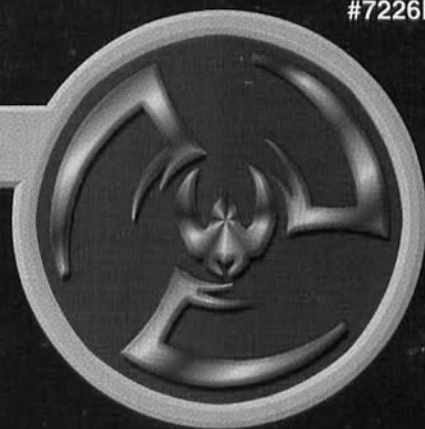


SILENT DEATH™

FORCES

#7226P

# MORE THAN VALOR™



“...these few who have accomplished more than human expectation can demand or foresee.

We honor them today with our recognition, our gratitude, and a place in our memory that will never fade...”



Fighter aces can fly sleek FTL tech or a rusty junker and do it with style!

# MORE THAN VALOR™

The Next  
Millennium



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### Dedication:

In Memory of Harvey J. Newton, M.D.  
Friend and Mentor. There is a  
new star shining in the heavens...



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# Silent Death

## SPECIAL THANKS TO:

Besby Frank  
Holmes. P-38 pilot,  
Fighter Ace, and  
American Hero.  
Thanks for all that you  
and your fellow veter-  
ans endured on our  
behalf. The stories you  
shared with me so  
cheerfully one sum-  
mer were inspiring  
beyond words.

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Airmen. American  
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for all that you en-  
dured for our nation. I  
for one, am eternally  
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make a mistake!

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at that)!

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# The Next Millennium

*"There is many a boy here today who looks on war as all glory, but boys, it is all hell."*

—William Tecumseh Sherman

## More Than Valor

*"Looking around doesn't cost anything and is a healthy habit for pilots to develop."*

— Capt. Joseph J. Foss.  
 WWII U.S.M.C. fighter ace.  
 Medal of Honor winner.  
 Executive Officer, VMF-121.

### In The Beginning

Fighter ace. These words conjure up images of courageous individuals engaging in heroic single combat against deadly enemies (and often outrageous behavior once back at their base!). Images spring to mind of swirling dogfights in fast and deadly flying war machines, of fearless individuals pushing themselves, their machines, and sometimes their luck to the absolute limits of performance – and beyond. While these romantic views of the popular imagination have their roots in historical fact, the reality is rather different.

The term "ace" started before the First World War; it was coined to describe popular heroes, particularly in sports or professional endeavors. Once the First World War began, aircraft quickly evolved from crude vehicles fit only for scouting into dedicated combat machines. The popular press of the day began to refer to a pilot that had shot down five or more enemy aircraft as an "ace." The name stuck in the popular imagination, and became formalized by several of the combatant air services to acknowledge the combat prowess of their pilots.

As the First World War progressed, numerous pilots achieved ace status, while an elite few ran up incredible scores. Names such as Barker, Mannock, Guynemer, Richtofen, Voss, and Rickenbacker became household words as the popular press reported on their exploits in battle. The very idea of becoming a fighter ace became the dream of many combat pilots and many a young boy imagining himself taking to the



# Silent Death

“Raven Five, stay in formation! You’re starting to edge forward again!” MacGregor radioed for the umpteenth time to the umpteenth young hotheaded Crow Owner pilot. An experienced Chief of the Dog Soldier akicita, MacGregor fully understood the importance of strict discipline and cooperation between all pilots within a fighter unit. The trouble was, MacGregor’s fellow Red Star braves from the *other* akicitas such as this eager gaggle of Crow Owners just didn’t get the concept.

skies to do battle. This situation evolved rapidly within a span of four brutal years from very crude beginnings to sophisticated aerial operations ranging from reconnaissance, air superiority, tactical ground attack, and long range bombing missions pointing the way towards the huge strategic bombing campaigns that would follow in future wars.

The earliest “dogfights” involved improvised weaponry. The earliest aircraft were crude, low powered affairs of wood, wire, and fabric suitable only for scouting. Soon, some now forgotten individual hit on the bright idea of taking a potshot at an opposing flyer with his pistol, and the whole aerial arms race was born. Since the pilots of the early aircraft needed at least one hand to control their temperamental machines, it usually was an observer who did the shooting. From pistols to carbines to the inevitable machine gun, aerial warfare rapidly evolved into a deadly affair. Once an effective method was devised to allow an aircraft to fire a machine gun forward through its propeller, the age of the fighter ace had begun.

Each of the combatant nations began to experiment with fighter tactics as they developed their technology of aerial warfare.

