilots in the Espan system. The Phoenix wing protected Espan space from various minor incursions, using just enough force to end hostilities. They also performed escort duty for freighters, protecting them from occasional pirate and terrorist attacks.



With the election of Martinez as Espan president, the Phoenix had orders to escort all non-Espan businesses off Espan, a task they performed readily. There were a few "accidents" during these escort missions — weapons discharged, ships flying too close, and other irritations. The Kashmeri and other houses issued formal complaints, but the ruling government largely ignored them. When hostilities finally broke out between the Kashmere Commonwealth and Espan, the Phoenix wing volunteered for much of the action. It was the Ash squadron that led the attack against the Kashmeri hospital ships which started of the war.

### Squadron Summary

#### *FEATHER SQUADRON*

**Squadron Leader:**

Juarez Bonita (Plt 9, Gnr 9)

**Assets:** 6 x Strata  
6 x Prowler

#### *FIRE SQUADRON*

**Squadron Leader:**

Maria Santangio (Plt 7, Gnr 10)

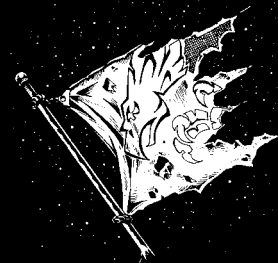
**Assets:** 6 x Eagle II  
6 x Scorpion II

#### *ASH SQUADRON*

**Squadron Leader:**

José Palmaro (Plt 10, Gnr 9)

**Assets:** 6 x Blood Hawk II  
6 x Kosmos III



## Espan Irregulars

### *ESPAN 9225TH MAINTENANCE WING*

**Commanding Officer:** Ortega Gonzalez

The Espan government formed the 9225th in response to the Kashmeri blockade. Gathering whatever ships they could find, the Espan Irregulars spent most of the pre-war time trying to break Kashmeri blockade. Using converted civilian craft, the 9225th flew their AstraHaulers against the Kashmeri Agnis. Most of the ships returned to the planet, pushed back by the Agnis, but many made it through, allowing information and goods to travel outside the Espan system.

Once the war erupted, the Irregulars flew a vast variety missions, from logistical, to strike, to patrol, to fighter sweeps. The types of ships they flew changed often, depending available supplies and the upcoming missions. Often, the ships required extra maintenance, due to their rapid, and often slipshod, modifications.

Throughout the war, due to the variety of ships and missions that they flew, the Irregulars appeared across the system. This led the Kashmeri Intelligence to believe that the Espans had many more ships and wings than they had originally estimated. It took three months before the Commonwealth realized its error, discovering that the Irregulars were merely one wing with a lot of mobility.

## Squadron Summary

### *RED SQUADRON*

**Squadron Leader:**

Ortega Gonzalez (Plt 10, Gnr 9)

**Assets:** 6 x AstraHauler  
6 x Strata

### *GOLD SQUADRON*

**Squadron Leader:**

Jamie Gomez (Plt 9, Gnr 8)

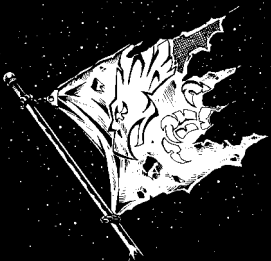
**Assets:** 4 x Spirit Rider  
8 x Prowler

### *MERIDIAN SQUADRON*

**Squadron Leader:**

Pablo Guevera (Plt 8, Gnr 7)

**Assets:** 4 x Glaive  
4 x Conestoga  
4 x Blood Hawk II



# New Technology

Nothing spurs technological development more than a war. The Espans especially looked for new weapon designs to replace those that required imported parts.

## Plexar Gun

The Renegades needed a new heavy weapon with which to arm their ships, because the Kashmeri blockade prevented the import of Plazgun replacement parts. The weapon designers had little time or money to spend on their new creation, so rather than delay by testing and perfecting, they immediately began mounting it on ships.

The Plexar Gun uses a particle multiplexer to collect and focus a powerful beam. The collected beam is much more accurate than normal particle weapons and packs a significant wallop. Unfortunately, the Renegades discovered a significant design flaw in the weapon when used in combat: the Plexar Gun lacks sufficient compensators and energy dischargers. When fired, the Plexar Gun shakes the firing ship violently for a few seconds, often causing secondary damage to the ship's defensive system.

Still, the need for a heavy weapon was great and the Renegades took the good with the bad. They plan to refine the weapon once they win their current struggle with the Kashmeri.

### PLEXAR GUN TECHNICAL SPECS

Name	Cost	Slot	Dice	Damage	SR	Short	Medium	Long
Plexar Gun	4	4	2D10*	High	<=14	1-4	5-10	11-12
Twin Plexar Gun	8	8	2D10+1*	High+2	<=14	1-4	5-10	11-12

\* If the To Hit roll for the Plexar Gun is triples, the firing ship's Defensive Value is reduce by 2.

## Tractor Shielding

The Tractor Beam showed itself to be a powerful weapon in the Espan Rebellion. The Kashmere Commonwealth observed the entire rebellion with great interest and became very concerned about the Tractor Beam. After all, if a small fighter could stop any Kashmeri freighter, the Kashmeri would lose that cargo. Extensive and rapid research and development discovered that a fluctuating screen could block the Tractor Beam and render it inert. The Commonwealth quickly modified all of its existing

ships with the new screens. The Yoka-Shan Warworld approached the Commonwealth and asked about licensing this new technology. The Kashmeri agreed and soon all of the major houses immunized their ships from Tractor Beams. The Espans decided to replace the now useless Tractor Beams with more effective weapons.

## Salvage Claws

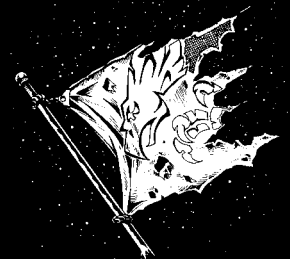
Rules for salvage claws are available in *Renegades: The Espan Rebellion* and *Sunrunners*.

# The Next Millennium

## Darkest Fears

Jaheb Portobello ran his hand along the body of his Varuna, the Rising Dawn. Quiet moments like these were hard to come by and Jaheb took advantage of every one. His eyes glanced over the ship silhouettes stenciled on the side of his ship. Currently, there were sixty-nine of them painted on the metal, each one representing another victory for the older pilot.

He remembered the first day he climbed into the cockpit for the Kashmere Commonwealth, twelve

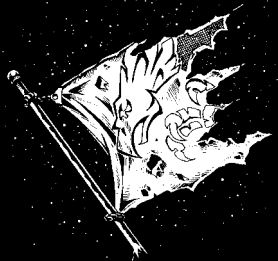




# Silent Death

years ago. He was assigned a Marut and given escort duty for a freighter wing. The first battle he entered was something he would never forget. He pushed the throttles forward and flew towards the attacking ships. He was so excited and nervous, that he moved his ship every time he pulled the trigger. Needless to say, he scored no hits in that battle, although he was able to avoid being hit. He learned a valuable lesson that day—one of control.

The next battle, he scored his first kill. By relaxing while flying, Jaheb learned he could easily predict



## New Ships

Both sides brought new ships into their war. The Kashmeri revealed their new patrol warhound as well as their newest fighters. The Espans, desperate for ships to throw against the Kashmeri, purchased civilian designs and modified them into ships of war.

### Rio Rojo Unlimited Bago Mk. 10 “ASTRAHAULER”

**Crew:** 2

**Maneuvering Thrust:** 0.078 km/s/s

**Mass:** 1,450 tons

**Translight Capability:** 9 light-years/day

**Armor:** Crystanium armor

**Atmospheric Capabilities:** semi

**Cargo Capacity:** 1 x 15 unit bay

**Armaments:**

4 x Mk. 10 Splatterguns

**Commentary:** The AstraHauler was originally a civilian transport that the Espans modified in hopes of breaking the Kashmeri blockade. Like most freighters, it is slow, lightly armed, and lightly armored. The four Splatterguns mounted into the body of the AstraHauler, two in the front and two in a top-mounted turret, provide defensive armament for the freighter.

As a refit, the ship was a financial success. As a warship, it was a moderate failure. It requires a significant escort if encountering any enemy ships. Its armor is very light and disappears quickly. It has minor shielding, deflecting only the worst aimed attacks. Its only major feature is its price. The Espans could purchase many of these freighters and send them all out at once. If enough freighters flew together, some of them had to get through.

If a flight of AstraHaulers does not have an escort, it is imperative that they fly within each other's firing range. They should concentrate their firepower on the same attacking ship, hopefully disabling it. Otherwise, the AstraHauler should push the throttles forward and hope for the best.

### Kashmere Shipyards KS-54 “Agni”

**Crew:** 2

**Maneuvering Thrust:** 0.126 km/s/s

**Mass:** 725 tons

**Translight Capability:** none

**Armor:** Crystanium with belt

**Atmospheric Capabilities:** semi

**Cargo Capacity:** none

**Armaments:**

1 x Mk. 30 Impulsegun

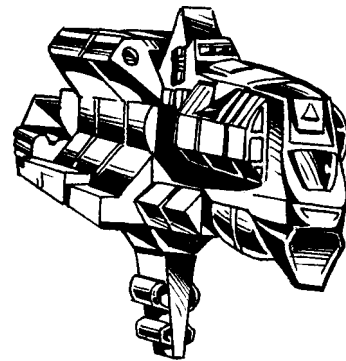
2 x Mk. 20 Meld Lasers

1 x Missile Launcher

(Ammo: 10 Missiles)

2 x Mk. 30 Explosive Torpedoes

**Commentary:** The Agni, named after the Indian god of fire and lightning, is the typical fighter used to enforce a planetary blockade. While not armed to the teeth, its weapon load provides a deterrent to even the most determined smuggler. Its primary weapon is the twin-barreled Meld Laser, which provides long-range capabilities against incoming freighters and slower fighters. If the subtleties of the Meld Laser do not get the Kashmeri point across, the Impulsegun, missiles, and torpedoes can stop the offender permanently.



Typically, when the Kashmeri instigate a blockade, a wing of Agnis with at least one Kali will appear in the system. The Kali will roam near the typical trade routes, broadcasting an announcement about the blockade. The Agnis fly to the blockaded planet and establish an orbit, preventing any exit from the atmosphere. Agni pilots train to fly in formations of two or more, which allows them to combine the effects of their Meld Lasers, and force smugglers back to the planet's surface.

The Agni is best used in pairs. While it is not a fast ship, it should be able to catch most freighters and many medium and large fighters. Its bane is a group of small light fighters, like the Dart, that continually nibble at the Agni. The Agni has heavy armor though, which helps it to survive these types of attacks.

## **Kashmere Shipyards KW-777 "Kali"**

**Crew:** 17

**Maneuvering Thrust:** 0.109 km/s/s

**Mass:** 5,100 tons

**Translight Capability:** 12 light-years/day

**Armor:** Crystanium double hull

**Atmospheric Capabilities:** none

**Cargo Capacity:** none

### **Armaments:**

1 x Mk. 25 LazTube

8 x Mk. 10 Splatterguns

6 x Mk. 10 Pulse Lasers

6 x Mk. 20 Blatguns

4 x Missile Launchers

(Ammo: 20 Missiles each)

2 x Mk. 45 Torpedo Tubes

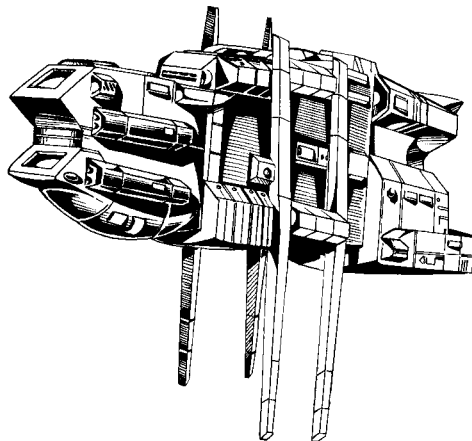
20 x Mk. 10 Explosive Torpedoes

10 x Mk. 50 Explosive Torpedoes

**Commentary:** The Kashmere Commonwealth needed a patrol ship that they could send by itself into dangerous territory. In order to keep the cost of the ship reasonable, the designers chose a corvette-sized warhound. Since the operating theater of the Kali would change often, it needed a variety of weapon systems to deal with all threats. Thus the Kali has a combination of missile, torpedo, laser, and particle technology. The Kashmeri approved the design and production started immediately at the Commonwealth's new warhound manufacturing facility. The Kashmeri produced the Kali in a record sixteen months. It came in on-time and under-budget, the way the Commonwealth likes it.

In combat, the Kali proved itself adequate. It does not produce massive, damage-inducing volleys of weapons fire, but it provides constant moderate attacks. The Splatterguns are helpful in keeping small fighters away from the ship, while the six-barreled Pulse Laser provides excellent torpedo defense. The Missile Launchers afford needed defense in the event of a Brood attack, while the Laztube grants the necessary firepower for attacks against other warhounds. It also has large engines that allow it to keep pace with any passing convoy.

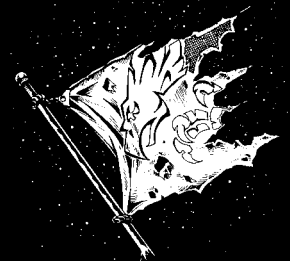
The Kali is a dependable escort providing excellent tactical support to a small force. Its flexible weapon systems allow it to engage many different types of targets at once. While the weapons only do a moderate amount of damage, the Kali is robust enough to last through the end of the battle. With a large and flexible torpedo load, the Kali is a well-rounded warhound.



# The Next Millennium

the actions of his targets, leading them just the right amount before pulling the trigger. His Marut's Impulsegun and Pulse Lasers continued to connect with their target, increasing his kill tally every encounter. After six months flying a Marut, Jaheb was promoted to a Varuna and the 26th Assault Wing.

Throughout the years, he continued flying the Varuna, forging a deep friendship between himself and his gunners. In addition to Jaheb's climbing kill numbers, his gunners, Mira and Johansen, added to their kill totals as well. They fought many



# Silent Death

battles against pirates and various minor houses, enjoying the fruits of their success. This all came to an end when they encountered the Night Brood.

The Hatchlings had been quiet for many years, but occasional sightings occurred throughout the Commonwealth. When Jaheb first saw them flying through the night, he felt the same feeling as when he entered his first battle, a combination of excitement and fear. He and his wingman broke formation to attack the Hatchling ships. The jump pods and ink clouds inhibited Jaheb's ability to predict their move-

## Faline Motors Incorporated FP-111 "Prowler"

**Crew:** 1

**Maneuvering Thrust:** 0.151 km/s/s

**Mass:** 425 tons

**Translight Capability:** none

**Armor:** Crysteel with belt

**Atmospheric Capabilities:** none

**Cargo Capacity:** none

**Armaments:**

2 x Mk. 10 Splatterguns

10 x Mk. 30 Explosive Torpedoes

**Commentary:** Faline Motors Incorporated entered into the military ship business shortly after the fall of the Empire. With the many ships destroyed during the Hatchling invasion, Faline Motors reasoned that the surviving navies would need to replace lost ships. The first warship made available was the FP-111 "Prowler." The designers envisioned the Prowler as a cheaper alternative to the Revenge. While its torpedo load is not as powerful as the Revenge, computer analysis showed that against most medium and small targets, the Revenge's torpedo volley was overkill. The initial responses to the Prowler were positive. Pilots like the twin Splatterguns, which protect the ship during attack runs. Accountants enjoy its lower cost.

The Espan Renegades had discovered a cache of Mk. 30 torpedoes that the loyalist government had stored away for use with the Eagle gunboat. Once the Renegades took Espan over, they placed an order for twenty Prowlers to take advantage of the torpedoes. Faline Motors actually received half payment for the ships before Espan defaulted on its debts.

As a medium strike fighter, the Prowler is excellent. Its high drive and large torpedo capacity allow it to quickly maneuver to its target and drop its payload. The twin Splatterguns remedy a flaw in the Revenge, namely a reliance on expendable munitions. Once the Prowler launches its torpedoes, it becomes a nuisance fighter. Of course, there will probably not be many targets left to fight once the torpedoes impact.

## Azatlan RCF 2615 "Strata"

**Crew:** 2

**Maneuvering Thrust:** 0.126 km/s/s

**Mass:** 725 tons

**Translight Capability:** none

**Armor:** Crystanium with reinforcement

**Atmospheric Capabilities:** full

**Cargo Capacity:** none

**Armaments:**

8 x Mk. 10 Pulse Lasers

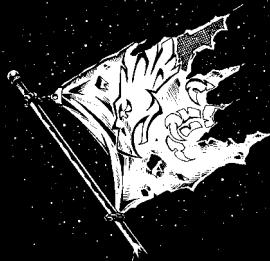
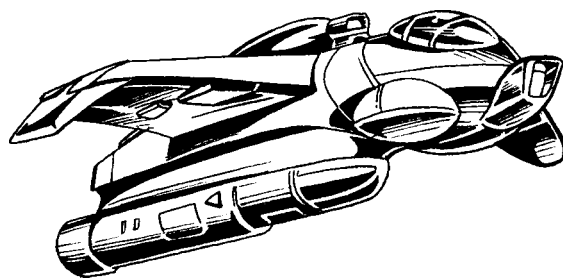
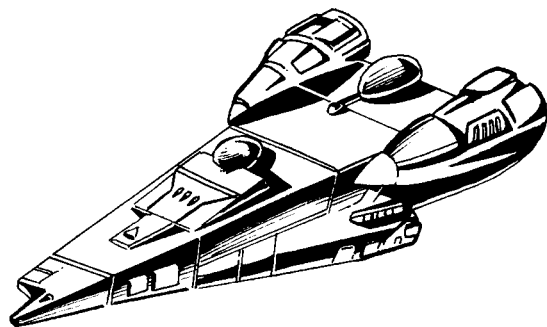
1 x Mk. 60 Plexar Gun

6 x Mk. 30 Explosive Torpedoes

1 x Missile Launcher

(Ammo: 20 missiles)

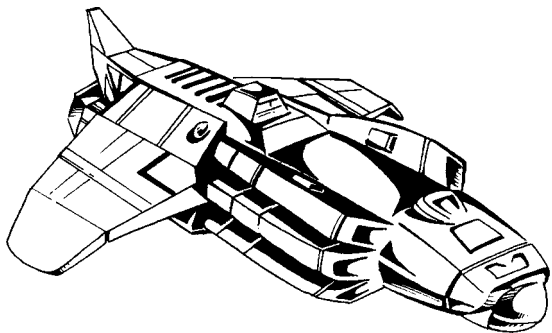
**Commentary:** Azatlan originally designed the Strata as a pleasure craft allowing intersystem transportation. When the faltering of the Espan economy halted plans for the ship, it became obvious to Azatlan that the future of the Espan ship industry lay in the hands of the military. With the advent of the Kashmeri blockade, the Espan military needed more ships quickly. Azatlan took the original Strata design and modi-



fied it for military use. They presented it to the Espan military, who quickly approved it with one minor modification. Since the supply of Plazguns was getting dangerously low, the Espans wanted to incorporate its new Plexar Gun. The Azatlan corporation reluctantly agreed. The Strata lacks the structural reinforcement necessary to handle the massive recoil the Plexar Gun provides, but the Espan contract had a very tight deadline. Azatlan released the Strata to the military with stern warnings about using the Plexar Gun wantonly.