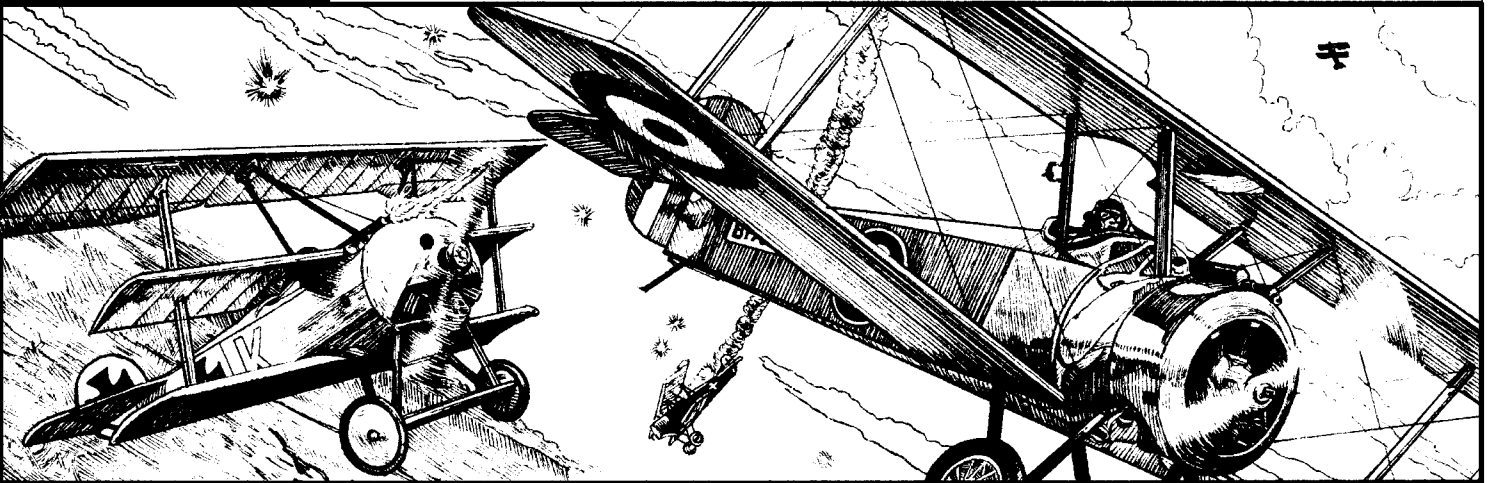
The image of the lone knight of the sky had a strong popular appeal. But the sometimes nearly hysterical romanticizing of warfare so fixed in the public’s mind at the war’s beginning, was ground down inexorably by the hideous slaughter of the trenches, mud, and barbed wire of the Western Front. The leadership of the principal combatants was therefore eager to use any tool at their disposal to shore up public morale. And what better image than the

dashing “knights of the sky?” The reality was somewhat different, as an RFC veteran writing under the pseudonym W. W. Windstaff in his rare (only 25 copies privately printed!) memoir so aptly described as follows;

*“I went through the cloud and found myself with just one Hun. He had a skull and bones painted on his canvas side and I automatically pressed the Lewis button and a staccato burst caught him in the belly of his machine. I was just under him—in his blind spot—and he fell, all black smoke, flames redder than any paint job. I could see the flier’s protuberant bloodshot eyes as he screamed. Nobody carried parachutes in those days, and his right wing just touched mine—a kiss—as he fell away in a big gray world.*

*“I scooted for our lines, sticky with fear, I vomited brandy-and-milk and bile all over my instrument panel. Yes, it was very romantic flying, people said later, like a knight errant in the clean blue sky of personal combat, in whipcord breeches and a British tunic with long Bond Street cut tails. So romantic...oh shit and piss. I remembered an old Sunday School lesson: “Man is full of misery and all earthly beauty is corrupt because of the untiring abjuration of the Devil...”*

Oddly enough, the British Royal Flying Corps (RFC) was initially reluctant to publicly disclose the exploits of its individual fighter pilots for a variety of reasons, so much so that the full story of their most



successful fighter pilots did not become widely known until after the war. That said, news did leak out to the British press, and names such as Albert Ball, Lanoe Hawker, and Billy Bishop became known to the British and Commonwealth public.

The French air service, however, was quick to capitalize on the power of the press and the effect on morale of the image of the dashing lone aerial hunter, while France was losing staggering numbers of men in the ground war for little or no gain. Eager to grab onto any scrap of good news, the French people generally came to idolize their aerial heroes such as Georges Guynemer and René Paul Fonck.

The personable Georges Guynemer was a frail youth bedeviled by poor health, and he had been rejected by the French Army for this reason. Undaunted, Guynemer managed to wrangle his way into the French air service as a mechanic. Despite constant hazing from his fellow mechanics who referred to him as “Mademoiselle” and assigned him to clean the dirtiest aircraft engines, Guynemer finally managed to work his way into pilot training. Guynemer proved to be a natural, and began to excel as a fighter pilot.

Eager to get their names in the papers, many French fighter pilots became reckless in their actions, and suffered accordingly. Even the more veteran French fighter pilots were not immune from this quest for public exposure, as their enthusiasm for public acclaim overrode their discretion.

The great French ace Georges Guynemer apparently fell victim to this frantic quest for glory, as on September 11, 1917, Guynemer grew impatient waiting for the arrival of a general staff officer who was running late, so Guynemer and two other pilots took off on a patrol over German lines. The staff officer arrived on scene only fifteen minutes after Guynemer’s patrol flight had departed. Guynemer, a veteran fighter ace with 45 confirmed kills to his credit, subsequently became separated from his fellow pilots during an attack on a German two-seater reconnaissance aircraft and was never seen again. Unwilling to let go of their hero, many French people adopted the folklore that Guynemer “...had flown so high that he could never land!”

But it was the German Military air service that led the way in popularizing air aces, as their propaganda machine eagerly gobbled up every kill scored by its pilots to help keep up morale of the German public. As the war dragged on and German public morale began to sink, the German propaganda machine began to attribute aerial victories to the infamous Manfred von Richtofen and his younger brother Lothar, even when the kill had been scored by another pilot, all in a vain effort to shore up morale on the German home front. It is important to note that Manfred von Richtofen’s combat record (80 confirmed kills) was well documented, as was that of his younger brother Lothar (45 confirmed kills). Nevertheless, if the German press of the day was to be believed, the Richtofen brothers were devastating the entire Allied air effort without any help from the hundreds of other German pilots and aerial gunners.

Some air services, such as the British Royal Flying Corps, were initially reluctant to acknowledge such individual achievements, as conservative commanders—more concerned with personal perceptions of maintaining military discipline over encouraging individual “grandstanding”—refused to allow any official recording of individual pilots and their aerial victories. Despite resistance from RFC military officialdom, the British popular press eagerly reported the exploits of these successful fighter aces to a public eager for new heroes in an otherwise grim war of stalemate and slaughter in the trenches of the Western Front. In a very short period of time the publicity generated by the exploits of such heroic individuals as Albert Ball had captured the imaginations of a war weary population, desperate for a boost to their sagging morale.

Despite official opposition, Albert Ball, in particular, became a darling of the British public thanks to continual leaks about his aerial exploits to the British Press. Ball was a deeply religious and humble man, soft spoken and uncomfortable with all of the media attention he received. Ball was also a bit of an eccentric character, as he flew without a helmet or goggles so he could feel the wind in his face. Ball was also an enthusiastic violinist, who had rented a

# The Next Millennium

Being young and inexperienced, the Crow Owners really couldn’t understand why the “Old Fart Dog Soldiers” didn’t see the value of simply charging head on at the opposition. After all, wasn’t one of The People supposed to hold bravery as a virtue of the highest sort?

‘Yes,’ thought MacGregor, ‘and wisdom is the highest virtue of them all! If only I could get these hotheaded cubs to grasp this modest concept...’



# Silent Death

MacGregor and his squadron mates were on their way to intercept a Colosian convoy passing through a nominally neutral zone of space, a former Imperial commercial shipping lane now claimed by both House Colos and Red Star. Understandably, the disagreements over just who owned this shipping lane had turned violent very quickly as both sides sought to assert their control while interdicting the other House's shipping. MacGregor was leading his mixed attack group of Seraph III's and Mustangs to an asteroid field near a jump point along the disputed shipping route. The Red Stars should arrive in time to go to ground amongst the asteroids a few minutes before the Colosians arrived.



small cottage by his aerodrome so he could practice without disturbing his fellow pilots. At the peak of his career, Ball was only in his early 20s, having achieved 44 confirmed kills in combat. This number of confirmed victories had to be gleaned from official combat reports, as the RFC otherwise did not keep formal count on the individual combat victories of its pilots, regarding such practices as detrimental to morale and discipline!

Ball's death in combat on May 7, 1917, was a terrible blow to British morale, as he had come to be adored as a national hero with whom people strongly identified. While the German press claimed that Ball was killed in a dogfight by Lothar von Richtofen, the brother of Manfred, the fact was that Lothar was in a hospital recovering from wounds at the time of Ball's death.

## Knights of the Sky

Starting his military career as a cavalryman, Manfred von Richtofen quickly became disenchanted with the stalemate that developed on the Western Front. Richtofen arranged a transfer to the German flying service as an observer, but decided that he would much rather fly an airplane than be a passenger. After flight training, Richtofen quickly found that being a pilot in the two seater observer aircraft to which he was assigned was no joy either, as he was a glorified chauffeur whose only mission profile was to fly where his orders directed in as straight and level a manner as possible. Fortunately for Richtofen's sense of adventure, the German air service had begun to deploy the first purpose-built fighter aircraft in history, the Fokker E1 Eindekker.

The initial success of the "Fokker Scourge" initiated an Allied response in the form of better fighter aircraft such as the Nieuport 11 "Bebe" and De Havilland DH2. The Germans responded with the excellent Albatross series of fighters, just in time for Richtofen's transfer to the fighter service as he had crashed his first assigned fighter aircraft, a Fokker E II "Eindekker".

Flying aircraft that eventually became all red as a trademark, Richtofen proved to be a first class aerial hunter, typically stalking his opponents and diving on them from out of the sun. In this manner Richtofen steadily ran up a score that eventually to-



taled 80 confirmed kills. Richtofen however, while a natural hunter, was a poor team player, as he followed the conventional wisdom of the day that fighter pilots were knights of the sky fighting as individuals. This was to prove fatal.

Manfred von Richtofen, at the end of the war, the infamous "Red Baron's" 80 confirmed kills made him the top-scoring ace of all aces on any side. But even the best of the best is only human. Von Richtofen would fall, and to supposedly "lesser" opponents.

On April 21, 1918, von Richtofen and his squadron became embroiled in a dogfight with a Canadian fighter squadron flying the famous Sopwith Camel fighter aircraft. Diving after a Camel flown by an inexperienced pilot, Richtofen pursued the frantically maneuvering Camel pilot, and in so doing violated two of his own rules of survival. By chasing his green opponent "down on the deck," von Richtofen brought himself in range of the Australian 53rd Infantry Battalion, the troops of which opened fire on Richtofen's all red Fokker triplane with every available rifle and machine gun.