The Strata performed adequately. Pilots and gunners soon learned to only fire the Plexar Gun when assured of a hit since the violent vibrations of the cannon often caused malfunctions with the ship's defensive screens. The many Pulse Lasers provide excellent secondary armament. Finally, the six torpedoes give the Strata a heavy punch if needed.

The Strata is a powerful medium fighter with an Achilles heel. The Plexar Gun is intimidating, but can cripple the firing ship. Use it only when you are confident of a hit, and hope that your opponent rolls poorly. Do not forget about the Strata's torpedo load; it can destroy even a Star Raven.



## Kashmere Shipyards KR-312 "Surya"

**Crew:** 1

**Maneuvering Thrust:** 0.126 km/s/s

**Mass:** 315 tons

**Translight Capability:** none

**Armor:** Crystanium alloy with belt

**Atmospheric Capabilities:** none

**Cargo Capacity:** none

**Armaments:**

2 x Mk. 15 Disruptorguns

2 x Mk. 10 Pulse Lasers

1 x Mk. 20 Blatgun

1 x Missile Launcher

(Ammo: 10 Missiles)

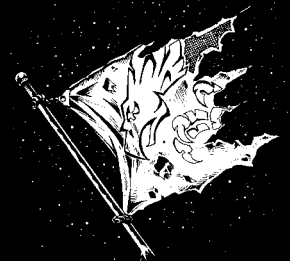
**Commentary:** When entering an unknown sector of space, it is important to be prepared for any attack. The Kashmeri military recognized this and commissioned a fighter to be part of the front line entry flight into potentially hostile territory. It needed to have a flexible weapon layout to allow it to deal with a variety of threats. Most importantly, the Kashmeri wanted it cheap, because they had recently completed construction of their warhound construction yard and were diverting much of their money and materials to producing bulk cruisers and system patrol ships.

The designers presented the result — dubbed Surya, after the god of the sun — to the Kashmeri military for testing. It took only two weeks before the military gave full approval for the Surya and placed a large order for it. Its weapon systems provided reliable firepower at many ranges. The pilot uses the Disruptorguns at close range, the Pulse Lasers at medium range, the Blatguns at long range, and the Missile Launcher for enhanced damage potential.

Compared to other ships of comparable tonnage, the Surya is slower and easier to hit. However, it has plentiful armor, and has weapon flexibility comparable only to a Hell Bender. If players use the optional rule for firing multiple weapons systems, the Surya is a vicious opponent.

# The Next Millennium

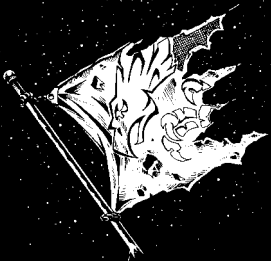
ment. He felt the waves of panic rising up inside him as he tried to follow his target. The Hatchling ship moved differently than human ships; very smooth, very organic. Jaheb jinked his ship as best he could, trying to avoid being hit by the Hatchling's X and Y beams. Unfortunately, his maneuvering brought his ship into the cross hairs of the other Hatchling vessel. A spore mole impacted with the Rising Dawn, burrowing through its armor. Jaheb slammed the emergency decompression button, hoping to expel the deadly biologics, and his breathing mask slid down over his face. He could still



# Silent Death

hear Johansen coughing as the spores burrowed into his skin. Jaheb turned off the intercom, unable to bear the sound of his friend dying.

The scramble klaxon interrupted Jaheb's reminiscing. He shook his head to remove the last of Johansen's scream from his memory as he punched the cockpit's open button. His gunners, Mira and Sari, came down the steps two at a time and entered the hanger at a jog, helmets tucked under their arms. Mira flashed Jaheb a smile as they climbed into their seats. While the gunners charged their guns and tested their



# Ship Refits

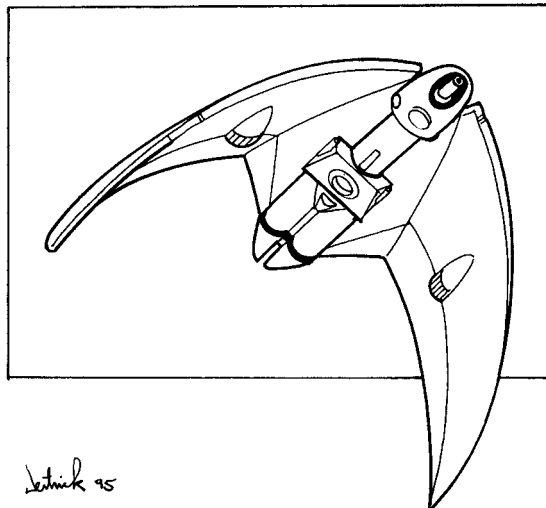
## Azatlan Incorporated RCS 240 "Blood Hawk II"

**Crew:** 1  
**Maneuvering Thrust:** 0.192 km/s/s  
**Mass:** 160 tons  
**Translight Capability:** none  
**Armor:** Crysteel w/belt  
**Atmospheric Capabilities:** full  
**Cargo Capacity:** none  
**Armaments:**

2 x Mk. 60 Plexar Guns

**Commentary:** As the Kashmeri blockade interfered with the availability of spare parts for Espan ships, especially the damage-prone Plazguns, the Blood Hawks in the Espan fleet often stayed in their underground bunkers due to a lack of armament. When the hostilities with the Kashmeri escalated, the Espans needed a new solution. The solution came in the form of the Plexar Gun. Removing the Plazgun provided ample space to mount the twin Plexar Guns. The Blood Hawk II became Espan's front-line fighter.

On average, the twin Plexar Guns will deal the same amount of damage as the Plazgun they replace, although they increase the chance of damaging the ship. The long-term capabilities of the Blood Hawk has been reduced, since every pull of the trigger could make the ship an easier target. It is important for the Blood Hawk II pilot to fly into the fray, deal some damage, and then retreat.

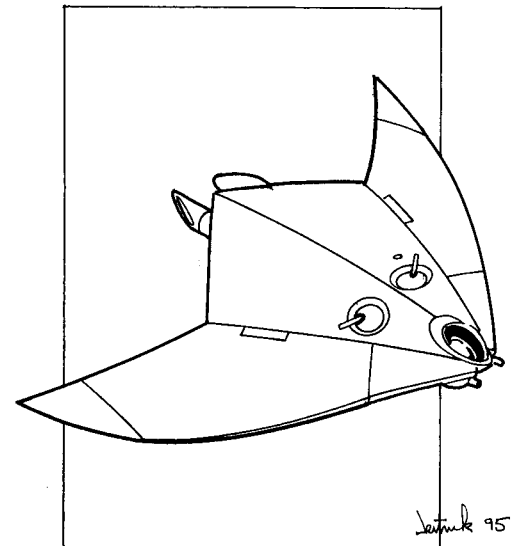


## Azatlan Incorporated RCGB 602a "Eagle Alpha"

**Crew:** 5  
**Maneuvering Thrust:** 0.101 km/s/s  
**Mass:** 1175 tons  
**Translight Capability:** none  
**Armor:** Crysteel w/belt  
**Atmospheric Capabilities:** none  
**Cargo Capacity:** none  
**Armaments:**

4 x Mk. 60 Plexar Gun  
1 x Mk. 25 Protobolt Projector  
(ammo: 4 shots)  
1 x Mk. 15 Ion Ram  
6 x Mk. 10 Pulse Lasers  
3 x Mk. 10 Splatterguns  
10 x Mk. 10 Explosive Torpedoes  
5 x Mk. 30 Explosive Torpedoes

**Commentary:** With the Eagle's Tractor Beam made ineffective, the Espans needed a replacement weapon. The Espans chose the Protobolt Projector even though it required expendable munitions. They had sufficient time before the Kashmeri blockade to import many of the casings that the Projector uses for ammunition. The Espans also removed the Eagle's Plazgun to keep as a backup for the Scorpion gunboats still in service. The refit places a twin Plexar Gun in the Plazgun's mount.



The Eagle II has many weapon options during combat. The new Protobolt Projector gives it a long range supplement to its torpedo load, while the dual Plexar Guns can cripple a smaller ship with one hit. An Ion Ram, some Lasers, and Splatterguns provide the Eagle II with numerous attack options.

### Arc Gotha MPAC-17e "Epping Alpha"

**Crew:** 4

**Maneuvering Thrust:** 0.109 km/s/s

**Mass:** 1000 tons

**Translight Capability:** none

**Armor:** Fortified Crysteel

**Atmospheric Capabilities:** full

**Cargo Capacity:** none

**Armaments:**

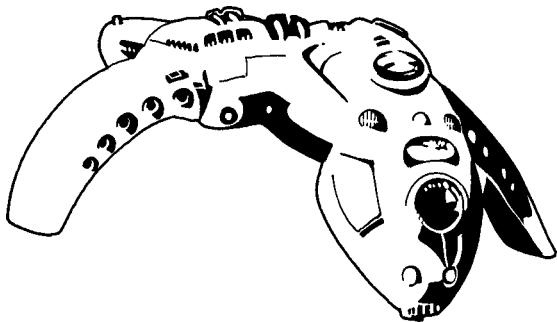
7 x Mk. 10 Impulseguns

3 x Missile Launcher  
(ammo: 20 missiles)

4 x Mk. 30 Explosive torps

**Commentary:** Needing a cheap patrol vehicle, the Kashmeri looked into purchasing an existing design rather than building their own. The Epping met all of the Commonwealth's maneuverability requirements, but its weapons layout needed changes. Undaunted, the Kashmere Commonwealth placed a large order for modified Eppings and soon had its needed patrol ships. The weapons upgrade lessened the expensive missile load and replaced it with the Kashmeri-made Impulseguns.

The Epping Alpha upgrades its mediocre Pulse Laser armament with the Kashmeri-preferred Impulsegun, providing a needed weapon boost. It still has a shorter weapon range when compared to other gunboats, but it is deadly within its ten-hex kill zone.



### Caladyne Industries BUUR-5 (export) "Kosmos III"

**Crew:** 1

**Maneuvering Thrust:** 0.168 km/s/s

**Mass:** 250 tons

**Translight Capability:** none

**Armor:** Crystanium w/belt

**Atmospheric Capabilities:** full

**Cargo Capacity:** none

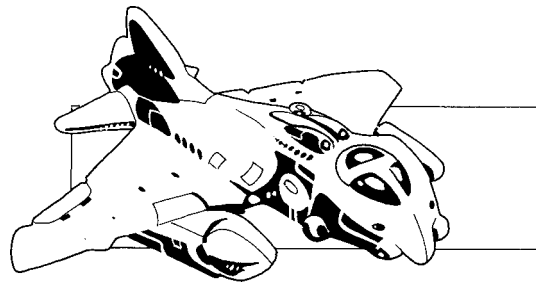
**Armaments:**

2 x Mk. 10 Splatterguns

1 x Missile Launcher  
(ammo: 10 missiles)

**Commentary:** The general failure of the Kosmos to sell forced ship dealers to dump the ship at bargain prices. The Espans bought many of these ships to replace those lost during the Renegade war. The expense of maintaining a mass driver forced the Espans to remove the Miniguns and replace them with more economical Splatterguns. The result is a speedy fighter with capable armament. The Kosmos III has become the Espans' second-line fighter.

With the Minigun removed and twin Splatterguns installed, the long-term fighting ability of the Kosmos is greatly expanded. The missile load provides a lethal, one-time attack. The Kosmos always had decent maneuverability and engine power; it now has decent armament as well.



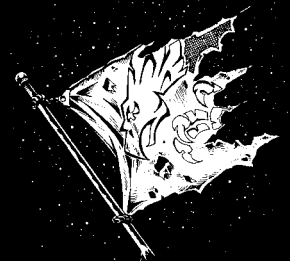
# The Next Millennium

traverse rates, Jaheb went through the pre-flight checklist. He activated the fusion reactor and felt the familiar vibrations as the engine warmed up. Over to his right, Jaheb watched a Karttikeya lift off the carrier deck and fly into the blackness of space.

"Varuna 245, you are cleared for take off. Rendezvous at point 325 mark 6 and repel enemy attackers."

"Roger," was Jaheb's reply.

The Rising Dawn lifted gently off the deck and sped out the launch door. The carrier retreated in Jaheb's rear display as he swung his ship towards the rendezvous point. Various



# Silent Death

ships were already there, including some Maruts, an Epping II, and the Karttitkeya.

“Incoming bogeys, at point zero-one-two. Scanners indicate possible Hatchling ships. Proceed with caution,” the controller of the carrier announced. The word Hatchling made a chill wash over Jaheb’s body. As the ships closed their scanners confirmed three Tigermoths, two Thistles and a Muskellenge. Jaheb’s hands started to sweat as his ship closed with the enemy.

“At least we don’t have to worry about spore moles,” Mira quipped through worried lips.

## Renegade Special Retrofit 2001 “Narwhal Mk. III”

**Crew:** 27

**Maneuvering Thrust:** 0.109 km/s/s

**Mass:** 6,100 tons

**Translight Capability:** 12 light-years/day

**Armor:** Crystanium alloy w/belt

**Atmospheric Capabilities:** none

**Cargo Capacity:** 1 x 10 unit bay

### Armaments

1 x Mk. 45 Repeating Blaster

1 x Mk. 30 Disintegrator

13 x Mk. 10 Pulse Lasers

4 x Mk. 45 Torpedo Tubes

2 x Missile Launcher

(ammo: 10 missiles)

1 x Missile Launcher

(ammo: 20 missiles)

10 x Mk. 20 Explosive Torpedoes

10 x Mk. 30 Explosive Torpedoes

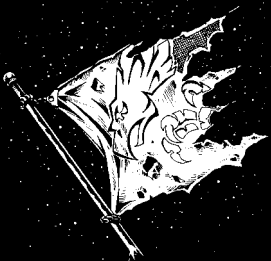
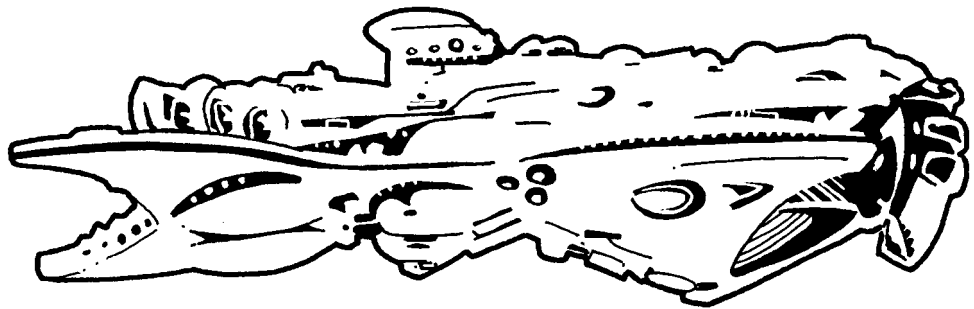
1 x 100-ton fighter rack

**Commentary:** The original Narwhal had many flaws that kept it from being the powerful combat transport its designers wanted. Its cargo bay was small, its armaments were weak, and its cost was high. While many houses purchased Narwhals, they quickly sold them when the Kashmeri

began selling their bulk cruisers. This created a secondary market for Narwhals, and many minor houses snatched up two or three at bargain prices. With a little ingenuity and some spare parts, Narwhals started appearing with non-standard armaments. Systems that could not afford the more desirable warhounds suddenly found an irresistible “fix-up” opportunity.

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

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







# BPV: 39 I.D. BLOOD HAWK II

**TPV**

**Pilot**  
**2 Plexar Guns (F)**  
 To Hit: 2D10+ADB+1  
 Damage: High+2 ∞  
 Range: 4/10/12  
 Target SR ≤14

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

Decoys: ○ ○  
 P-D: 1-4 [2]  
 Dmg Con: 1-4  
 Tons: 160

Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**  

				19	2	*	16	
	13	1	10	*	7	w	4	X

# BPV: 39 I.D. BLOOD HAWK II

**TPV**

**Pilot**  
**2 Plexar Guns (F)**  
 To Hit: 2D10+ADB+1  
 Damage: High+2 ∞  
 Range: 4/10/12  
 Target SR ≤14

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

Decoys: ○ ○  
 P-D: 1-4 [2]  
 Dmg Con: 1-4  
 Tons: 160

Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**  

				19	2	*	16	
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 To Hit: 2D10+ADB+1  
 Damage: High+2 ∞  
 Range: 4/10/12  
 Target SR ≤14

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

Decoys: ○ ○  
 P-D: 1-4 [2]  
 Dmg Con: 1-4  
 Tons: 160

Tight Turn Cost: \_\_\_\_\_+3

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				19	2	*	16	
	13	1	10	*	7	w	4	X

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 To Hit: 2D10+ADB+1  
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 Range: 4/10/12  
 Target SR ≤14

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

Decoys: ○ ○  
 P-D: 1-4 [2]  
 Dmg Con: 1-4  
 Tons: 160

Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**  

				19	2	*	16	
	13	1	10	*	7	w	4	X

## CRITICAL HITS

- 2 — **Pilot killed.** Blood Hawk II may perform no further actions. Defensive Value drops to 5.
- 3 — **Plexar Gun Targeter damaged.** Weapon may not be fired until after next turn.
- 4 — **Electronic Warfare disabled.** Blood Hawk II cannot jam tracking torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Blood Hawk II may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Plexar Gun damaged.** Reduce chance To Hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines sputter.** Blood Hawk II's Drive drops to 5 until after next turn. Reduce Defensive Value by 5.
- 10 — **Hull badly compromised.** Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Blood Hawk II may not move or fire until after next turn.
- 12 — **Reactor hit.** Power generator detonates.

## PLEXAR GUN SPECS ∞

**Short Range:** 1-4 hexes (+1 To Hit).  
**Medium Range:** 5-10 hexes.  
**Long Range:** 11-12 hexes (-1 To Hit).  
 ∞ If the Attack Dice roll triples, reduce the firing ship's defensive value by 2.  
**Target Speed Restriction:** Target's drive value must be ≤14.

# BLOOD HAWK

BPV: 41 I.D.

TPV

**Pilot**  
**1 Plazgun (F)**  
 To Hit: 2D6+ADB  
 Damage: All ¥

**Crew**  
 PILOT  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

(F)

(FQL)  
Defensive Value  
15

(FQR)  
Damage Reduction  
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: \_\_\_\_\_ +3

Decoys: ○○  
 P-D: 1-4[2]  
 Dmg Con: 1-4

**DAMAGE TRACK**

→

			19	2	*	16	
13	1	10	*	7	W	4	×

# BLOOD HAWK

BPV: 41 I.D.

TPV

**Pilot**  
**1 Plazgun (F)**  
 To Hit: 2D6+ADB  
 Damage: All ¥

**Crew**  
 PILOT  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

(F)

(FQL)  
Defensive Value  
15

(FQR)  
Damage Reduction  
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: \_\_\_\_\_ +3

Decoys: ○○  
 P-D: 1-4[2]  
 Dmg Con: 1-4

**DAMAGE TRACK**

→

			19	2	*	16	
13	1	10	*	7	W	4	×

# BLOOD HAWK

BPV: 41 I.D.