Besides flying too low and drawing the heavy fire of the Aussie “diggers”, von Richtofen also disregarded what had become established as a cardinal rule of fighter pilot survival. Simply put, von Richtofen failed to look behind him. Had he done so, von Richtofen would have seen the Sopwith Camel flown by Capt. Roy Brown diving on his tail. By not “checking his six,” von Richtofen guaranteed that he was caught between the proverbial rock and the hard place of Capt. Brown’s Camel and several hundred cantankerous Australian infantrymen who were merrily banging away at his brilliant red aircraft.

Although there was some controversy as to who actually fired the fatal bullet that ended von Richtofen’s career, the fact remains that he acted carelessly and paid with his life. It was a lesson that thousands of others would also fail to take to heart.

## Inter-War Follies

The period between the First and Second World Wars had been anything but peaceful, but due to the economic deprivations of the First Great Depression, actual development of more modern aircraft was limited. Tactical and strategic theorizing however, was not at all absent (although ultraconservative brass often refused to listen to upstart theoreticians such as Billy Mitchell).

While many lessons so painfully learned by the combatant nations of the First World War were forgotten, several new and important innovations emerged. Among the most important of these lessons was the adoption by several nations of the two-fighter element as the tactical building block for fighter formations. Previously, combatant air services had settled on the three ship tactical element as the ideal building block for fighter combat formations. Why exactly this formation was so universally adopted has been lost to the fog of history. However, experience showed that this three ship formation was awkward at best, and a formula for unnecessary casualties at worst. The second lesson was the recognition of the importance of the destruction of a nation’s means of sustaining conflict by strategic bombing.

That said, a combination of war weariness, conservative thinking, and economic

restraints imposed by the Great Depression prevented the victorious Allied nations from immediately implementing these concepts.

The defeated German nation-state however, would eventually adopt several of these and many other significant tactical innovations. Needlessly humiliated in defeat by the punitive Treaty of Versailles, the proud German people were hit doubly hard by the economic collapse brought on by the Great Depression.

Caught between a humiliating treaty with its “war guilt” language and massive reparations requirements on the one hand, and the crushing unemployment on the other, the German people were ripe for savage extremism. A sociopathic political genius in the person of Adolph Hitler would supply that “solution” with horrific consequences.

Appealing to ancient racist and nationalistic sentiments, Hitler and his Nazi Party were able to manipulate their way into power. Following a series of staged provocations and ruthless acts of repression directed at the German Jewish community, and political assassinations, Hitler seized absolute power. The abrogation of the hated Treaty of Versailles quickly followed, with Germany rearming at an unprecedented pace. While a vengeful Nazi Germany primed itself for war, the unprepared Allied nations looked on with fear and loathing. Developed under nearly ideal budgetary and theoretical conditions, the fledgling German Luftwaffe quickly evolved into the most powerful air force in Terran history up to that time.

Thanks to their unrestrained adoption of state-of-the-art equipment and the then radical combat tactics of two ship fighter elements, the Germans perfected the combined arms battle tactics that would become known as Blitzkrieg (“Lightning War”). As a result, the Luftwaffe would run roughshod over virtually all opposition for the first two years of the war.

While other nations attempted to appease the insatiable ambitions of Hitler and the Nazis, the fledgling Luftwaffe gained valuable combat experience in Spain thanks to the deployment of the “volunteer” Condor Legion in support of the fascist forces of Francisco Franco. The savage civil war then raging in Spain pitted the ideologi-

# The Next Millennium

Upon arrival MacGregor dispersed his unit carefully around two fairly large asteroids close enough to the jump point to strike quickly but far enough away that- if none of his young hotheads leaped to the attack before the moment was right- should prevent the normally alert Colosians from detecting the Red Star ambush. MacGregor issued a quick recap of the mission profile for the benefit of the Crow Owner braves who made up most of his group,

“Claymore to Raven Flight, all units hold to your assigned positions until directed to attack. I want this to go smooth and by the numbers people. No heroics. These Colosians play for real. Acknowledge!”





# Silent Death

The Red Star pilots duly acknowledged MacGregor's transmission, MacGregor recognizing the clear tones of impatience in the voices of several of the younger Crow Owner hotheads. MacGregor's gunner "Chief Dan" MacLure, who had occupied the gunner's seat of MacGregor's Seraph III "Dinnaken" for many years, also caught the overt lack of enthusiasm from the younger generation, and voiced his assessment over the intercom system,

"Look's like tha' young bucks dinna ken wha' fightin's really about. Do ye think they'll clue in when tha' Colosians hand a' few o' them their scalps?"



cally opposed forces of Fascism and Communism in the form of Spanish Republican (i.e., socialist government loyalists, allied communist, anarchist militias, and Soviet forces) and Spanish Nationalist (i.e., fascist and related right-wing rebels) and their allied "volunteer" forces from Nazi Germany and Fascist Italy. All of these nations supplied considerable material and technical aid to the combatants. These three notorious dictatorships supported the Spanish factions as much to gain combat experience and test out new weapons systems and methodology as anything else, with ideology being the convenient excuse for their actions.

Germany's technical and material aid, combined with the hopeless infighting between the various factions that made up the Republican side, proved decisive, with Francisco Franco emerging victorious to rule Spain as an absolute dictator for decades thereafter. But the butcher's bill had been terrible for the Spanish people, so much so that Franco kept Spain neutral in the conflict that was to shortly engulf the world. The three major powers that had contributed support to the civil war factions quietly withdrew their forces and took stock of what they thought they had learned. As events later proved, it was the Germans who gleaned the correct lessons from Spain regarding airpower.

## The First Great Age of the Fighter Ace

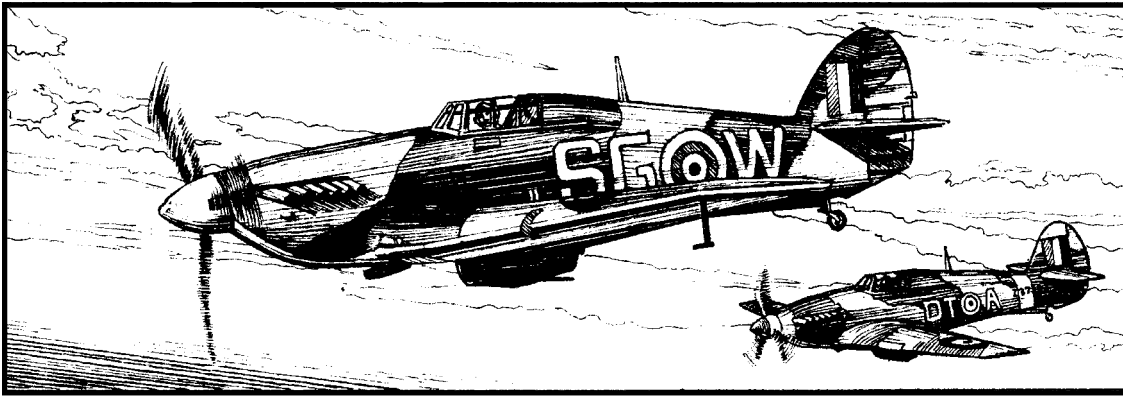
The Second World War witnessed the use of airpower on a previously unprecedented scale, and fighter aces again became popular heroes of the warring nation states. The dramatically superior technology of military aircraft as compared to their First World War predecessors made airpower a dominant tactical and strategic factor as never before. This dramatically intensified level of air combat resulted in sometimes astoundingly high personal kill scores, in the case of several Axis pilots registering over 100 confirmed kills. The Second World War also produced an elite few who exceeded even these incredible kill records, with Germany's Erich Hartmann ending

the war with an astounding total of 354 confirmed kills!

That said, this phenomenal success came at a price, as many of these elite aces did not survive the war. When Nazi Germany triggered the Second World War in Europe in 1939 with the invasion of Poland, the now reconstituted Luftwaffe stunned the world with its unprecedented success. Despite stubborn, often heroic resistance from the outnumbered and outgunned Polish Air Force, the Luftwaffe's elite fighter pilots quickly drove the Polish Air Force from the skies within a matter of two weeks. Within a few weeks, German ground forces were besieging the Polish capital of Warsaw.

The invasion of Poland prompted Great Britain and France to declare war on Germany within a matter of days as those two democracies honored their defensive commitments to Poland. Neither nation, however, was truly prepared for all-out war, either materially or psychologically having spent so many years pursuing the disastrous policy of peace at any price. Neither nation appreciated the implications of the new radical German departure from conventional strategic and tactical wisdom, especially in the realm of airpower. The consequences of this folly would become all too apparent within less than a year.

Having consolidated their conquests in Poland, and successfully bluffing the timid leadership of the Western Allies into remaining on the defensive, the Germans under Hitler's strategic leadership unleashed "Fall Gelb" ("Case Yellow") early in May of 1940. Having been misled into believing that the main force of the German invasion would essentially repeat the invasion route of 1914, the Western Allies dispatched their best forces to Neutral Belgium when the Germans invaded that tiny nation. Despite some fifty divisions of the German Wehrmacht – including a significant number of armored divisions – being unaccounted for by Allied military intelligence, the Western Allies led by French General Maurice Gamelain remained unconcerned. Allied aerial reconnaissance efforts had been severely interdicted by the Luftwaffe, so when those fifty unaccounted divisions suddenly smashed into the thin screen of French reservist divisions along the Ardennes Forest, the Allies were taken completely by surprise.



Knocked off balance by this turn of events, the French Army never recovered. Despite stubborn, even heroic resistance by individual French units, the campaign was as good as won once the German forces were firmly across the Meuse River. Trapped in Northern France and pushed inexorably back by the elite Panzerwaffe, the BEF (British Expeditionary Force) and the elite French First Army were steadily driven to the French coast.