TPV

**Pilot**  
**1 Plazgun (F)**  
 To Hit: 2D6+ADB  
 Damage: All ¥

**Crew**  
 PILOT  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

(F)

(FQL)  
Defensive Value  
15

(FQR)  
Damage Reduction  
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: \_\_\_\_\_ +3

Decoys: ○○  
 P-D: 1-4[2]  
 Dmg Con: 1-4

**DAMAGE TRACK**

→

			19	2	*	16	
13	1	10	*	7	W	4	×

# BLOOD HAWK

BPV: 41 I.D.

TPV

**Pilot**  
**1 Plazgun (F)**  
 To Hit: 2D6+ADB  
 Damage: All ¥

**Crew**  
 PILOT  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

(F)

(FQL)  
Defensive Value  
15

(FQR)  
Damage Reduction  
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: \_\_\_\_\_ +3

Decoys: ○○  
 P-D: 1-4[2]  
 Dmg Con: 1-4

**DAMAGE TRACK**

→

			19	2	*	16	
13	1	10	*	7	W	4	×

## CRITICAL HITS

- 2 — **Pilot killed.** Blood Hawk may not perform any further actions.
- 3 — **Plazgun Targeter damaged.** Weapons may not be fired until after the next game turn.
- 4 — **Electronic Warfare disabled.** Blood Hawk cannot jam tracking torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Blood Hawk may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Plazgun damaged.** Reduce weapon's chance to hit by 2.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines sputter.** Blood Hawk may only use 5 movement points next turn. Reduce Defensive Value by 5 as well.
- 10 — **Hull badly compromised.** Reduce Defensive Value by 7.
- 11 — **Pilot dazed.** Blood Hawk cannot move or fire its weapons until after the next game turn.
- 12 — **Reactor hit.** Power generator detonates. The Blood Hawk is emphatically destroyed.

## PLAZGUN SPECS

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-4 hexes.  
**Long Range:** 5-10 hexes (-1 To Hit).

¥ If the Attack Dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.



AGNI

I.D.

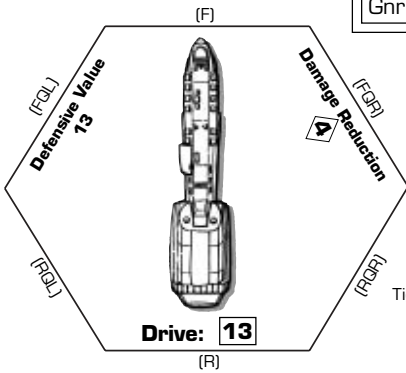
BPV: 103

TPV

Mk. 30 Torps

Pilot: 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10

Crew: PILOT Plt: Gnr: Luck: GUNNER Gnr:



Tight Turn Cost: +3

Gunner: Missile Launcher (360°) Lock-on < 6

Gunner: 2 Meld Lasers (RQL) (FQL) (F) (FQR) (RQR) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR ≤12

Decoys: P-D: Dmg Con: Tons:

DAMAGE TRACK

Grid showing damage track with numbers and symbols.

AGNI

I.D.

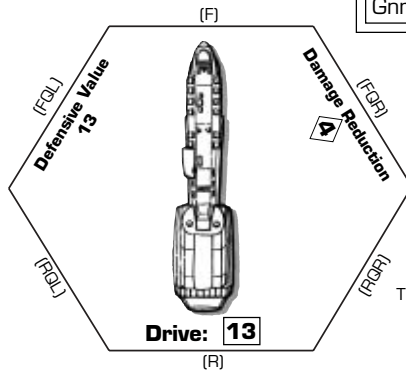
BPV: 103

TPV

Mk. 30 Torps

Pilot: 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10

Crew: PILOT Plt: Gnr: Luck: GUNNER Gnr:



Tight Turn Cost: +3

Gunner: Missile Launcher (360°) Lock-on < 6

Gunner: 2 Meld Lasers (RQL) (FQL) (F) (FQR) (RQR) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR ≤12

Decoys: P-D: Dmg Con: Tons:

DAMAGE TRACK

Grid showing damage track with numbers and symbols.

CRITICAL HITS

- 2 - Pilot killed. Agnimay not move or fire the pilot's weapons. Defensive Value is reduced to 5.
3 - Engines sputter. Drive reduced to 5 until after next turn.
4 - Turret damaged. Meld Laser's firing arcs reduced to FQL, F, FQR.
5 - Electronic Warfare hit. Agni may no longer jam torps. Defensive Value reduced by 2.
6 - Targeter damaged. Reduce Meld Laser's To Hit by 2.
7 - Minor damage. Mark off 1D4 additional hits.
8 - Impulsegun damaged. Reduce Impulsegun's To Hit by 2.
9 - Hull cracks. Mark off 1D6 additional hits
10 - Screens hit. Reduce Defensive Value by 3.
11 - Gunner killed. Gunner's weapons may not fire.
12 - Reactor hit. Agni passes from this life.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit). Medium Range: 4-8 hexes. Long Range: 9-10 hexes (-1 To Hit).

MELD LASER SPECS

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

TPV

**Pilot**

**1 Blatgun (F)**  
To Hit: 2D6+ADB  
Damage: High  
Range: 4/10/15  
Target SR ≤13

**Crew**

**PILOT**  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_

Decoys: ○○  
P-D: 1-4 (3)  
Dmg Con: 1-3  
Tons: 315

**Pilot**

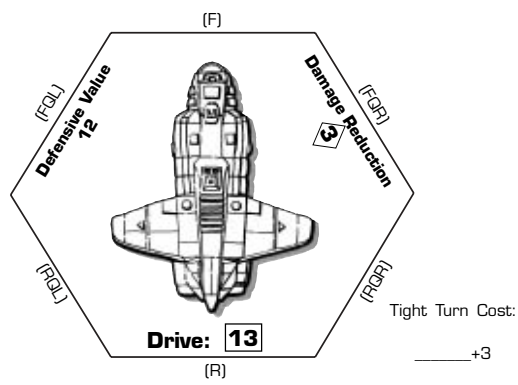
**Missile Launcher (F)**  
Lock-on < \_\_\_\_\_  
○○○○○○○○○○○○○○○○○○

**Pilot**

**2 Disruptorguns (F)**  
To Hit: 2D8+ADB+1  
Damage: Medium+1 §  
Range: 1/2/6

**Pilot**

**2 Pulse Lasers (F)**  
To Hit: 2D8+ADB+1  
Damage: Low+1  
Range: 3/9/10



DAMAGE TRACK

→				13			11	w		W
	*	9	3			7		w	2	5
	*			3	1			1	w	×

TPV

**Pilot**

**1 Blatgun (F)**  
To Hit: 2D6+ADB  
Damage: High  
Range: 4/10/15  
Target SR ≤13

**Crew**

**PILOT**  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_

Decoys: ○○  
P-D: 1-4 (3)  
Dmg Con: 1-3  
Tons: 315

**Pilot**

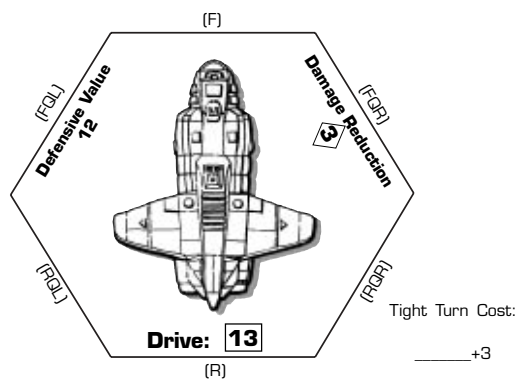
**Missile Launcher (F)**  
Lock-on < \_\_\_\_\_  
○○○○○○○○○○○○○○○○○○

**Pilot**

**2 Disruptorguns (F)**  
To Hit: 2D8+ADB+1  
Damage: Medium+1 §  
Range: 1/2/6

**Pilot**

**2 Pulse Lasers (F)**  
To Hit: 2D8+ADB+1  
Damage: Low+1  
Range: 3/9/10



DAMAGE TRACK

→				13			11	w		W
	*	9	3			7		w	2	5
	*			3	1			1	w	×

**CRITICAL HITS**

- 2 — **Pilot killed.** Surya may perform no further actions. Defensive Value drops to 5.
- 3 — **Lock-on compromised.** Missiles may not fire until after next turn.
- 4 — **Pulse Lasers short.** Pulse Lasers may not fire until after next turn.
- 5 — **Engines sputter.** Reduce Drive by 3 until after next turn.
- 6 — **Maneuver Thrusters hit.** Surya may no longer make tight turns.
- 7 — **Wham! Armor too tough.** Leaves a dent though...
- 8 — **ECM destroyed.** Surya may no longer jam torps. Reduce Defensive Value by 2.
- 9 — **Shields down.** Reduce Defensive Value by 3.
- 10 — **Blatgun damaged.** Reduce chance to hit by 2.
- 11 — **Pilot stunned.** Surya may not move or fire until after the next turn.
- 12 — **Reactor hit.** For a short moment, Surya becomes a sun.

**BLATGUN SPECS**

**Short Range:** 1-4 hexes (+1 To Hit).  
**Medium Range:** 5-10 hexes.  
**Long Range:** 11-15 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤13.

**DISRUPTORGUN SPECS§**

**Short Range:** 1 hex (+1 To Hit).  
**Medium Range:** 2 hexes.  
**Long Range:** 3-6 hexes (-1 To Hit).  
 § If the target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

**PULSE LASER SPECS**

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

**GAME TURN RECORD TRACK**

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

# PROWLER

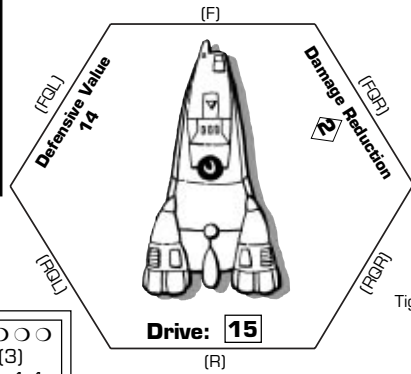
BPV: 78 I.D. ■

TPV

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

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

**Mk. 30**  
**Torp**  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: \_\_\_\_\_+3

Decoys: ○ ○ ○ ○  
 P-D: 1-5 (3)  
 Dmg Con: 1-4  
 Tons: 425

**DAMAGE TRACK**

→			t	15		t		
	13	t	*		11	t	2	9
		t	w	t	7	*	t	1
	t		3		t			×

# PROWLER

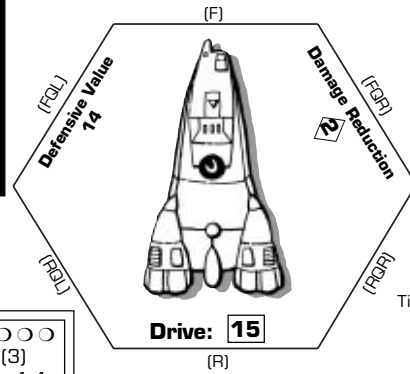
BPV: 78 I.D. ■

TPV

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

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

**Mk. 30**  
**Torp**  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



Tight Turn Cost: \_\_\_\_\_+3

Decoys: ○ ○ ○ ○  
 P-D: 1-5 (3)  
 Dmg Con: 1-4  
 Tons: 425

**DAMAGE TRACK**

→			t	15		t		
	13	t	*		11	t	2	9
		t	w	t	7	*	t	1
	t		3		t			×

**CRITICAL HITS**

- 2 — Pilot killed. Prowler may not move or fire. Defensive Value drops to 5.
- 3 — Torp load jettisoned. Lose 1D4 torps.
- 4 — Splattergun short. Splattergun may not fire until after next turn.
- 5 — Maneuver Thrusters damaged. Prowler may no longer perform tight turns.
- 6 — Clank! Armor holds, no additional damage.
- 7 — Splattergun hit. Reduce To Hit by 2.
- 8 — Engine sputters. Reduce Drive by 3 until after next turn.
- 9 — Screens down. Reduce Defensive Value by 2.
- 10 — Lucky hit. Mark off 1D6 additional hits.
- 11 — Pilot stunned. Prowler may not move until after the next turn.
- 12 — Reactor hit. Prowler prowls no more.

**SPLATTERGUN SPECS**

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

**GAME TURN RECORD TRACK**

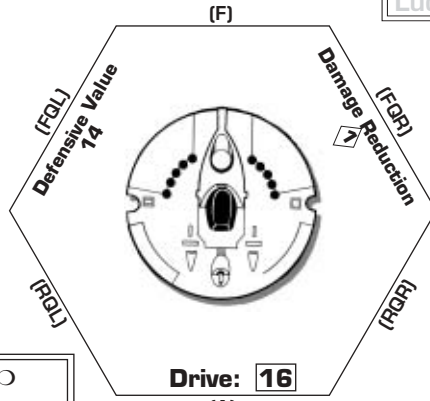
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

**BPV: 6 I.D. SAUCER SHUTTLE**

TPV

**Pilot**  
1 Pulse Laser (F)  
To Hit: 2D8+ADB  
Damage: Low

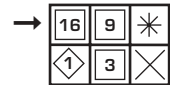
**Crew**  
PILOT  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_



Decoys: ○  
P-D: —  
Dmg Con: 1-2

**Drive: 16**  
(A) Tight Turn Cost: \_\_\_\_\_ +3

**DAMAGE TRACK**

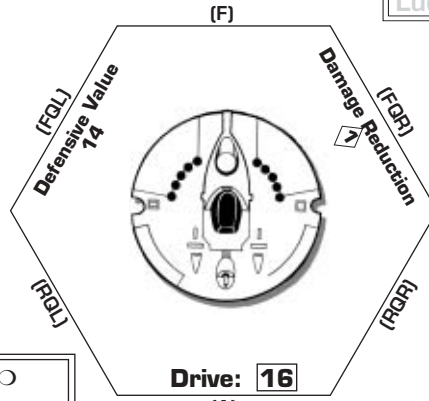


**BPV: 6 I.D. SAUCER SHUTTLE**

TPV

**Pilot**  
1 Pulse Laser (F)  
To Hit: 2D8+ADB  
Damage: Low

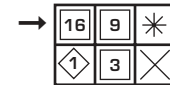
**Crew**  
PILOT  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_



Decoys: ○  
P-D: —  
Dmg Con: 1-2

**Drive: 16**  
(A) Tight Turn Cost: \_\_\_\_\_ +3

**DAMAGE TRACK**

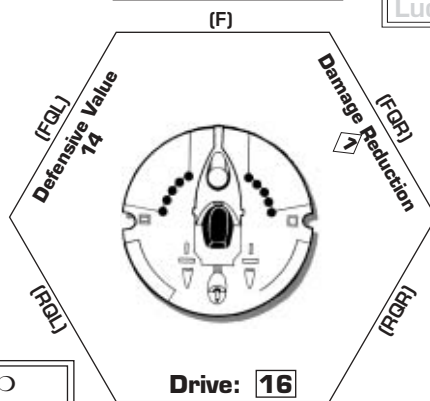


**BPV: 6 I.D. SAUCER SHUTTLE**

TPV

**Pilot**  
1 Pulse Laser (F)  
To Hit: 2D8+ADB  
Damage: Low

**Crew**  
PILOT  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_



Decoys: ○  
P-D: —  
Dmg Con: 1-2

**Drive: 16**  
(A) Tight Turn Cost: \_\_\_\_\_ +3

**DAMAGE TRACK**

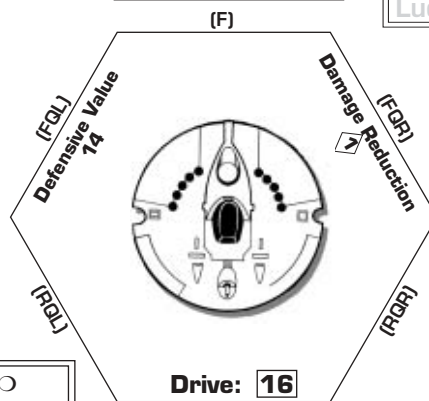


**BPV: 6 I.D. SAUCER SHUTTLE**

TPV

**Pilot**  
1 Pulse Laser (F)  
To Hit: 2D8+ADB  
Damage: Low

**Crew**  
PILOT  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_



Decoys: ○  
P-D: —  
Dmg Con: 1-2

**Drive: 16**  
(A) Tight Turn Cost: \_\_\_\_\_ +3

**DAMAGE TRACK**



**CRITICAL HITS**

- 2 — **Pilot killed.** Saucer Shuttle may not perform any further actions.
- 3 — **Hull breached.** Reduce Defensive Value by 5. At the end of the next game turn, Saucer Shuttle will disintegrate and be destroyed.
- 4 — **Electronic Warfare disabled.** Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Saucer Shuttle may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pulse Laser damaged.** Reduce chance To Hit by 1.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Engines severely damaged.** Saucer Shuttle reduced to a Drive of 1. Reduce Defensive Value by 7.
- 10 — **Engines destroyed.** Saucer Shuttle may not move or turn. Reduce Defensive Value to 5.
- 11 — **Cockpit breached.** Pilot is sucked into the vastness of space and dies.
- 12 — **Reactor hit.** Power generator detonates; vessel is destroyed. Kaboom!

**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**  
**Missile Launcher**  
 (BRQL) (BFQL) (F)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

**Gunner A**  
**1 Blatgun**  
 (BRQL) (BFQL) (F)  
 To Hit: 2D6+ADB  
 Damage: High  
 Range: 4/10/15  
 Target SR ≤13

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

**Gunner B**  
**1 Blatgun**  
 (F) (BFQR) (BRQR)  
 To Hit: 2D6+ADB  
 Damage: High  
 Range: 4/10/15  
 Target SR ≤13

**Gunner B**  
**Missile Launcher**  
 (F) (BFQR) (BRQR)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

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

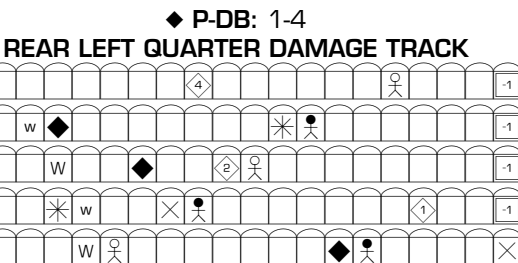
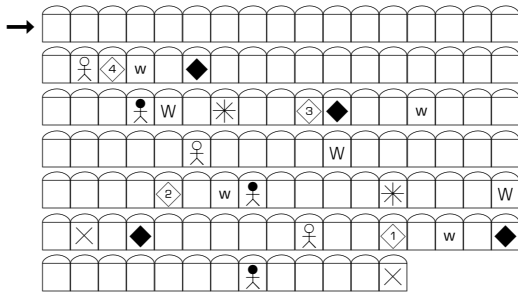
**Gunner A**  
 (F)

**Gun Crew F**  
**1 Laztube**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D10+ADB  
 Damage: High x 2  
 Range: 10/20/40  
 Target SR ≤8

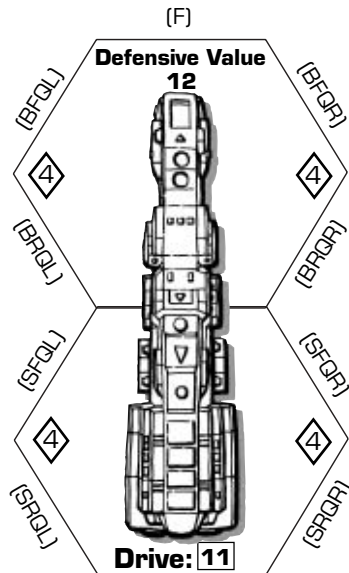
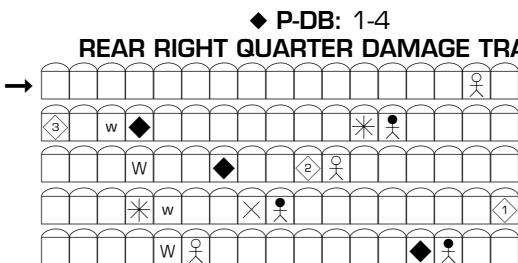
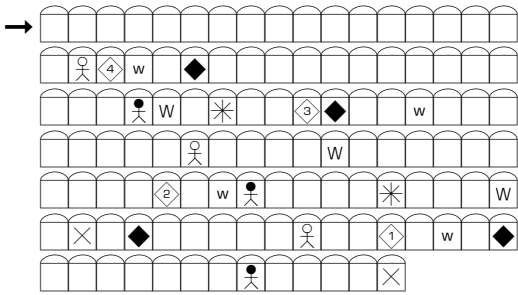
**Gunner C**  
**6 Splatterguns**  
 (BRQL) (BFQL) (F)  
 (BFQR) (BRQR)  
 To Hit: 2D6+ADB+5  
 Damage: Medium+10  
 Range: 2/6/10

**Gunner B**  
 (F)

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



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



**Gunner D**  
**Missile Launcher**  
 (SFQL) (SRQL) (R)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

**Gunner D**  
**6 Pulse Lasers**  
 (SRQL) (R) (SRQR)  
 To Hit: 2D8+ADB+5  
 Damage: Low+5  
 Range: 3/9/10

**Gunner D**  
 (F)

**Gunner E**  
 (F)

**Gunner E**  
**4 Blatguns**  
 (SFQL) (SRQL) (R)  
 (SRQR) (SFQR)  
 To Hit: 2D6+ADB+3  
 Damage: High+6  
 Range: 4/10/15  
 Target SR ≤13

**Gunner E**  
**Missile Launcher**  
 (R) (SRQR) (SFQR)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○



## FRONT LEFT CRITICAL HITS

- 2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
- 3 — **Screens hit.** Reduce Defensive Value by 3.
- 4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
- 5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
- 6 — **Missile Launcher A hit.** Lose 1D10 missiles.
- 7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
- 8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
- 9 — **Minor structural damage.** Take 5 more hits on this track.
- 10 — **ECM destroyed.** Kali may no longer jam torps.
- 11 — **Gunner A killed.** Gunner A's weapons may not fire.
- 12 — **Bridge hit!** Bridge crew is stunned.

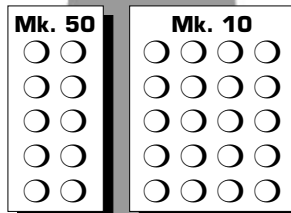
## REAR LEFT CRITICAL HITS

- 2 — **Reactor hit.** Kali is no more.
- 3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
- 4 — **Minor Structural damage.** Take 5 more hits on this track.
- 5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
- 6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
- 7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
- 8 — **Missile Launcher D hit.** Lose 1D10 missiles.
- 9 — **Torp Room hit.** Lose 1 torp crew.
- 10 — **Gunner D killed.** Gunner D's weapons may not fire.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.

# KALI

Tons: 5100

### Bow Torpedo Magazine



### Electronics

Jam: 1-2 on 1D4

ECM: —

### Bridge

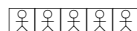
Captain: \_\_\_\_\_

Pilot: \_\_\_\_\_

TOC: +1

### Engineering

Damage Control: 1-5



## FRONT RIGHT CRITICAL HITS

- 2 — **Major Structural damage.** Take 15 more hits on this Damage Track.
- 3 — **Screens hit.** Reduce Defensive Value by 3.
- 4 — **Laztube damaged.** Reduce To Hit to 2D8+ADB.
- 5 — **Torp Magazine hit.** Lose 1D8 Mk. 10 torps.
- 6 — **Missile Launcher B hit.** Lose 1D10 missiles.
- 7 — **Laztube Capacitor hit.** Laztube may not fire until after next turn.
- 8 — **TOC power failure.** Kali may not use TOC bonus until after next turn.
- 9 — **Minor structural damage.** Take 5 more hits on this track.
- 10 — **ECM destroyed.** Kali may no longer jam torps.
- 11 — **Gunner B killed.** Gunner B's weapons may not fire.
- 12 — **Bridge hit!** Bridge crew is stunned.

## REAR RIGHT CRITICAL HITS

- 2 — **Reactor hit.** Kali is no more.
- 3 — **Engineering hit.** Lose 1D4 crew. Kali may not use Damage Control next turn.
- 4 — **Minor Structural damage.** Take 5 more hits on this track.
- 5 — **Torp Magazine hit.** Lose 1D10 Mk. 10 torps.
- 6 — **Sext Pulse Laser hit.** Reduce chance To Hit by 2.
- 7 — **Quad Blatguns hit.** Reduce chance To Hit by 2.
- 8 — **Missile Launcher E hit.** Lose 1D10 missiles.
- 9 — **Torp Room hit.** Lose 1 torp crew.
- 10 — **Gunner E killed.** Gunner E's weapons may not fire.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Kali may not move until next turn and may not add TOC bonus to initiative.



## FRONT LEFT CRITICAL HITS

- 2 — **Major structural damage.** Take another 15 hits on this track.
- 3 — **Buckled armor.** Reduce Reduction by 2.
- 4 — **Quad Pulse Laser A loses power.** Weapon may not fire until after next turn.
- 5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.
- 6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7 — **Missile Launcher A malfunction.** Lose 1D10 remaining missiles.
- 8 — **Quad Pulse Laser A damaged.** Penalize to Hit attempts by -3.
- 9 — **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10 — **ECM destroyed.** Narwhal may no longer perform long-range screening.
- 11 — **Gunner A killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

## REAR LEFT CRITICAL HITS

- 2 — **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3 — **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4 — **Minor structural damage.** Take 5 more hits on this damage track.
- 5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9 — **Repeating Blaster hit.** Reduce To Hit by 2.
- 10 — **Gunner B killed.** This gunner's weapons may not be fired.
- 11 — **Gunner D killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

# NARWHAL III

Tons: 6100

### Bow Torpedo Magazine

#### Fighter Rack 1

100-ton Fighter (BRGR)

☒ ID: \_\_\_\_\_

Type: \_\_\_\_\_

#### Bay 1

#### Cargo

CLD


#### Electronics

Jam: 1-2 on 1D4

ECM: 1-5 (5)



#### Bridge

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

Pilot: \_\_\_\_\_

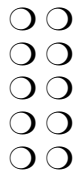
TOC: None

#### Engineering

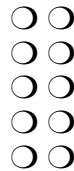
Damage Control: 1-8



#### Mk. 30



#### Mk. 20



### Stern Torpedo Magazine

## FRONT RIGHT CRITICAL HITS

- 2 — **Major structural damage.** Take another 15 hits on this track.
- 3 — **Buckled armor.** Reduce Reduction by 2.
- 4 — **Quad Pulse Laser B loses power.** Weapon may not fire until after next turn.
- 5 — **Repeating Blaster short.** Loose 1 Repeating Blaster crew.
- 6 — **Cargo bay hit.** 1D4 units of cargo are destroyed. Attacker gets value of cargo in victory points.
- 7 — **Missile Launcher B malfunction.** Lose 1D10 remaining missiles.
- 8 — **Quad Pulse Laser B damaged.** Penalize to Hit attempts by -3.
- 9 — **Fighter rack destroyed.** Ship may no longer dock fighters.
- 10 — **ECM destroyed.** Narwhal may no longer perform long-range jamming.
- 11 — **Gunner B killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** Bridge crew is stunned. Narwhal may not move next turn.

## REAR RIGHT CRITICAL HITS

- 2 — **Reactor hit.** Narwhal becomes a gaseous cloud.
- 3 — **Engineering hit!** Damage Control is not available until after next turn. Lose D4 engineers.
- 4 — **Minor structural damage.** Take 5 more hits on this damage track.
- 5 — **Torpedo magazine hit.** 1D10 torpedoes are destroyed.
- 6 — **Quint Pulse Laser C loses power.** Weapon may not fire until after next turn.
- 7 — **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8 — **Disintegrator loses power.** Weapon may not fire until after next turn.
- 9 — **Torpedo Room G hit.** Torpedo room G loses a crew.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Gunner D killed.** This gunner's weapons may not be fired.
- 12 — **Bridge hit!** The captain is killed. Player may no longer use Captain die.

# KOSMOS III

I.D.

BPV: 30

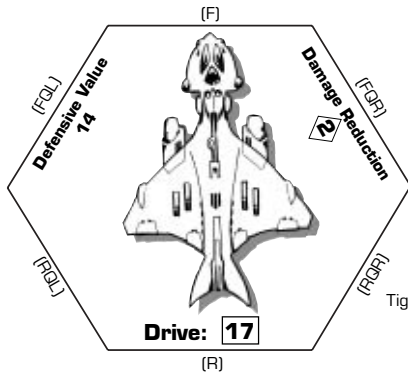
TPV

**Pilot**  
**Missile Launcher (F)**  
 Lock-on < \_\_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

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

Decoys: ○ ○  
 P-D: 1-5 (1)  
 Dmg Con: 1-2  
 Tons: 250



DAMAGE TRACK

→		17	2		16	*	w	1
	15	14		12	*	10	8	w
	5	3	2		1	×		

# KOSMOS III

I.D.

BPV: 30

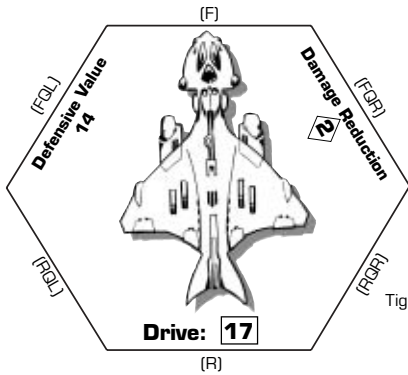
TPV

**Pilot**  
**Missile Launcher (F)**  
 Lock-on < \_\_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

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

Decoys: ○ ○  
 P-D: 1-5 (1)  
 Dmg Con: 1-2  
 Tons: 250



DAMAGE TRACK

→		17	2		16	*	w	1
	15	14		12	*	10	8	w
	5	3	2		1	×		

## CRITICAL HITS

- 2 — **Pilot killed.** Kosmos III may perform no further actions. Defensive Value drops to 5.
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Kosmos III may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Splatterguns short.** Splatterguns may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Splattergun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Kosmos III may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Gruesome flash erupts from destroyed Kosmos III.

## SPLATTERGUN SPECS

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

## GAME TURN RECORD TRACK

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

I.D.

BPV: 52

TPV

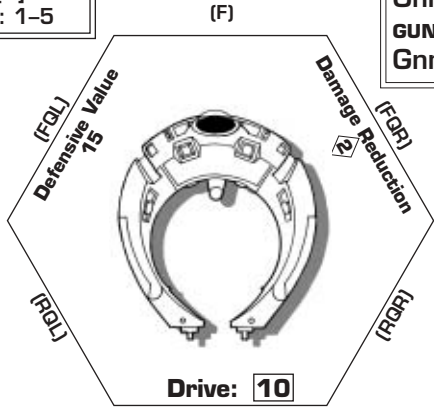
**Pilot**  
**4 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+3  
 Damage: Low+3

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_  
**GUNNER A**  
 Gnr: \_\_\_\_\_  
**GUNNER B**  
 Gnr: \_\_\_\_\_

Decoys: ○○○○  
 P-D: 1-4[2]  
 Dmg Con: 1-5

**Mk. 10 Torps**

○  
○  
○  
○  
○  
○



(A) Tight Turn Cost: \_\_\_\_\_ +3

**Gunner A**  
**4 Pulse Lasers**  
 (RQL)(A)  
 To Hit: 2D8+ADB+1  
 Damage: Low +3

**Gunner B**  
**4 Pulse Lasers**  
 (RQR)(A)  
 To Hit: 2D6+ADB+3  
 Damage: Low+3

**DAMAGE TRACK**

→				t	2	16	*	15	w	4	t	13		t
	10	t	w	*	t	1	7		w	4		1		×

# CRESCENT

I.D.

BPV: 52

TPV

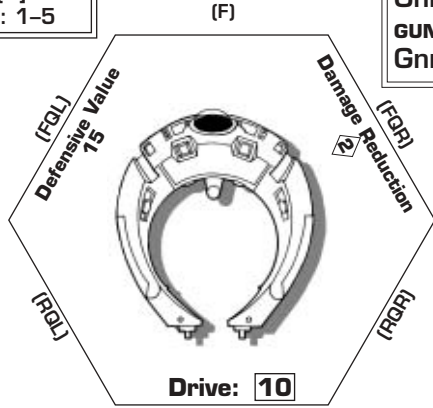
**Pilot**  
**4 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+3  
 Damage: Low+3

**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_  
**GUNNER A**  
 Gnr: \_\_\_\_\_  
**GUNNER B**  
 Gnr: \_\_\_\_\_

Decoys: ○○○○  
 P-D: 1-4[2]  
 Dmg Con: 1-5

**Mk. 10 Torps**

○  
○  
○  
○  
○  
○



(A) Tight Turn Cost: \_\_\_\_\_ +3

**Gunner A**  
**4 Pulse Lasers**  
 (RQL)(A)  
 To Hit: 2D8+ADB+3  
 Damage: Low +3

**Gunner B**  
**4 Pulse Lasers**  
 (RQR)(A)  
 To Hit: 2D6+ADB+3  
 Damage: Low+3

**DAMAGE TRACK**

→				t	2	16	*	15	w	4	t	13		t
	10	t	w	*	t	1	7		w	4		1		×

## CRITICAL HITS

- 2 — **Pilot killed.** Crescent may not perform any further actions.
- 3 — **Gunner B killed.** Gunner B's weapons can no longer be fired.
- 4 — **Electronic Warfare disabled.** Crescent cannot jam tracking torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters hit.** Crescent may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 9 — **Pilot's Pulse Lasers damaged.** Pilot's weapons suffer a -1 To Hit penalty until the end of the game.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Gunner's Pulse Lasers damaged.** Gunner A or B's weapons suffer a -1 To Hit penalty until the end of the game.
- 10 — **Gunner A killed.** Gunner A's weapons can no longer be fired.
- 11 — **Pilot dazed.** Crescent cannot move until after the next game turn.
- 12 — **Reactor hit.** Power generator detonates; vessel is destroyed.

## ■ PULSE LASER SPECS ■

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

## GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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## Renegade Special Retrofit 5001 "Scorpion Alpha"

**Crew:** 4

**Maneuvering Thrust:** 0.112 km/s/s

**Mass:** 850 tons

**Translight Capability:** 12 light-years/day

**Armor:** Crysteel w/belt

**Atmospheric Capabilities:** none

**Cargo Capacity:** none

**Armaments:**

2 x Mk. 15 Disruptorguns

2 x Mk. 3 Salvage Claws

1 x Mk. 10 Plazgun

8 x Mk. 10 Splatterguns

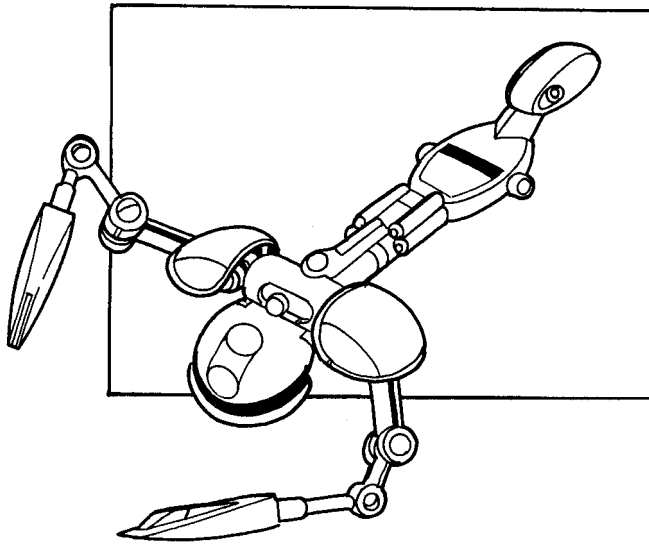
2 x Missile Launcher

(ammo: 20 missiles each)

4 x Mk. 10 Explosive Torpedoes

4 x Mk. 40 Explosive Torpedoes

**Commentary:** The Espans replaced almost all of their Plazgun-armed ships with twin Plexar Guns. This provided replacement parts for the Scorpion Alpha's main weapon. Like the Eagle Alpha, a pair of Disruptorguns replaced the Tractor Beam. The extra space left over provides for an increased missile payload.



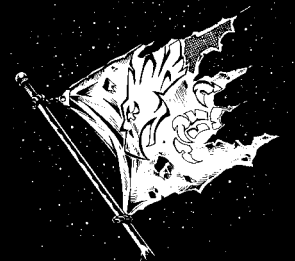
The favorite tactic of the Scorpion Alpha crew is to grapple an enemy ship with the Salvage Claws, use the Disruptorguns to strip away the target's armor, and fire the Plazgun into the vulnerable ship. Very few fighters can withstand this attack, and those that do find themselves being attacked by missiles, torpedoes, and Splatterguns.

# The Next Millennium

"Warning! Espan ships detected on intercept path," the controller announced. "Two Tigermoths heading towards Espan targets. Continue to attack Hatchlings, but be wary of the Espans."

A chorus of "Roger" followed the controller's orders. Jaheb eased the throttle forward and prepared to face his fears.

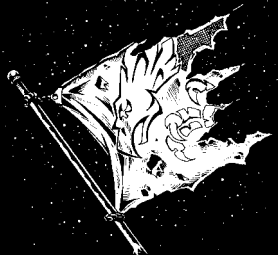
Mira's Ion Ram spoke first, its beam streaking towards a Thistle. Jaheb felt he could hear the ship scream as the ionized particles burned part of it away. Four particle beams quickly followed as Sari continued the assault.



# Silent Death

Jaheb added his Pulse Lasers as he continued to maneuver around attacking ships.

The attack severely damaged the Thistle and it began to pull back from the fight. Glancing at his scanner, Jaheb noticed the Karttikeya and Epping attacking the Muskellenge as the Marut engaged the other Thistle. Jaheb rolled the Rising Dawn toward the remaining Tiger moth. Over to his right he could see the Muskellenge's Y-beam arcing into the Epping, carving off a significant portion of its wing. The Karttikeya responded with a full missile salvo that caught the port side of the Brood ship.