All through the crucial six weeks of the French campaign, the French Armee de l'Air and British RAF (Royal Air Force) fought back as best they could. Equipped with obsolescent aircraft, outnumbered, and outgunned, courageous French and British bomber pilots hurled themselves at the advancing German armored columns, only to be decimated by heavy flak and the ever-present Luftwaffe fighter units. Flying the latest Messerschmitt BF-109 fighters, aircraft a full generation ahead of their Allied opponents in design, the Luftwaffe's fighter pilots took a deadly toll of the Allied air forces. Adding to the inevitable Allied defeat in the skies over France in 1940 was the advanced tactical doctrine adopted by the Luftwaffe fighter pilots as a direct result of the lessons learned previously in Spain. As Luftwaffe ace Heinz Lange explained,

*"In the development of our fighter operations, the most significant step was our transition from the closed Kette formation of three planes to the four-plane 'finger-fours' Schwarm. This innovation was developed during the Spanish Civil War with considerable help from Werner Molders. I attribute to this tactic the high number of kills attained by German fighter pilots."*

Heinz Lange, it should be noted, was commander of the famous JG 51, and survived the war with 70 confirmed kills to his credit. These overwhelming advantages contributed—quite understandably—to a heady sense of superiority on the part of the Luftwaffe fighter pilots. What the cocky German pilots could not have foreseen was that they would soon meet their nemesis for the first time over the beaches of Dunkirk and, ultimately, the British Isles.

Pinned like so many hundreds of thousands of rats in a trap at the coastal city of Dunkirk, the French First Army and the BEF had their backs to the sea. Disaster loomed on the horizon for the Western Allies with a massacre in the offing, when Fate intervened in their favor.

Committing the first of a string of fatal strategic blunders, Hitler agreed to the insistent demands of his appointed head of the Luftwaffe, the corpulent Reichmarschall Hermann Goering (himself a famous fighter ace from World War One), that the Luftwaffe could single-handedly break the resistance of the Allied troops trapped at Dunkirk and force their surrender. Hitler acted on Goering's assurances and ordered his victorious Panzer forces to halt outside the Dunkirk perimeter.

As the Luftwaffe began to pound the besieged Allied forces at Dunkirk, the new British Prime Minister, Winston Churchill, and the more courageous members of the otherwise dithering French leadership resolved to save as many of the Allied soldiers trapped at Dunkirk as possible.

RAF Fighter Command fought stubbornly to keep the Luftwaffe at bay while the British and French Navies—assisted by thousands of tiny civilian operated vessels—labored under fire from the Luftwaffe to save as many Allied soldiers as possible.

# The Next Millennium

MacGregor smiled grimly to himself at his gunner's assessment, certain that at least one young hothead would blow this ambush as not.

"Dinnaken, Daniel, dinnaken!"

A moment later the Colosian convoy came into normal space from the jump point. The convoy was in a tight defensive formation, and clearly an important shipment was involved, as the Colosians had brought a hefty fighter group tagging along to make life interesting for any attacker. But the last ship out of the jump point was what made MacGregor's blood run cold; the escorts included a Megafortress class corvette. This was going to be deadly serious indeed, as no Warhound skipper would meekly step out of the way of a convoy under his charge.



# Silent Death

Despite this unwelcome twist to the tactical problem now confronting the Red Star ambush, MacGreGor's worst fears were realized by the unwelcome radio traffic that came blaring over an open tactical channel, "Yaaaaaaaaha! Attack my brothers! Lakotas, it's a good day to die!"



And it was over the Dunkirk beaches that the Luftwaffe fighter pilots encountered a new fighter aircraft that would make its eternal mark in the annals of fighter warfare; the Spitfire. Developed just before the war began, the Spitfire had been withheld from combat during the French Campaign as a matter of tactical design doctrine; the RAF having concluded that the swift and well-armed Spitfire was to be used solely as a bomber interceptor.

The BEF in France relied instead on the older Hurricane fighter. While the Hurricane was a solid performer and reasonably well armed, and although more maneuverable than the BF-109E-4, the Luftwaffe's fighter pilots faster Messerschmitt was a generation ahead in conception and design execution. Combined with a superior tactical doctrine and greater combat experience, the Luftwaffe pilots drove the RAF Hurricane units inexorably back with the retreating BEF. Once committed to evacuation of the BEF and allied French forces, the RAF threw their new Spitfire squadrons into battle over the Dunkirk beaches. The Spitfire was a rude surprise, as the Germans had enjoyed the upper hand in fighter combat until this time.

Fast, well armed, and highly maneuverable, the Spitfire was a deadly opponent able to match -and in some areas of performance exceed—the deadly Messerschmitt BF-109E-4. Luftwaffe pilots began to fall as never before and Goering's assurances to his Fuhrer fell flat as the evacuation proceeded. Despite serious casualties amongst RAF fighter units and the sinking of several Allied warships, the Allied naval and civilian fleet ultimately evacuated over 250,000 British, French, and Belgian troops from the beaches of Dunkirk.

At last, Hitler realized the folly of Goering's strategy and released his Panzerwaffe. The remaining Allied forces in Dunkirk surrendered. While intensive, the operations over the Dunkirk beaches were only a prelude for what was to follow. The aerial campaign that was to become known as The Battle of Britain contained many lessons on the importance of fighter warfare tactics and strategy. These lessons remain applicable to this day. It was during this campaign that many Allied and German aces made their mark upon history.