## Scenarios

The following scenarios highlight the major battles of the Kashmere-Renegade War. If playing in a campaign style, it is important to play the scenarios in sequential order since victory in one scenario generally has an effect on the next. These scenarios do not simulate every battle in the war; there were many other conflicts, with many unsung heroes.

All scenarios use the following optional rules:

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

### Scenario 1: Slip Through the Blockade

**Play Time:** 1 hour and 30 minutes

**Date:** AL 12:018

**Location:** Slightly beyond Espan III's atmosphere

**Situation:** The Kashmeri have been blockading Espan III for three months now. A group of desperate Espan pilots managed to slip out of Espan and fill their cargo holds from the Crossed Sword's pirate base. Having secured needed weapons and other materials, the pilots now need to return home. Unfortunately, the Kashmeri have noticed the incoming ships and sent a detachment to repel them.

#### Forces

##### Elements of The Tightened Grip 70th Blockade Wing

Set up first in areas C and D.

Agni A	Pilot (Plt 7, Gnr 5) Gunner (Gnr 7)
Agni B	Pilot (Plt 9, Gnr 6) Gunner (Gnr 10)
Agni C	Pilot (Plt 8, Gnr 3) Gunner (Gnr 8)
Agni D	Pilot (Plt 6, Gnr 6) Gunner (Gnr 7)
Marut A	Pilot (Plt 8, Gnr 6)
Marut B	Pilot (Plt 9, Gnr 5)

##### Volunteer members from the Espan Irregulars

Set up second in areas G and H.

AstraHauler A	Pilot (Plt 5, Gnr 4) Gunner (Gnr 4)
AstraHauler B	Pilot (Plt 3, Gnr 6) Gunner (Gnr 7)
AstraHauler C	Pilot (Plt 6, Gnr 8) Gunner (Gnr 4)
AstraHauler D	Pilot (Plt 6, Gnr 5) Gunner (Gnr 4)
Conestoga	Pilot (Plt 4, Gnr 5) Gunner A (Gnr 10) Gunner B (Gnr 8) Gunner C (Gnr 4) Gunner D (Gnr 6)
Blood Hawk A	Pilot (Plt 9, Gnr 7)
Blood Hawk B	Pilot (Plt 10, Gnr 4)

#### Additional Optional Rules

none

#### Special Rules

- 1) The Conestoga carries 5 units of weapons cargo (CLD of 1D6-1).
- 2) The AstraHaulers each carry 15 units of weapons and fuel cargo (CLD of 1D6-1).
- 3) Do not use the standard map configuration. Use the long map configuration instead.

- 4) Use the maps as a kind of scrolling playing surface. When a ship moves off the board along Edge 1, take the map sheet from the other side and place it in front of Edge 1 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. Only Espan may cause them to scroll.
- 5) The game is over once the last Espan ship has moved across a total of two map sheets (including the first two).

### Victory Conditions

Once the scenario ends, total up the number of cargo units that escaped off the board. For an Espan victory, at least 35 units of cargo must have escaped the Kashmeri blockade and exited the four map sheets.

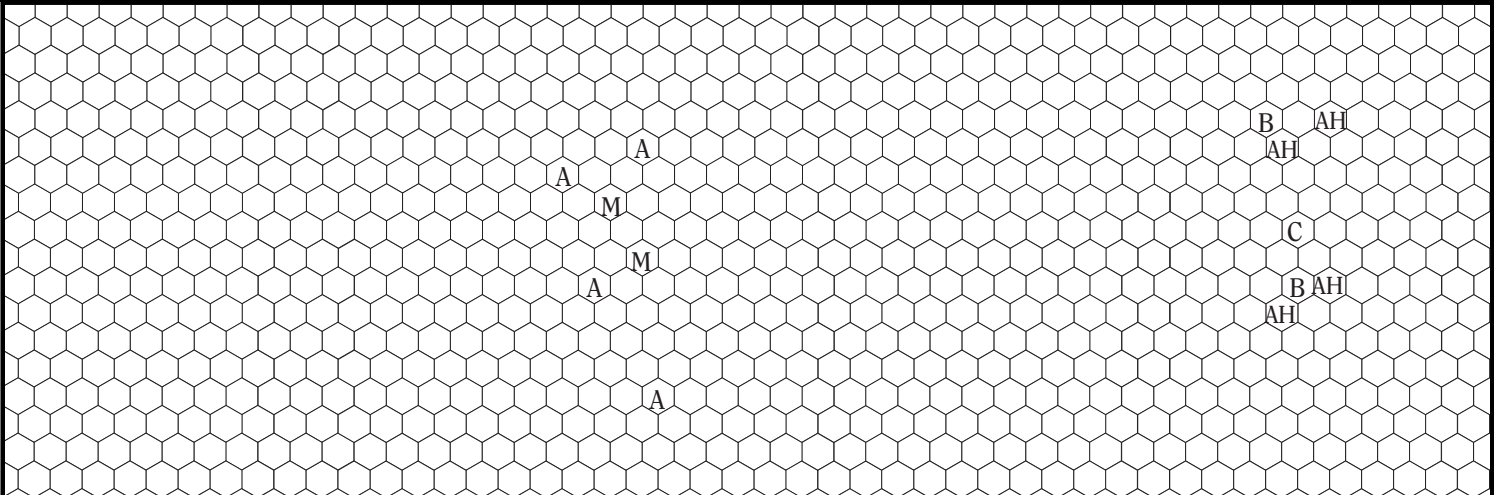
### Battlefield Report

When the battle ended, only one AstraHauler made it to Espan. The Kashmeri ships collected the ejected escape pods and placed the pilots into custody.

# The Next Millennium

The impact of an X-beam jolted Jaheb back to the task at hand as the Tigermoth flew by the Varuna. Punching the throttle forward as he yanked the stick back, Jaheb

## SCENARIO 1: SLIP THROUGH THE BLOCKADE

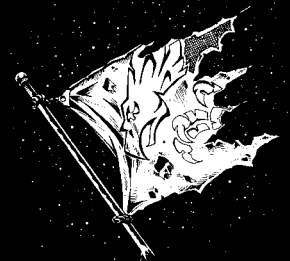


A=Agni M=Marut

AH=AstraHauler

B=Blood Hawk

C=Conestoga



# Silent Death

executed a tight turn, thrusters wining in protest to the extreme maneuver. The Rising Dawn slid silently behind the Tigermoth as all three of its crew aimed weapons. Mira fired first again. The ion beam flew towards its target. The millisecond before impact, the Tigermoth triggered its jump pods. The ship faded out and appeared kilometers away.

“Son of a...” Mira cursed.

Jaheb kept his ship on the Tigermoth’s tail, dodging occasional attacks. He triggered his Pulse Lasers, striking the rear of the ship as Sari’s Splatterguns

## Scenario 2: Opportunity Knocks

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

**Date:** AL 12:027

**Location:** Las Pierdas; Credo System

**Situation:** With the Kashmere Commonwealth’s attention drawn towards the Espans, an old enemy, the Crossed Swords, decided to harass the Commonwealth. A freighter carrying critical spare parts for Kashmeri ships entered the Las Pierdas asteroid belt. The pirates used the cover of the asteroids to stage their attack.

### Members of the Crossed Swords

Set up second along map Edge 3.

Glaive	Pilot (Plt 10, Gnr 7) Gunner (Gnr 7)
Death Wind	Pilot (Plt 7, Gnr 4) Gunner (Gnr 8)
Death Wind	Pilot (Plt 7, Gnr 3) Gunner (Gnr 9)
Death Wind	Pilot (Plt 8, Gnr 6) Gunner (Gnr 5)
Salamander	Pilot (Plt 5, Gnr 7) Gunner (Gnr 6)
Salamander	Pilot (Plt 6, Gnr 9) Gunner (Gnr 8)
Salamander	Pilot (Plt 10, Gnr 9) Gunner (Gnr 6)

### Forces

#### Elements of The Tightened Grip 70th Blockade Wing

Set up first along map Edge 1.

Vishnu	Pilot (Plt 4, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 6)
Agni A	Pilot (Plt 8, Gnr 6) Gunner (Gnr 8)
Agni B	Pilot (Plt 5, Gnr 4) Gunner (Gnr 7)
Varuna A	Pilot (Plt 10, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 8)
Varuna B	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 5) Gunner B (Gnr 6)
Marut A	Pilot (Plt 9, Gnr 8)
Marut B	Pilot (Plt 9, Gnr 10)

### Additional Optional Rules

- 1) Asteroid Field
- 2) The Vishnu’s cargo bays carry spare parts 1D6-1.

### Special Rules

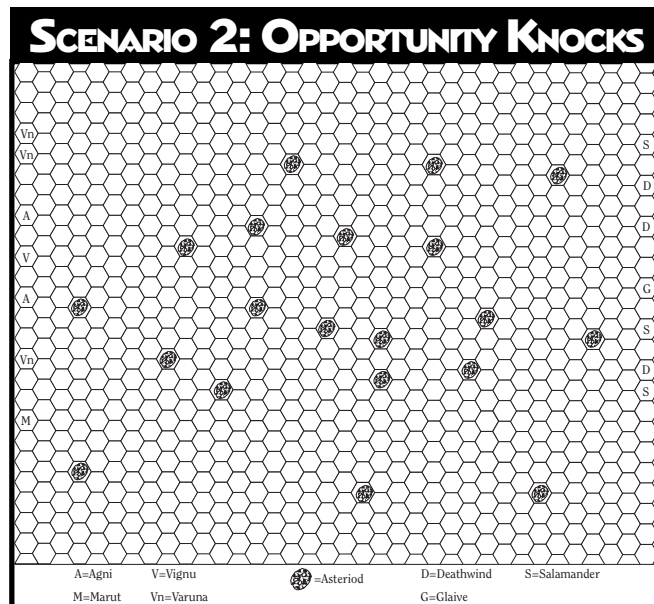
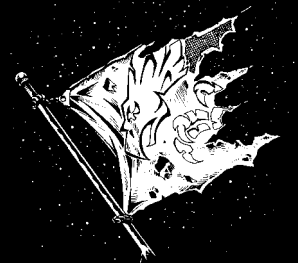
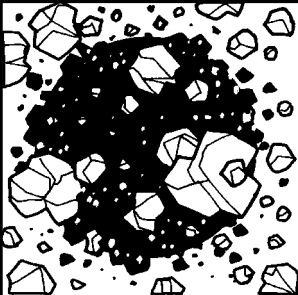
- 1) Set up a standard asteroid field.

### Victory Conditions

The scenario ends after 10 turns. At that point Kashmeri reinforcements arrive and the remaining pirates flee. In order to win, the Kashmere freighter must have at least 10 units of cargo remaining.

### Battlefield Report

The pirates badly mauled the Vishnu and destroyed all of the cargo. Only the Glaive escaped the vengeance of the Vishnu’s escorts, but the Kashmeri lost some valuable parts.



# Scenario 3: First Strike

**Play Time:** 2 hours

**Date:** AL 12:030

**Location:** Above Dura

**Situation:** On AL 12:029, the Espans attacked and destroyed the Kashmeri hospital ship flight Maheshwari. The Commonwealth issued a stern deadline stating that if they did not surrender before AL 12:32, the Kashmeri would launch a full scale attack. The Espans decided to beat the Commonwealth to the punch. On AL 12:030, the Espans launched the first attack.

## Forces

### Element of the 24th Escort Wing

Set up first in areas A and B.

Lance Electra A	Pilot (Plt 5, Gnr 8) Gunner (Gnr 7)
Lance Electra B	Pilot (Plt 9, Gnr 4) Gunner (Gnr 6)
Surya A	Pilot (Plt 10, Gnr 6)
Surya B	Pilot (Plt 7, Gnr 7)
Surya C	Pilot (Plt 6, Gnr 5)
Surya D	Pilot (Plt 5, Gnr 8)

### Elements from the Phoenix Wing

Set up second in areas G and H.

Blood Hawk II A	Pilot (Plt 9, Gnr 6)
Blood Hawk II B	Pilot (Plt 8, Gnr 7)
Kosmos III A	Pilot (Plt 8, Gnr 7)
Kosmos III B	Pilot (Plt 7, Gnr 9)
Strata	Pilot (Plt 6, Gnr 6) Gunner (Gnr 7)

## Additional Optional Rules

none

## Special Rules

- 1) Due to the surprise attack, the Espan ships automatically gain initiative the first two turns.
- 2) This is the first combat test of the Plexar Gun. Consequently, not all of the problems of the gun have been worked out. Everytime a Plexar Gun rolls doubles or triples, instead of reducing the ship's DV, roll for a critical hit instead.

## Victory Conditions

The scenario continues until all ships on one side are defeated. A ship may retreat along the edge where they entered. The winner is the side with ships remaining on the board. The winner of this scenario affects the next scenario.

## Battlefield Report

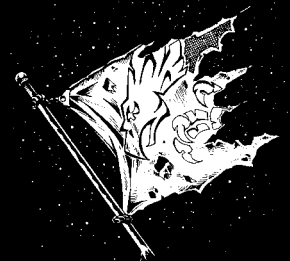
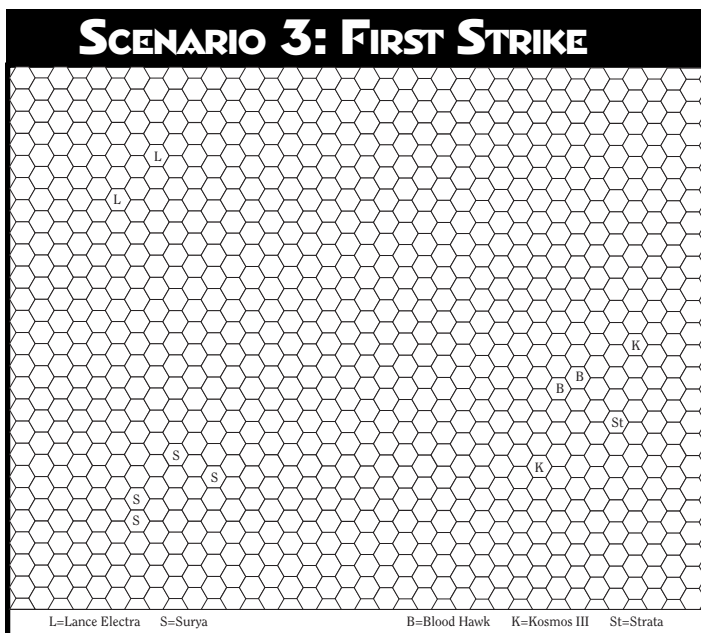
The surprise attack caused confusion in the Kashmeri ranks. Initially, the Espans destroyed one of the Lance Electras and one of the Suryas. The Kashmere ships then rallied and together repelled the Espan attackers. The Plexar Guns caused quite a bit of damage to the remaining Suryas, but one ruptured the Strata's fusion. With the Strata gone and the Kosmos destroyed, the remaining Blood Hawks retreated back to Dura.

# The Next Millennium

missed their target. The Tigermoth kept on a relatively straight course, occasionally dropping ink clouds to obscure its movements.

"Boss," Sari chimed in, "we're getting a little too close to the Espans."

A glance at his scanner confirmed her statement. "I'm not letting this bug get away from me," Jaheb replied. He pushed the throttle to the stops and continued the chase. In front of him Glaives, Stratas, and Tigermoths engaged in vicious dogfights. The Tigermoth's path forced Jaheb to dodge around some fighting ships. Mira and Sari

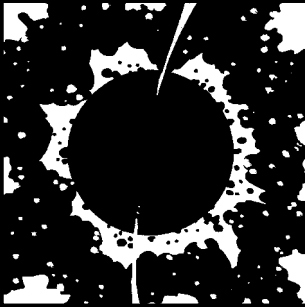




# Silent Death

continued to fire at the Brood ship, tearing chunks of it off with each impact.

The Tigermoth dove underneath two Glaives, the Rising Dawn right behind it. As Jaheb pulled back on the stick, he saw many exhaust trails slam into the Tigermoth. It exploded in a bright light that forced his visor to automatically tint. When the visor re-



## Scenario 4: Retaliation, Kashmere Style

**Play Time:** 2 hours and 30 minutes

**Date:** AL 12:031

**Location:** Deep space between the Mayan nebula and Espan.

**Situation:** When word of the sudden attack by the Espans reached the Kashmire military commander, Puneet Kalarhaja, he immediately placed patrols around the Mayan nebula. This strategy quickly paid off: the recon fleet discovered Espan ships moving near the nebula.

### Forces

#### Members of the Base Busters and Tightened Grip Wings

Set up first along map Edge 1.

Karttikeya	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 7)
Agni A	Pilot (Plt 9, Gnr 4) Gunner (Gnr 9)
Agni B	Pilot (Plt 8, Gnr 6) Gunner (Gnr 7)

If the Kashmere won scenario 3 add the following forces, entering on Edge 1 on turn 3.

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

Pilot (Plt 10, Gnr 6)  
Pilot (Plt 9, Gnr 8)

### Re-equipped Smokey Squadron from the Rangers Utility Wing

Set up second in areas G and H.

Eagle Alpha	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 9)
Prowler A	Pilot (Plt 8, Gnr 10)
Prowler B	Pilot (Plt 7, Gnr 8)
Saucer Shuttle A	Pilot (Plt 6, Gnr 9)
Saucer Shuttle B	Pilot (Plt 5, Gnr 6)
Saucer Shuttle C	Pilot (Plt 6, Gnr 4)
Saucer Shuttle D	Pilot (Plt 5, Gnr 3)
Kosmos III A	Pilot (Plt 9, Gnr 8)
Kosmos III B	Pilot (Plt 10, Gnr 10)

### Additional Optional Rules

- 1) Black Hole

### Special Rules

- 1) There is a black hole placed by the loser of scenario 3 (or the Espan player if playing the scenario separately) in areas C or D.
- 2) Some of the bugs in the Plexar Gun have been worked out. If doubles are rolled, not triples, roll a critical on the firing ship. Choose the critical hit table based on the firing arc the target is in.

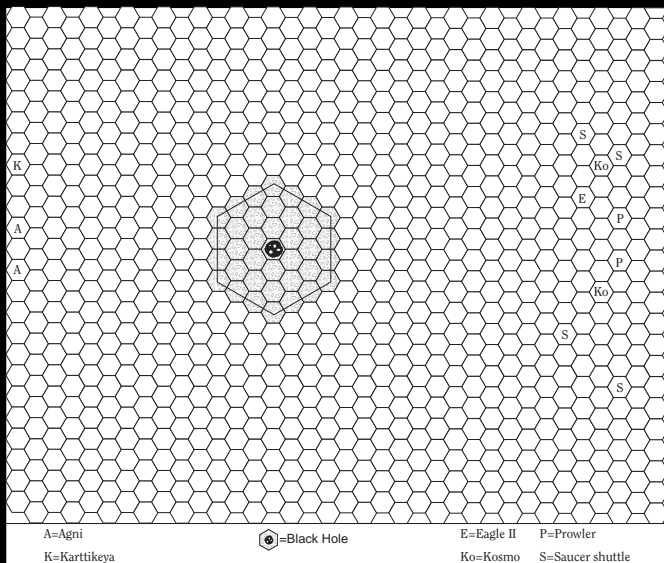
### Victory Conditions

There is no time limit for this scenario. For a total victory, one side must destroy at least two-thirds of the enemy. Otherwise, the fight is a draw. If a total victory is scored, it will effect the next scenario.

### Battlefield Report

The Kashmere attack force ambushed the Espan force with brutal efficiency. The arrival of the Kashmire reinforcements sealed their fate. It also proved that the Espans once again were using the hidden Renegade base. The Kashmere Commonwealth needed to find the wormholes that lead to the base.

## SCENARIO 4: RETALIATION



# Scenario 5: Recon In Force

**Play Time:** 2.5 hours

**Date:** AL 12:036

**Location:** Inside a Coscan envelopment of the Mayan nebula

**Situation:** Fearing that the Espans would be able to harass the Kashmeri fleet at will from their hidden base, Kalarhaja sent recon ships into the nebula. They scoured the Mayan nebula searching for the wormhole cluster that leads across the galaxy.

## Forces

### Elements of the Eyes in the Sky Wing, 66th Kashmeri Recon

Set up first along map Edge 1.

Agni A	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Agni B	Pilot (Plt 9, Gnr 7) Gunner (Gnr 8)
Hell Bender K A	Pilot (Plt 10, Gnr 8)
Hell Bender K B	Pilot (Plt 8, Gnr 5)
Hell Bender K C	Pilot (Plt 6, Gnr 6)
Hell Bender K D	Pilot (Plt 5, Gnr 6)

If the Kashmere had a minor victory or better for scenario 4, add the following forces to the starting forces.

Surya A	Pilot (Plt 7, Gnr 5)
Surya B	Pilot (Plt 9, Gnr 5)

### Elements of the Phoenix Wing

Set up second along map Edge 3.

Strata A	Pilot (Plt 5, Gnr 8) Gunner (Gnr 4)
Strata B	Pilot (Plt 4, Gnr 6) Gunner (Gnr 6)
Prowler A	Pilot (Plt 5, Gnr 7)
Prowler B	Pilot (Plt 6, Gnr 7)
Prowler C	Pilot (Plt 8, Gnr 5)

If the Espans had a minor victory or better for scenario 4, add the following forces to the forces entering on Edge 3 on turn 3.

Blood Hawk II A	Pilot (Plt 10, Gnr 7)
Blood Hawk II B	Pilot (Plt 9, Gnr 8)

## Additional Optional Rules

- 1) Blue Nebula (Type I)

## Special Rules

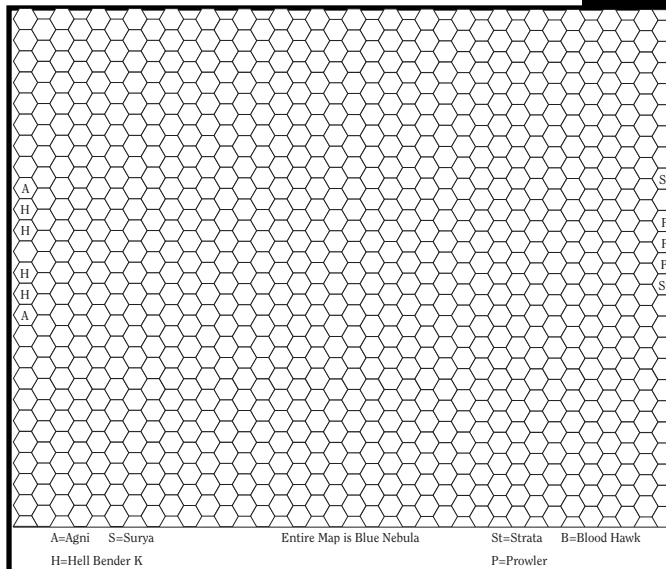
- 1) Instead of the standard map configuration, use the long map configuration.
- 2) The Kashmeri need to recon the Espan area. To do so, a Hell Bender K must spend at least three turns on Edge 3.
- 3) Once the recon is complete, the Kashmeri ships need to exit on Edge 1.
- 4) The entire map is inside a blue nebula (see Space Junk).
- 5) All ships have their DV reduced by 4.
- 6) Reduce all To Hit rolls by 2 for beam weapons.
- 7) Only mass drivers may fire at long range.
- 8) Some of the bugs in the Plexar Gun have been worked out. When fired, if doubles are rolled, roll a critical on the firing ship. Choose the critical hit table based on the firing arc the target is in.

## Victory Conditions

At least one Hell Bender K must spend three turns on Edge 3 and escape off Edge 1 to win. If these requirements are not met, then the Espans win. An Espan victory will affect scenario 7.

## Battlefield Report

The Kashmere Commonwealth recon flight was unable to determine the exact location of the Espan base. The Espan defensive patrol that encountered the recon ships destroyed most of them; however, one escaped, allowing the Commonwealth to glean some information from the mission.



# The Next Millennium

turned to normal, Jaheb saw the imposing figure of a Conestoga, its missile ports closing after firing its final volley.

The two ships stared at each other across the destroyed remains of the Tigermoth, neither side willing to let the other have the advantage by turning away. Time slowed down with Jaheb, Sari, and Mira uncertain as



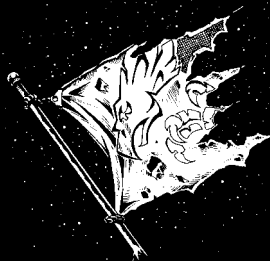
# Silent Death

to whether the massive gunboat was friend or foe. The comm unit came to life, startling Jaheb.

"Thanks for the assist, Varuna. Let's finish off these bugs."

Jaheb suppressed a smile at the small video display showing the Conestoga's pilot. Perhaps there was hope for an end this war after all. Together, the Commonwealth and Espans could wipe out the Brood threat in this area, or at least make a large dent in it.

"Affirmative," he replied.



## Scenario 6: The Many Arms of Kali

**Play Time:** 2 hours and 30 minutes

**Date:** AL 12:042

**Location:** Above Creedo's atmosphere

**Situation:** While the Kashmeri continued to recon the Mayan nebula, Kalarhaja ordered a strike against Creedo. The Espans based many of their warships there and Kalarhaja hoped that a heavy attack would neutralize Creedo's defensive capabilities. To accomplish this mission, Kalarhaja called in the massive Kali corvette. The Espans launched as many ships as they could muster to thwart the attack.

### Forces

#### Command Squadron from the 23rd Kashmeri Command Wing

Set up first along map Edge 3.

Kali	Pilot (Plt 7) Gun Crew A (Gnr 8) TCrew B (Gnr 4) Gunner C (Gnr 7) Gunner D (Gnr 6) Gunner E (Gnr 5) Gunner F (Gnr 5) Gunner G (Gnr 7) Captain D6
Marut A	Pilot (Plt 10, Gnr 5)
Marut B	Pilot (Plt 8, Gnr 8)
Marut C	Pilot (Plt 6, Gnr 7)
Marut D	Pilot (Plt 7, Gnr 5)
Marut E	Pilot (Plt 9, Gnr 6)
Marut F	Pilot (Plt 4, Gnr 5)

#### Elements of the Espan Irregulars

Set up second in areas A, B, C, and D.

Eagle Alpha A	Pilot (Plt 9, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 4) Gunner D (Gnr 6)
Eagle Alpha B	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 5) Gunner C (Gnr 7) Gunner D (Gnr 4)
Conestoga	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 10) Gunner B (Gnr 5) Gunner C (Gnr 8)

Prowler A  
Prowler B

Gunner D (Gnr 9)  
Pilot (Plt 10, Gnr 8)  
Pilot (Plt 4, Gnr 7)

### Additional Optional Rules

- Atmosphere

### Special Rules

- Areas A and B contain the upper atmosphere of Creedo (see Space Junk). The following rules summarize the effects of ships in the atmosphere:
  - 1) All ships who enter the atmosphere and have no DR (i.e., due to damage) automatically receive a critical hit.
  - 2) While in atmosphere, a full-atmospheric ship has its Drive reduced by one while in atmosphere and its tight turn cost increased by 1.
  - 3) A semi-atmospheric ship may only move at half Drive (round down) and its tight turn cost increased by 2.
  - 4) A non-atmospheric ship may only move at one-quarter normal Drive (round down) and its turn cost increased by 4.
  - 5) Every turn a non-atmospheric ship is in an atmosphere, it takes 1D4 hits. Damage Reduction affects this damage. If the ship has more than one damage track, all damage tracks receive damage.
  - 6) Blast Weapons: All blast weapons (Blatguns, Splatterguns, Plexar Guns, Repeating Blasters) receive +1 to hit.
  - 7) Missiles: Reduce the target lock range for missiles to 6.
  - 8) Point Defense: Reduce point defense spreads by 1 (e.g., 1-6[4] becomes 1-5[4] or 1-5 becomes 1-4).
  - 9) Protobolt Projector: Protobolts do an additional point of damage.
  - 10) Torpedoes: Consider torpedoes full atmosphere ships for purposes of entering atmosphere.
  - 11) All other weapons and system function normally in atmosphere.
  - 12) The final kinks in the Plexar Gun have been worked out. It operates normally (-2 to DV every time triples are rolled).

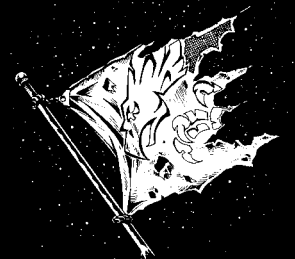
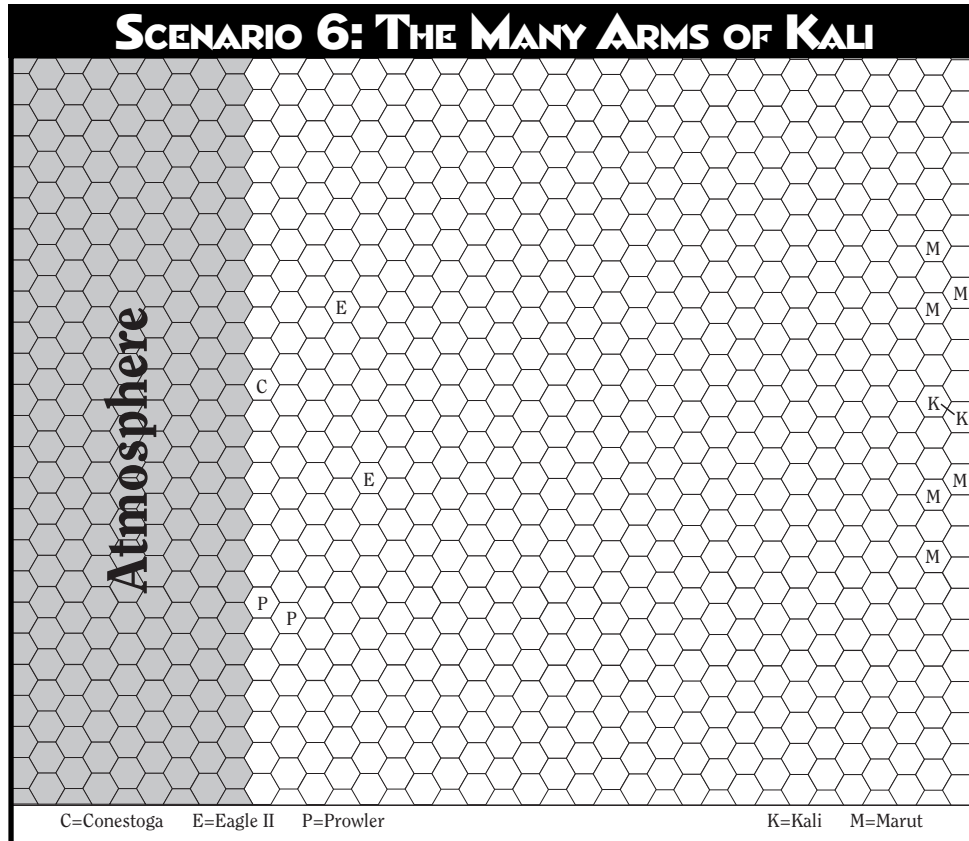
## Victory Conditions

There is no time limit on this fight, it lasts until either side is destroyed. The winner is the remaining side. If the Kashmeri lose the Kali, it will affect scenario 8.

## Battlefield Report

Although the Espans launched a valiant defense, the power of the Kali proved too much for them. The Conestoga was the first to fall, followed by the Eagles. The Kali's Marut escorts made quick work of the Prowlers, although only one Marut survived the encounter. The Kali took serious damage, but damage control quickly fixed the problems.

# The Next Millennium



# Silent Death

"I'm scared, Captain."  
 "We're all scared, son."  
 — any pilot,  
 any war



## Scenario 7: Armed Probe

**Play Time:** 3 hours and 30 minutes

**Date:** AL 12:043

**Location:** Deep inside the Coscan envelopment of the Mayan nebula

**Situation:** The Kashmeri used the information gained from reconnaissance to narrow their search area inside the nebula. The Commonwealth assembled a large fleet to do a deep probe within the nebula in hopes of finding the wormholes leading to the secret Espan base. After hours searching through the Mayan nebula, scanners detected the presence of many wormholes. Unfortunately, they also detected the presence of many Espan ships.

### Forces

#### Elements from the Kashmeri 33rd Strike Wing

Set up first along map Edge 1.

Karttikeya A	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 6) Gunner C (Gnr 7)
Karttikeya B	Pilot (Plt 6, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 4)
Epping Alpha A	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 10) Gunner B (Gnr 5) Gunner C (Gnr 6)
Epping Alpha B	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 3)

Agni A	Pilot (Plt 10, Gnr 7) Gunner A (Gnr 9)
Agni B	Pilot (Plt 7, Gnr 8) Gunner A (Gnr 10)
Death Wind A	Pilot (Plt 9, Gnr 5) Gunner A (Gnr 8)
Death Wind B	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 5)

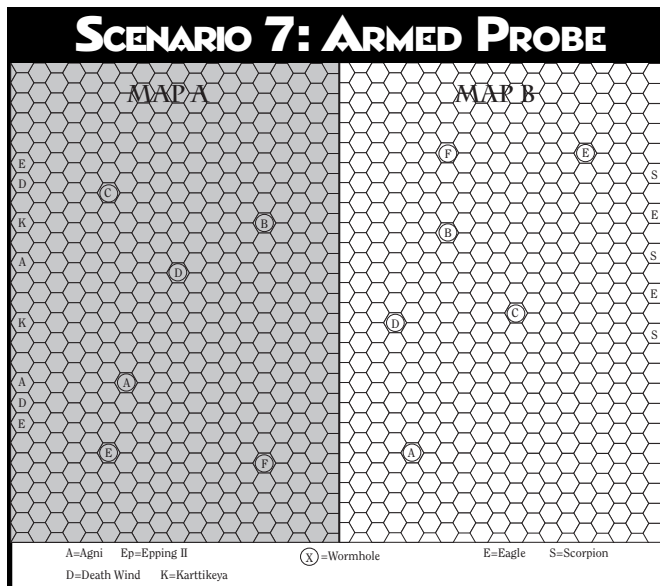
#### Elements of the Hitchhikers, 42nd Maintenance Wing

Set up second along map Edge 3.

Scorpion Alpha A	Pilot (Plt 9, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 9) Gunner C (Gnr 5)
Scorpion Alpha B	Pilot (Plt 7, Gnr 8) Gunner A (Gnr 9) Gunner B (Gnr 7) Gunner C (Gnr 3)
Scorpion Alpha C	Pilot (Plt 8, Gnr 9) Gunner A (Gnr 10) Gunner B (Gnr 8) Gunner C (Gnr 5)
Eagle Alpha A	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 6) Gunner C (Gnr 7) Gunner D (Gnr 5)
Eagle Alpha B	Pilot (Plt 7, Gnr 4) Gunner A (Gnr 4) Gunner B (Gnr 5) Gunner C (Gnr 8) Gunner D (Gnr 5)

If the Espans won Scenario 5, add the following forces to the forces entering on Edge 3 on turn 2.

Strata A	Pilot (Plt 10, Gnr 8) Gunner (Gnr 8)
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Strata B Pilot (Plt 9, Gnr 9)  
Gunner (Gnr 10)  
Strata C Pilot (Plt 8, Gnr 7)  
Gunner (Gnr 7)

### Additional Optional Rules

- 1) Blue Nebula
- 2) Wormholes

### Special Rules

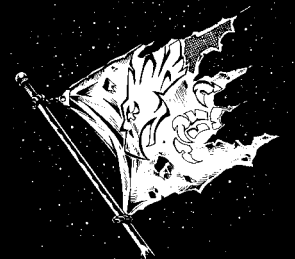
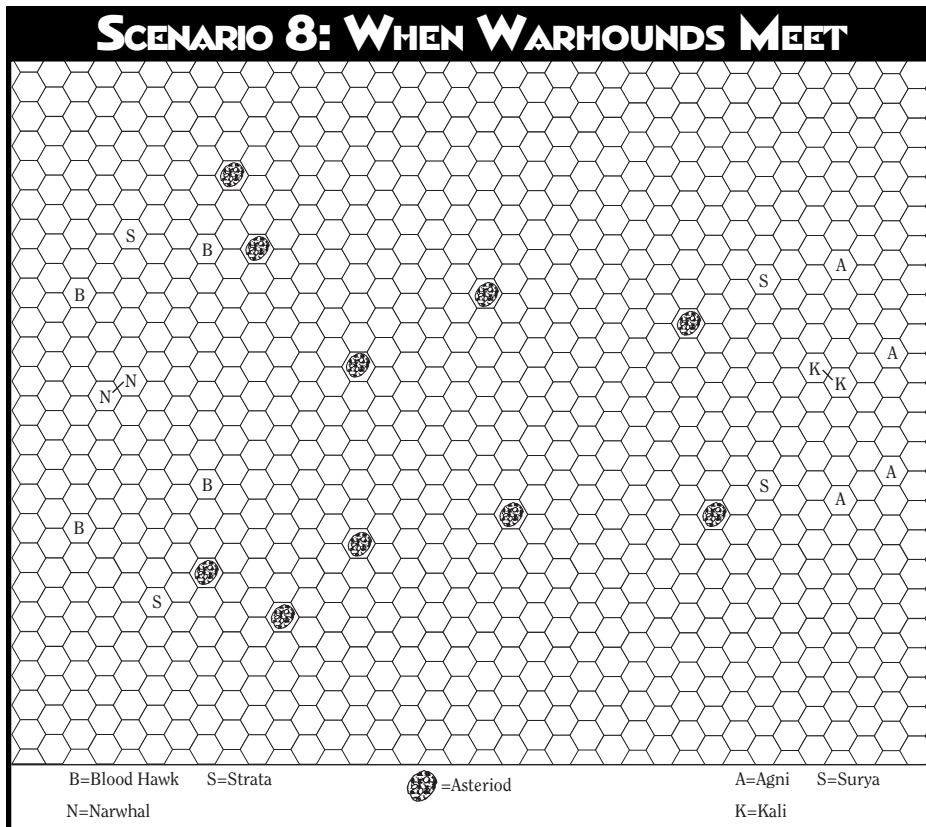
- 1) All of map A is inside a Blue nebula (see Space Junk).
- 2) All ships have their DV reduced by 4.
- 3) Reduce all To Hit rolls by 2.
- 4) Only mass drivers may fire at long range.
- 5) Use the rules for wormholes on page 79-80 of the Silent Death: The Next Millennium Rulebook.
- 6) This scenario requires two separate playing surfaces. Use a separate map sheet for each of these (the two included with the Deluxe Boxed Set).
- 7) 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.