## The First Great Air Campaign

Hans "Pritzl" Bar is an illustrative example of the impressive combat pilots hailing from the German Luftwaffe. Bar began his career as a fighter pilot in 1939, scoring his first victory over a French Hawk 75 fighter over the Maginot Line. Bar went on to participate in the Battle of Britain in 1940, where his competitive style of combat came fully to the fore. Bar was an aggressive pilot who tended to close with his Spitfire and Hurricane equipped opponents. This was not a prudent thing to do, as the Spitfire and Hurricane were more maneuverable than the Messerschmitt BF-109E-3 flown by Bar and his fellow Luftwaffe fighter pilots.

On several occasions, Bar learned the hard lesson that becoming embroiled in a turning engagement with a Spitfire was not a bright idea, barely managing to limp home across the English Channel to crash land his badly shot up aircraft at his squadron's French airfield. On one memorable occasion Bar was limping back to base over the English Channel in a badly shot up plane when he was bounced by a Spitfire and shot down.

The head of the German Luftwaffe, Reichmarschall Hermann Goering, witnessed Bar's crash landing and asked to see the young fighter pilot when he was rescued. When subsequently asked by Goering what he had been thinking about while swimming in the channel awaiting rescue, Bar replied with his characteristic bravado, "Your speech Herr Reichmarschall, that England is no longer an island!" Goering's reaction is unrecorded.

Bar was later transferred to the Eastern Front in time for Operation Barbarossa in 1941. Flying the upgraded BF-109F-2, Bar and his fellow Luftwaffe fighter pilots were equipped with an aircraft superior to those used by their Russian opponents.

Despite his often reckless bravado, Bar was a crack shot who quickly learned to bounce his opponents from above, firing only when at very close range to be certain of hitting his target. Bar subsequently downed 96 Russian aircraft in this manner.

After recovering from injuries sustained when he was shot down by Russian fight-

ers, Bar was transferred to Sicily where he fought against the Western Allies. Flying the upgraded BF-109F-4, Bar remained in constant action until 1943 when he succumbed to malaria and intestinal illness.

Upon his recovery, Bar was back in action in 1944, this time flying the superb Focke-Wulf FW-190 fighter aircraft against Allied bomber formations in defense of the German homeland. Bar became one of the Luftwaffe's specialists at destroying the American heavy bombers, personally accounting for 21 B-17 Flying Fortress and B-24 Liberator heavy bombers.

Bar favored the hair-raising method of making a deliberate head-on attack against the heavily armed American bombers, closing at combined speeds in excess of 600 mph. Knowing when to fire and when to pull up to avoid a head-on collision with the target bombers demanded a level of concentration that had to be carefully cultivated in a fighter pilot.

Many German fighter units went so far as to paint full sized frontal view silhouettes of American heavy bombers on their hangers. This was designed to help their pilots learn to better estimate when to break off from a frontal attack.

As the war progressed to its inevitable end, Bar was placed in command of the Luftwaffe's "Squadron of Experts," an elite unit composed of some of the highest scoring fighter aces of the entire war. Equipped with the first operational fighter jet, the Messerschmitt Me-262 "Swallow", Bar and his "Experten" possessed so significant an advantage in performance over Allied fighters that they could engage and break off combat at will. Despite this technological advantage, Nazi Germany was doomed to defeat, Bar and his fellow Experten's efforts proving to be too little, too late to affect the outcome of the war. Bar survived the war with a final confirmed kill total of 220 victories. Bar was later tragically killed in a light plane crash in 1957.

The British RAF, Commonwealth, and Allied volunteer pilots labored under an inefficient tactical system hailing from the First World War. Deployed in inefficient three plane tactical elements, the RAF pilots did evolve a somewhat more open type of formation in which the rearmost element of three aircraft acted as "weavers." This rear element would literally weave



back and forth above and behind the rest of their squadron acting as lookouts. This was a substantial improvement over the original rigid formation of each three plane element following directly behind the first.

A further revised tactical formation was in fact the creation of the South African born RAF Squadron Leader Adolf Gysbert "Sailor" Malan (South Africa being a member of the British Commonwealth). Malan was one of those rare fighter aces who was genuinely a leader first and foremost. Malan in fact placed the safety and efficiency of his squadron ahead of his ego, yet still managed to achieve a final score of 27 confirmed kills, with 7 shared kills and 3 probables. His Ten Rules of Air Fighting were distributed throughout RAF Fighter Command, and still ring true even today:

- 1) Wait until you see the whites of his eyes. Fire short bursts of one or two seconds, and only when your sights are definitely "ON."
- 2) Whilst shooting, think of nothing else, brace the whole of your body, have both hands on the stick, concentrate on your ring sight.
- 3) Always keep a sharp lookout. "Keep your finger out!"
- 4) Height gives You the initiative.
- 5) Always turn and face the attack.
- 6) Make your decisions promptly. It is better to act quickly even though your tactics are not the best.
- 7) Never fly straight and level for more than thirty seconds in the combat area.
- 8) When diving to attack the enemy, always leave a proportion of your formation above to act as top guard.
- 9) 'Initiative,' 'Aggression,' 'Air Discipline,' and 'Teamwork' are all words that 'Mean' something in air fighting.
- 10) Go in quickly—Punch hard—Get out!