### Victory Conditions

After 15 turns, the Espans may retreat by exiting off one map. Total the TPV of all the ships destroyed. The side with the most points wins.

### Battlefield Report

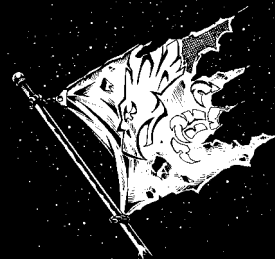
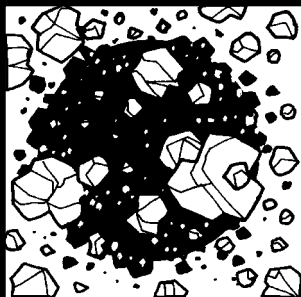
The battle was a brutal, close-ranged affair with heavy casualties on both sides. The Espans were able to use the wormholes to cause confusion in the Kashmeri lines and destroyed an Agni and the two Death Winds. The Kashmeri forces rallied around the Karttikeyas and forced an Espan retreat. With their base exposed, the Espan forces fled the Mayan nebula.



# Silent Death

“All that bloodshed, loss, and destruction and we manage to bring another war upon ourselves.”

— Rocky Salvatore  
on leaving the Espan atmosphere



## Scenario 8: When Warhounds Meet

**Play Time:** 3 hours and 45 minutes

**Date:** AL 12:045

**Location:** Between Credo and Dura

**Situation:** The Kashmere Commonwealth stepped up its campaign, hoping to end it quickly. They sent the massive Kali in with plenty of support in hopes of crushing the Duran resistance. The Espans discovered the fleet moving through space and sent an intercepting force to stop them. The Espans revealed a surprise to the Kashmeri: a modified Narwhal. Suddenly, the momentum of the war changed — the Commonwealth was not the only power with warhounds.

### Forces

#### Elements of the Espan Irregulars

Set up first in areas A and B.

Narwhal Mk. III	Pilot (Plt 5) Gun Crew A (Gnr 8) TCrew B (Gnr 4) TCrew C (Gnr 9) Gunner D (Gnr 9) Gunner E (Gnr 10) Gunner F (Gnr 6) Gunner G (Gnr 5) Captain D4
Strata A	Pilot (Plt 8, Gnr 7) Gunner (Gnr 6)
Strata B	Pilot (Plt 6, Gnr 4) Gunner (Gnr 8)
Blood Hawk II A	Pilot (Plt 9, Gnr 7)
Blood Hawk II B	Pilot (Plt 10, Gnr 10)
Blood Hawk II C	Pilot (Plt 10, Gnr 5)
Blood Hawk II D	Pilot (Plt 7, Gnr 8)

#### Support Squadron from the 23rd Kashmeri Command Wing

Set up second in areas G and H.

Kali	Pilot (Plt 7) Gun Crew A (Gnr 8) TCrew B (Gnr 4) Gunner C (Gnr 7) Gunner D (Gnr 6) Gunner E (Gnr 5) Gunner F (Gnr 5) Gunner G (Gnr 7) Captain D6
Agni A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 8)
Agni B	Pilot (Plt 6, Gnr 4) Gunner (Gnr 6)
Agni C	Pilot (Plt 8, Gnr 8) Gunner (Gnr 4)

Agni D	Pilot (Plt 7, Gnr 9) Gunner (Gnr 9)
Surya A	Pilot (Plt 9, Gnr 6)
Surya B	Pilot (Plt 6, Gnr 7)

or, if the Kashmeri player lost scenario 6, use these forces instead.

Karttikeya	Pilot (Plt 7, Gnr 9) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 6)
Varuna A	Pilot (Plt 8, Gnr 8) Gunner A (Gnr 5) Gunner B (Gnr 8)
Varuna B	Pilot (Plt 9, Gnr 4) Gunner A (Gnr 4) Gunner B (Gnr 7)
Agni A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 8)
Agni B	Pilot (Plt 6, Gnr 4) Gunner (Gnr 6)
Agni C	Pilot (Plt 8, Gnr 8) Gunner (Gnr 4)
Surya A	Pilot (Plt 9, Gnr 6)
Surya B	Pilot (Plt 6, Gnr 7)

### Additional Optional Rules

- 1) Asteroid Field

### Special Rules

- 1) Set up a standard asteroid field using only half of the asteroid markers.

### Victory Conditions

This battle has no time limit and lasts until either an entire side is destroyed or surrenders. The victor of this scenario affects Scenario 9.

### Battlefield Report

This proved to be the largest battle of the war. The two warhounds traded blows with each other while the fighters intercepted incoming torpedoes and engaged in the most furious dogfights of the war. Both sides suffered heavy casualties, but the Kali proved tougher than the Narwhal. The Espan ships retreated from the Kashmere force, toward the Mayan nebula. Even with the base exposed, the nebula still provided excellent defenses, especially within the wormhole cluster. Unfortunately for both sides, the awesome carnage of the battle roused a giant from its sleep.

# Scenario 9: The Brood Awaken

**Play Time:** 5 hours

**Date:** AL 12:055

**Location:** Near Espan space

**Situation:** The carnage from the previous day's battle awakened a small Clutchworld just outside Espan space, unknown to both combatants. Six days later, a wave of Hatchling fighters appeared, just as the Kashmeri and the Espan met for supremacy in Espan.

## Forces

### Elements from the Hitchhikers, 42nd Maintenance Wing

Set up first inside area A.

Conestoga	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 9) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 6)
Glaive A	Pilot (Plt 9, Gnr 8) Gunner (Gnr 7)
Strata A	Pilot (Plt 7, Gnr 6) Gunner (Gnr 6)
Strata B	Pilot (Plt 8, Gnr 9) Gunner (Gnr 9)

If the Espans won Scenario 8 add the following ship to the starting forces.

Glaive B	Pilot (Plt 6, Gnr 8) Gunner (Gnr 6)
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### Elements from Account Closed Wing, Kashmeri 26th Assault Wing

Set up second inside area G.

Epping II	Pilot (Plt 9, Gnr 5) Gunner A (Gnr 10) Gunner B (Gnr 8) Gunner C (Gnr 8)
Varuna	Pilot (Plt 10, Gnr 10) Gunner A (Gnr 8) Gunner B (Gnr 7)
Karttikeya	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 7) Gunner B (Gnr 7) Gunner C (Gnr 7)
Agni	Pilot (Plt 8, Gnr 6) Gunner (Gnr 9)
Marut	Pilot (Plt 7, Gnr 8)

If the Kashmeri won Scenario 8 add the following ship to the starting forces.

Agni	Pilot (Plt 7, Gnr 9) Gunner (Gnr 7)
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### Alpha group from Swarm 34

Set up third inside areas D and E.

Muskellunge	Pilot (Plt 7) Weapon A (Gnr 5) Weapon B (Gnr 6) Weapon C (Gnr 9) Weapon D (Gnr 7) Weapon E (Gnr 8)
Tigermoth A	Pilot (Plt 8) Weapon A (Gnr 6) Weapon B (Gnr 5) Weapon C (Gnr 3) Weapon D (Gnr 7) Weapon E (Gnr 4)
Tigermoth B	Pilot (Plt 6) Weapon A (Gnr 9) Weapon B (Gnr 10) Weapon C (Gnr 7) Weapon D (Gnr 6) Weapon E (Gnr 8)
Tigermoth C	Pilot (Plt 8) Weapon A (Gnr 7) Weapon B (Gnr 5) Weapon C (Gnr 7) Weapon D (Gnr 4) Weapon E (Gnr 6)
Thistle A	Pilot (Plt 9) Weapon A (Gnr 4) Weapon B (Gnr 7)
Thistle B	Pilot (Plt 8) Weapon A (Gnr 6) Weapon B (Gnr 9)

## Additional Optional Rules

- 1) Multi-player Games

## Special Rules

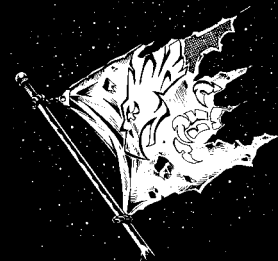
none

## Victory Conditions

No side may retreat until at least one of the three sides has been completely destroyed. The winner of the scenario is the side with the last ship left.

## Battlefield Report

The appearance of the Night Brood surprised both the Espans and the Kashmeri. It also served as a hard reminder of how close a Clutchworld could be. The two combatants joined forces to defeat the Night Brood they had awakened. Although the Espan-Kashmere forces were victorious, they both suffered heavy losses. With the



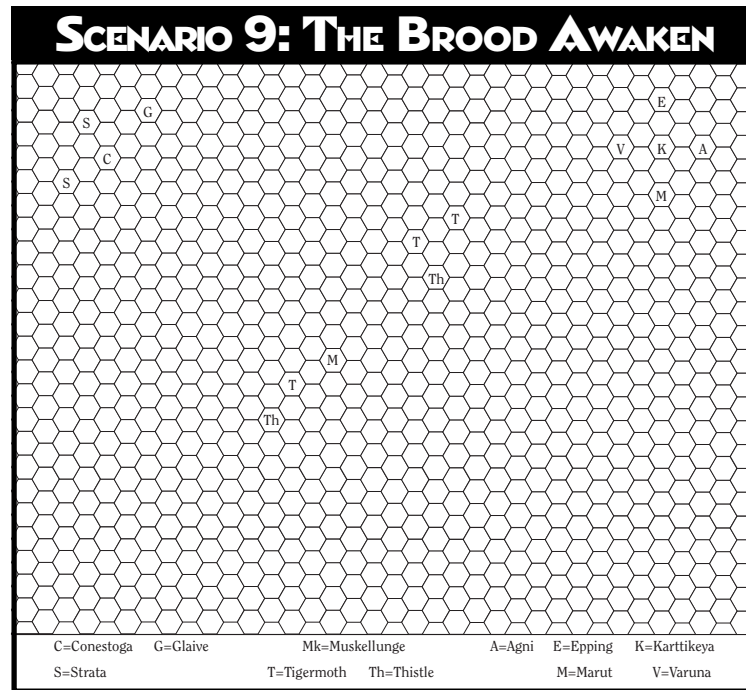


# Silent Death

“What do you mean Grubs detected?”  
— *Rushi Lamba, scanner tech Thuggee*

brood destroyed, the remaining ships from both fleets agreed to suspend hostilities until they destroyed the Hatchling threat. After two weeks of intensive scanning, they determined that no other Hatchlings had

awakened. Satisfied, the cease-fire ended. However, both sides learned their lesson and became much more cautious in the deployment of their ships.



## Scenario 10: Scrub the Base

**Play Time:** 3 hours and 45 minutes

**Date:** AL 12:072

**Location:** Inside a Coscan envelopment of the Mayan nebula, near the wormhole cluster

**Situation:** The Kashmeri prepared to launch an assault against the hidden Espan base when the Night Brood arrived. When the Hatchling threat finally subsided, the Commonwealth was able to finally launch its assault against the base. By this time, the Espans had largely evacuated it, but its existence still presented possible problems.

### Forces

#### Strike Squadron from the 23rd Kashmeri Command Wing

Set up first along in areas A and B.

Kali	Pilot (Plt 7)
	Gun Crew A (Gnr 8)
	TCrew B (Gnr 4)
	Gunner C (Gnr 7)
	Gunner D (Gnr 6)

Karttikeya

Agni A

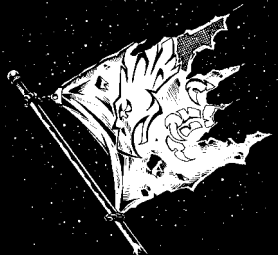
Agni B

Gunner E (Gnr 5)
Gunner F (Gnr 5)
Gunner G (Gnr 7)
Captain D6
Pilot (Plt 7, Gnr 9)
Gunner A (Gnr 8)
Gunner B (Gnr 7)
Gunner C (Gnr 6)
Pilot (Plt 10, Gnr 5)
Gunner (Gnr 8)
Pilot (Plt 6, Gnr 4)
Gunner (Gnr 6)

#### Elements of the Espan Irregulars Element

Set up second in areas G and H.

Narwhal Mk. III	Pilot (Plt 5)
	Gun Crew A (Gnr 8)
	TCrew B (Gnr 4)
	TCrew C (Gnr 9)
	Gunner D (Gnr 9)
	Gunner E (Gnr 10)
	Gunner F (Gnr 6)
	Gunner G (Gnr 5)
	Captain D4
Prowler A	Pilot (Plt 7, Gnr 6)
Prowler B	Pilot (Plt 4, Gnr 5)
Prowler C	Pilot (Plt 5, Gnr 7)
Blood Hawk II A	Pilot (Plt 9, Gnr 7)



Blood Hawk II B	Pilot (Plt 10, Gnr 10)
Blood Hawk II C	Pilot (Plt 10, Gnr 5)
Saucer Shuttle A	Pilot (Plt 7, Gnr 7)
Saucer Shuttle B	Pilot (Plt 8, Gnr 6)
Saucer Shuttle C	Pilot (Plt 10, Gnr 9)

### Additional Optional Rules

- 1) Blue Nebula
- 2) Wormholes

### Special Rules

- 1) The entire map A is inside a Blue nebula (see Space Junk).
- 2) All ships have their DV reduced by 4.
- 3) Reduce all To Hit rolls by 2.
- 4) Only mass drivers may fire at long range.
- 5) Use the rules for wormholes on page 79-80 of the Silent Death: The Next Millennium Rulebook.
- 6) This scenario requires two separate playing surfaces. Use a separate map sheet for each of these (the two included with the Deluxe Boxed Set).
- 7) 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.

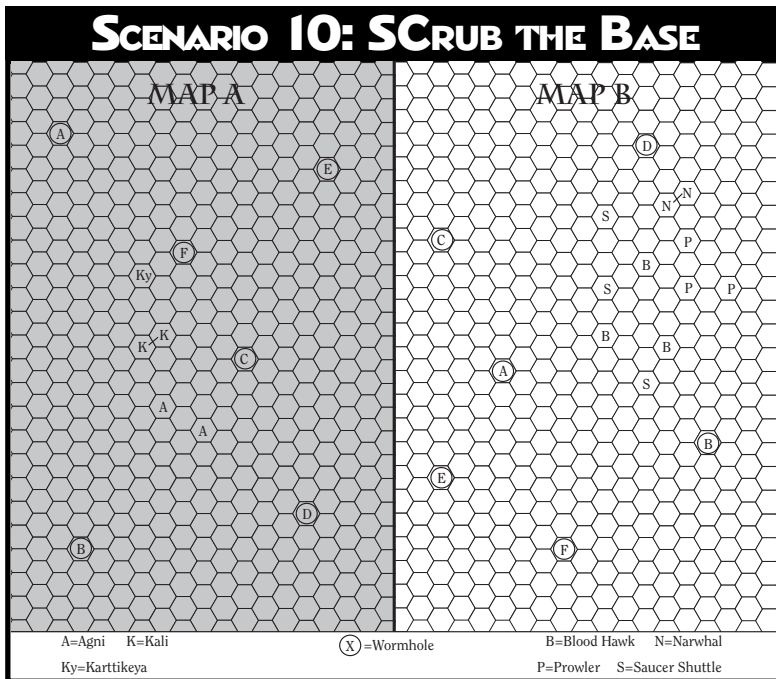
### Victory Conditions

The scenario lasts 15 turns. The Espans must destroy both the Kali and the Karttikeya for a total victory. The Kashmeri need to destroy the Narwhal and keep either the Kali or the Karttikeya alive for a total victory. Any other result is a draw. The winner of this scenario affects the forces available for the next one.

### Battlefield Report

The Mayan nebula caused havoc with both sides' electronics, causing a protracted battle. Both sides' warhounds sent their powerful beams across the battlefield while smaller fighters launched torpedoes and harassed each other. In the end, the mighty Narwhal fell, as did the Kali. The Kashmeri Karttikeya survived though, and destroyed the Espan base with a torpedo and missile attack. With the base removed, the Kashmere Commonwealth prepared to send a final strike against Espan itself.

# The Next Millennium



# Silent Death

“Suprise, suckers!”  
— *David Martins, pilot in the Espan Irregulars upon the Narwhal's first appearance in battle.*



## Scenario 11: Fight for Espan

**Play Time:** 4 hours

**Date:** AL 12:076

**Location:** Above Espan's atmosphere

**Situation:** This would be the final strike by the Kashmeri against Espan. Although they lost the Kali, they still had an ample number of gunboats and heavy fighters to throw into the fray. The Espans sent an urgent plea to the Crossed Swords for help in stopping the Commonwealth. Help came in the form of a flight of Glaive fighters. With the odds evened up, the final battle began.

### Forces

#### Elements of the Account Closed Wing, Kashmeri Assault Wing 26

Set up first along map Edge 3.

Karttikeya A	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 8)
Karttikeya B	Pilot (Plt 8, Gnr 6) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 4)
Epping II	Pilot (Plt 5, Gnr 9) Gunner A (Gnr 7) Gunner B (Gnr 6) Gunner C (Gnr 7)
Varuna A	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 10) Gunner B (Gnr 8)
Varuna B	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 9) Gunner B (Gnr 7)
Agni A	Pilot (Plt 9, Gnr 8) Gunner (Gnr 4)
Agni B	Pilot (Plt 8, Gnr 5) Gunner (Gnr 8)
Surya A	Pilot (Plt 10, Gnr 3) Gunner (Gnr 6)
Surya B	Pilot (Plt 7, Gnr 9) Gunner (Gnr 5)

#### Elements of the Star Snails, Espan 9035 Maintenance Wing and the Crossed Swords Pirate group

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

Conestoga	Pilot (Plt 8, Gnr 7) Gunner A (Gnr 10) Gunner B (Gnr 7) Gunner C (Gnr 9) Gunner D (Gnr 5)
Eagle II	Pilot (Plt 10, Gnr 8) Gunner A (Gnr 10) Gunner B (Gnr 5) Gunner C (Gnr 6) Gunner D (Gnr 6)
Scorpion II	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 8) Gunner C (Gnr 9)
Glaive A	Pilot (Plt 9, Gnr 7) Gunner (Gnr 10)
Glaive B	Pilot (Plt 6, Gnr 8) Gunner (Gnr 7)
Glaive C	Pilot (Plt 7, Gnr 5) Gunner (Gnr 8)
Glaive D	Pilot (Plt 8, Gnr 9) Gunner (Gnr 6)

If the Espans won scenario 10, add the following pirate forces to the starting force:

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

### Additional Optional Rules

1) Atmosphere

### Special Rules

- 1) Areas A and B contain the upper atmosphere of Espan (see Space Junk). The following rules summarize the effects of ships in the atmosphere.
- 2) All ships who enter the atmosphere and have no DR (due to damage) automatically receive a critical hit.
- 3) While in atmosphere, a full-atmospheric ship has its Drive reduced by one while in atmosphere and its tight turn cost increased by 1.

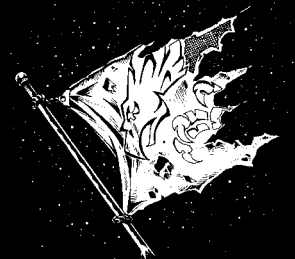
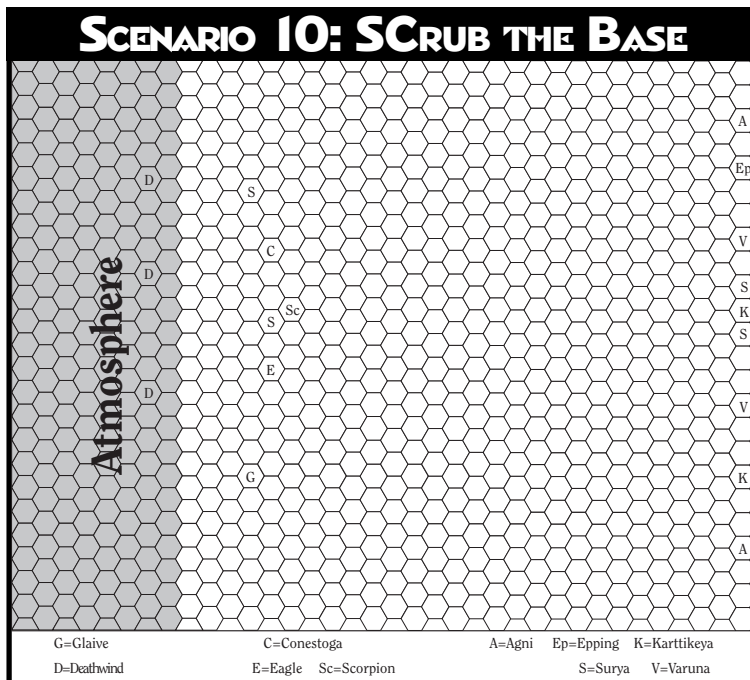
- 4) A semi-atmospheric ship may only move at half Drive (round down) and its tight turn cost increased by 2.
- 5) A non-atmospheric ship may only move at one-quarter normal Drive (round down) and its turn cost increased by 4.
- 6) Every turn a non-atmospheric ship is in an atmosphere, it takes 1D4 hits. Damage Reduction affects this damage. If the ship has more than one damage track, all damage tracks receive damage.
- 7) Blast Weapons: All blast weapons (Blatguns, Splatterguns, Plexar Guns, Repeating Blasters) receive +1 to hit.
- 8) Missiles: Reduce the target lock range for missiles to 6.
- 9) Point Defense: Reduce the point defense spread by 1 (e.g., 1-6[4] becomes 1-5[4] or 1-5 becomes 1-4).
- 10) Protobolt Projector: Protobolts do an additional point of damage.
- 11) Torpedoes: Consider torpedoes full atmosphere ships for purposes of entering atmosphere.
- 12) All other weapons and system function normally in atmosphere.

## Victory Conditions

This fight has no set time limit. It lasts until one side is completely destroyed or surrenders.

## Battlefield Report

The appearance of the pirate ships surprised the Kashmeri fleet, but did not change the outcome of the battle. While the Commonwealth lost one Karttikeya, both Suryas and one Varuna, they completely destroyed the Espan/Pirate force. The Kashmeri ground forces landed on Espan and quickly took over the demoralized planet.



# Silent Death

“Oh, this really sucks.”

— *Mary Byno, 26th Kashmeri Assault Wing, on entering the Mayan nebula for the first time*

## Special Scenario: Saucer Swarm

The players are one element of an attacking force approaching a large target. To reach it, they must pass through waves of Saucer shuttles deployed as a desperate defense. The objective is to exit the far end of the map with as much functioning armament as possible to engage the primary target.

**Referee:** This scenario requires a referee who will fly the Saucer Shuttles under the guidelines given below.

**Players:** 1 to 4.

Each player has a choice of:

- 1 Salamander II + 23 pts. for crew, or
- 2 Kosmos II + 32 pts. for crew members

**Map:** Use 5 standard maps attached along their long edges with a 1 hexrow overlap for alignment. (86 hexes by 24)

**Length of Game:** 10 turns or until all of the players' active ships have exited the far end of the map.

**Setup:** The players' ships begin anywhere along the starting edge.

The Saucer Shuttles are divided into 4 waves. The number of ships in each wave is determined by the number of players:

- 1 player: 4 Saucers/wave
- 2 players: 6 /wave
- 3 players: 8 /wave
- 4 players: 12 /wave

Each wave is split evenly, with one half of each wave placed along each edge of the map at the following places:

Wave 1: Edge of Map 1, along the map 1-2 seam.

Wave 2: On map 3, along the map 2-3 seam.

Wave 3: Along the center fold of map 4, on the side nearest the starting edge.

Wave 4: Along the exit edge of the map.

The accompanying logsheet allows tracking of up to 24 Saucers per page rather than 4 using the standard ship displays. It also includes the Critical Hit Chart for the Saucers.

For each Saucer, roll 1D4 to determine Pilot Skill, and 1D6 for the Gunnery Skill.

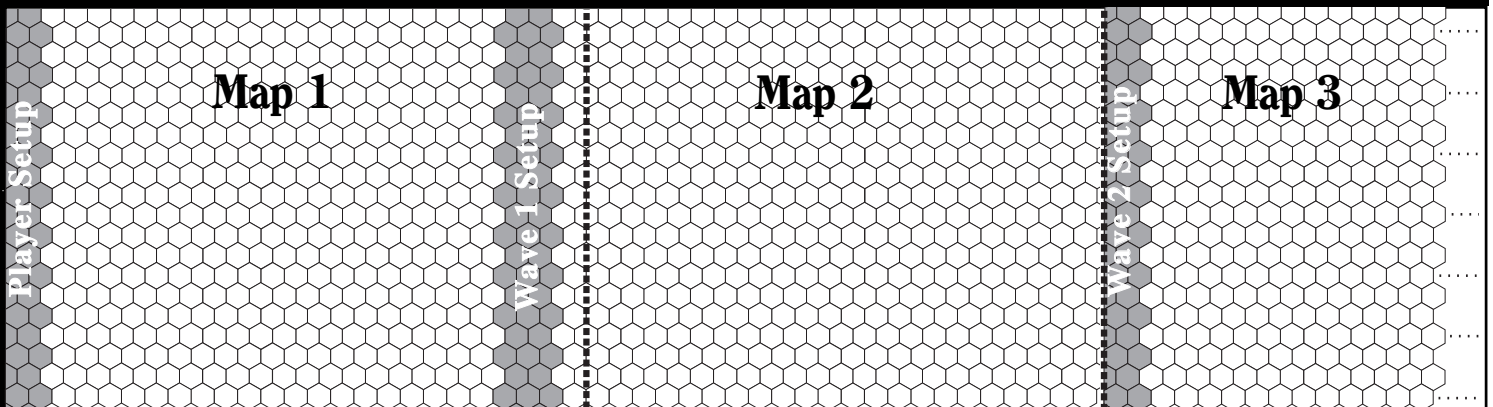
### Player Movement Order

The players should decide among themselves the order in which their ships are moved each turn. If they cannot agree, the Saucer player should decide upon a method they will follow for the rest of the game, such as Pilot Skill order, or random die rolls each turn.

### Saucer Activation

Each successive wave is activated when the players reach certain points on the map. When a wave is activated, which will generally be mid-turn, use the following procedure: Add the number of Saucers in the new wave to those from previous waves that have yet to move in the current turn. Divide this new total by the number of player ships yet to move to determine the number of saucers that must move for each player ship. (Example: 4 players currently have 5 ships active. They have won the initiative against the current wave of 8 remaining Saucers. 1 Saucer has moved first,

## SCENARIO 12: SAUCER SWARM



followed by one Salamander which activates the next wave of 12. There are now 19 active Saucers and 4 player ships yet to move. 19/4 yields a 4:1 ratio with 3 left over. The Saucer player moves 4 at a time and the additional 3 in the last group.)

The first wave is active at game start. The other waves are activated as follows:

Wave 2: player's ship enters Map 2

Wave 3: crosses center fold of Map 3

Wave 4: crosses center fold of Map 4

Once activated, Saucers remain active until destroyed, or if after the Movement phase, all Players' ships are more than 10 hexes from end of the Wave's movement area, or from the ship itself if it has a current Drive of 0.

### Saucer Movement

**Restrictions:** Each wave has a section of the map for which it is responsible and within which the ships can move. No ship may leave its area, and if all players' ships have left the area, Saucers will attempt to line up along the end line of their area and continue to fire as long as targets are in range. The areas are as follows:

Wave 1: Map 1

Wave 2: Map 2 and the first half of Map 3 (up to the center fold)

Wave 3: Second half of Map 3 (starting at the fold) and all of Map 4

Wave 4: Second half of Map 4 (starting at fold) and all of Map 5

Please note that there is a half-map overlap between Waves 3 & 4.

**Order:** Among currently active Saucers, ships move in the order of increasing Pilot Skill and decreasing Gunnery. Pilots with piloting of 1 move before 2 and so on, with higher gunneries moving before lower within each piloting group (P1-G6 moves first, followed by P1-G5, with P4-G1 moving last, immediately after P4-G2). This is because poorer pilots commit themselves to their move quicker, while better gunners will be more aggressive than those with lower ratings.

**Tactics:** Generally, the Saucers will attempt to close with players' ships which have already moved on the current turn. Since there will usually be more active Saucers, more than one will target each player ship. They will attempt to line up shots from as many different angles as possible, drive permitting. They'll also give up a little maneuverability if able to enter the next closest range bracket (i.e., not getting as good an angle so as to reduce your range to 9 hexes from 10, or to 3 hexes from 4).

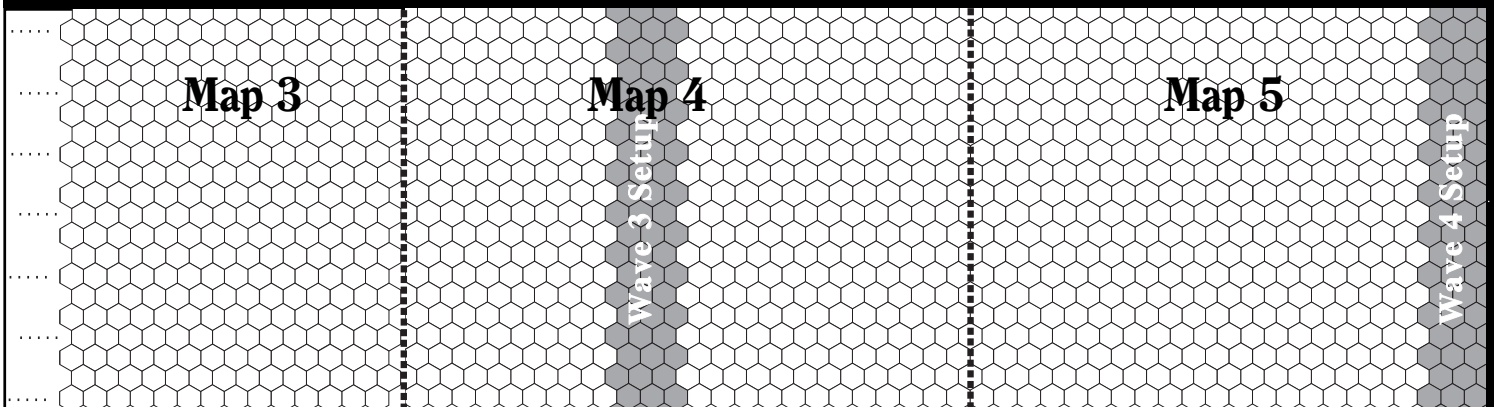
The first Saucers to move in a given turn may not have clear targets. They will attempt to position themselves so as to cover as much of the map as possible in the most likely areas for the players to reach. This can include moving along the edge of the map and turning to face the center of the map. Tight turns (due to their potentially excessive cost with poor pilots) will be used rarely, and generally very early in movement. (cont.)

# The Next Millennium

"Until we divest ourselves of every foreign economic influence we are nothing better than indentured servants. Well I say it's time we throw off these shackles. It's time we reject their filthy money and economic bondage. It's time for every Espaner to stand up and be counted among those who would dare to oppose those who would oppress us."

— Pedro Martinez, following his landslide election

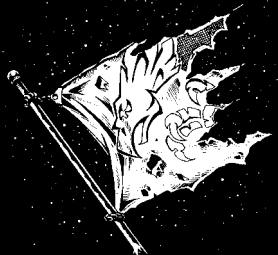
## SCENARIO 12: SAUCER SWARM



# Silent Death

“They seem to have found a more efficient way to destroy themselves.”

— *Mahut Garwali, pilot in the Kasmeri 24th Escort Wing upon seeing the destruction of an Eagle II following its firing of its Plexar Gun.*



## Saucer Combat

Saucers fire normally, with the following target priorities:

1. Best range increment (Short/Medium/Long)
2. Undamaged target
3. If targets are damaged, most heavily damaged
4. Target to be fired on by fewest other Saucers (most even distribution possible)
5. Closest within same range increment
6. Random die roll

## Victory Conditions

Winner is the player with the most points as following:

- 2 pts. for each Saucer destroyed
- 1 pt. For each Saucer crippled (Drive of 3 or less) if not later destroyed.

**Upon leaving the map:** 1 pt. per remaining box on Damage Track plus the following:

Salamander II:

- 10 - each Mk10 Torp
- 20 - Mk20 Torp

Functioning weapons:

- (8 + Pilot's gunnery) x 2 - Impulsegun
- (3 + Gunner's rating) x 2 - Pulse lasers
- (6 + Gunner's rating) x 2 - Splatterguns

Kosmos II:

- 2 - each remaining missile

Functioning weapons:

- (5 + Gunnery rating) x 2 - Disruptorgun

Competing players may choose to fire at each other, but the firer loses 1 point for each damage point done before Damage Reduction is applied.

## Optional Rules

The following Optional Rules are recommended:

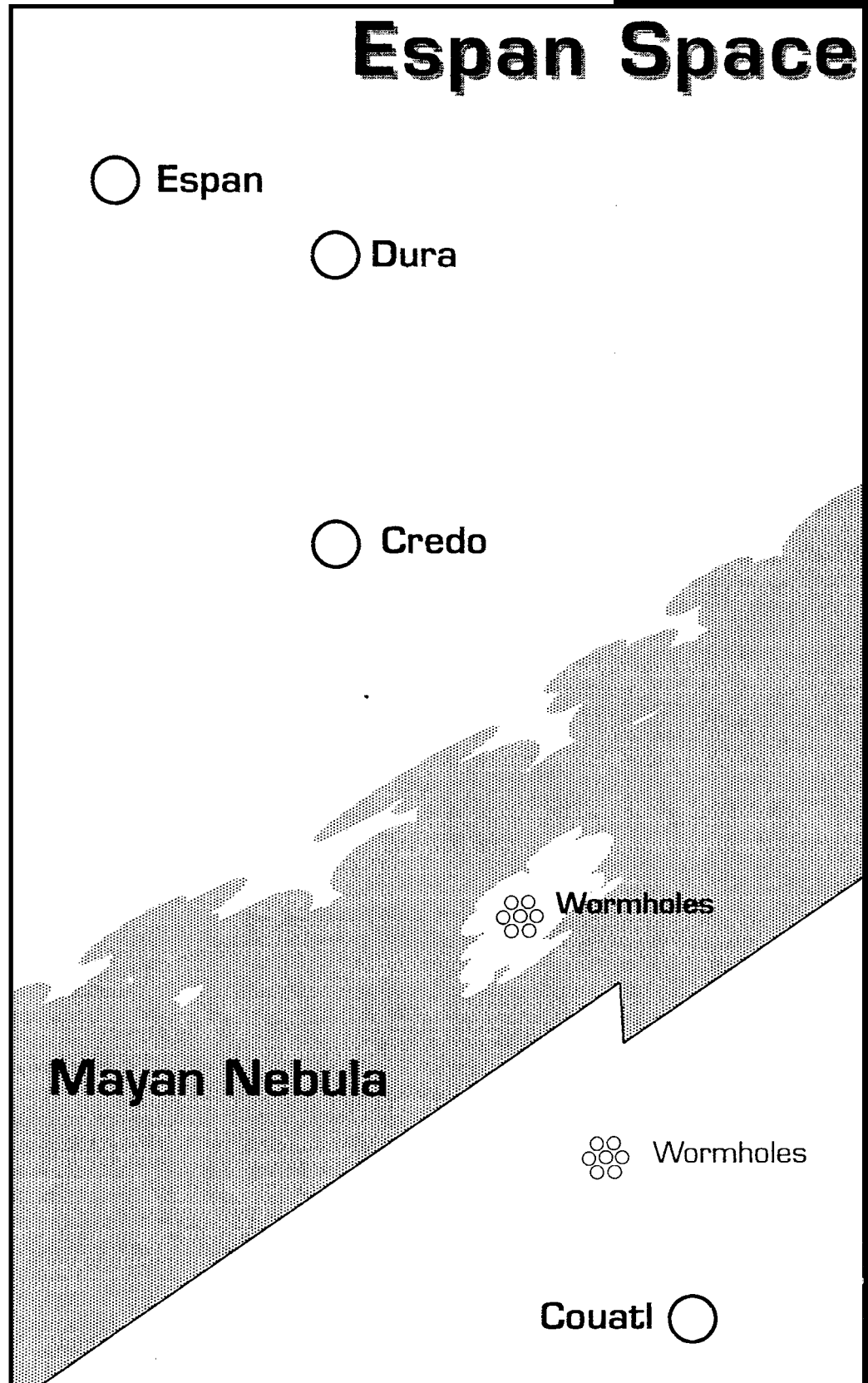
- Sideslips
- Destroyed Starcraft debris
- Drive 0 turns
- Ramming

# Aftermath of the Kashmeri-Espan War

With the defeat of the Espan navy, ground conquest once again was swift. The Kashmeri conquered the capital with very little bloodshed. They captured Pedro Martinez and placed him on trial for crimes against the Commonwealth. The magistrate found him guilty and sentenced him to life imprisonment without parole.

With the conquer of Espan complete, the Commonwealth installed Vijay Suwari as the Director of Espan. Suwari's first action was to declare the Espan system a free port. Ten percent of the revenue received from landing fees would be donated to the Universal Night Watch in hopes of someday removing the nearby Brood menace.

The general populace of the Espan system adapted to the new government quickly, having had three such revolutions in one generation. The public had a positive outlook on the system's prospects due to their induction into the Kashmere Commonwealth. Hopefully, the Espan system will have many years of peace. It certainly deserves it.







# GOT ANY COLLATERAL?

*The crowd fell silent as the powerful voice of President Martinez echoed across Espan space.*

*"The economic problems of Espan are caused by one factor: dependence on outside houses for assistance, most notably the Kashmere Commonwealth. Reparation payments and lost tariffs are draining the Espan Economy...*

*"...all debts owed by the Espan system are now null and void. No power will be repaid any debts, nor are any previous agreements still valid. We do this in defiance of the powers that would hold our economy hostage for their gain."*

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