# The Next Millennium

Before MacGregor could think to speak, the whole of the Crow Owners formation broke cover and charged directly at the Colosian convoy at maximum thrust. Two dozen Mustang SPACs streaked toward a head on collision with the lead fighter escorts of the convoy. MacGregor couldn't even be sure that the young hotheads had actually spotted the Megafortress whose evil arrowhead silhouette was gliding towards the front of the convoy in response. The whole situation did not look good...MacGregor could think of only one possible solution that would require some Colosian cooperation...



# Silent Death

“Claymore to all Howlers, let the fools charge in!”

“Howler Flight, follow me!”

Eight Seraph TPACs broke from hiding amongst the asteroids and screamed at an oblique angle through the asteroid field and away from the convoy. A sudden course change a few seconds later and the Seraphs were running parallel to the convoy. MacGregor was gambling on Colosian arrogance to save the situation, as he could hear the desperate traffic from the now embattled Crow Owners who were only just realizing the error of their impetuous ways...



These basic principles of fighter pilot survival including aggressiveness, marksmanship, heightened situational awareness, and teamwork, were to be learned, forgotten, and relearned time and again in the long history of fighter warfare. “Sailor” Malan’s principles are as valid today as they were in his time. The fighter pilot who neglects these principles does so at his peril.

## Eastern Storm

As the Battle of Britain ended in an Allied victory, Hitler and the Nazis prepared to launch Operation Barbarossa, the invasion of Soviet Russia. This mad venture would see the greatest land engagements of the age, with millions of fighting men and women locked in a horrendous struggle between the two bloodiest dictatorships of the twentieth century. Some 20 million (conservative estimate) Soviet citizens lost their lives in this struggle. This total does not include the millions of victims slain by the paranoid state security services of the Soviet Union, and the murderous, scientific genocide euphemistically dubbed the “Final Solution” implemented by the Nazis.

While initially flushed with victory as both German ground forces and the Luftwaffe swept all opposition before them, the Nazis ignored the warnings of Nomanhan two years before, namely that for every Russian soldier killed or aircraft shot down, there were a hundred more to take his place. Had Hitler and his Nazi toadies paid attention to a border clash in Manchuria in 1939 between Japan and the Soviet Union, they might have rethought their dreams of conquest.

Beginning in 1933, fascistic factions within the officer corps of the Imperial Japanese Army engineered a series of provocations that lead to a war with Nationalist China. Still in the throes of a grinding civil war, the Chinese were able to more or less unite behind Chiang Kai-shek and his Kuomintang dictatorship. Despite this shaky political unity, China was still largely a backward nation of illiterate peasant farmers. The Japanese invasion would prove catastrophic, costing the lives of millions of Chinese.

Sweeping in support of their ground forces, the highly professional Japanese decimated the often heroic but ill-trained and poorly equipped Chinese Air Force. While numerous Japanese Army Air Force (JAAF) and Japanese Naval Air Force (JNAF) pilots gained valuable combat experience in these early clashes, a much greater nemesis was yet to come. Soviet Russia.

The Japanese forces that pushed into Manchuria were led by some of Japan’s most rabid nationalist generals. Many were in fact members of the fascist Black Dragon Society, and were eager to expand Japan’s territory as far as possible. This aggressiveness inevitably led Japan into direct conflict with the Far Eastern forces of the Red Army and Red Air Force (VVS).

In 1939, the poorly defined and often shifting border between Outer Mongolia and Manchuria was the stage for unprecedented air operations in the Far East. Known either as the Nomanhan or Khalkin Gol Incident, the affair began on May 10, 1939, when nomadic Mongolian tribesmen crossed the Khalka River to pasture their flocks of sheep, only to be driven back by Manchurian border guards. In retaliation, Mongolian horse cavalry launched two separate raids across the Khalka River. Enraged by these audacious raids, the Japanese commanders of the Kwantung Army stationed in Manchuria rushed infantry and air units to the Nomanhan Plains.

This was to have dire consequences, as the Soviet Union was compelled to enter the fray, having a treaty of mutual assistance with Mongolia. The Soviet 1st Army duly arrived at Tamsak-Bulak, roughly 60 miles southwest of the Nomonhan Plains. This Soviet deployment included two full fighter air regiments equipped with the latest Soviet fighter aircraft.

On the evening of May 20, 1939, the first clash between Japanese and VVS fighters occurred when three Nakajima Ki-27 “Nates” bounced a VVS reconnaissance biplane and two escorting Polikarpov I-16 fighters over the Khalka River. The “Nates” shot down the recon biplane after a short fight, while the two I-16s subsequently escaped. This was the start of a prophetic aerial and land campaign that the rest of the world chose to ignore.

The fighting escalated in a typical “tit-for-tat” fashion, with increasing numbers of aircraft being sent to the conflict by both sides. The JAAF alone committed five full fighter regiments equipped with the Ki-27 “Nate” to the conflict. Extremely maneuverable, the “Nate” was an outstanding dogfighter. As both sides persisted in awkward three plane tactical elements and dog-fighting techniques, the better trained JAAF pilots tended to come out ahead of their Soviet opponents in terms of aerial kills. That said, over-claiming was the norm for both sides, although superior Soviet numbers both on the ground and in the air would tell. Nevertheless, the JAAF pilots would run up an impressive series of individual scores, and gain priceless combat experience that would serve them well for the first two years of the Pacific War to follow.

As the ground combat raged below, on June 27 104 JAAF fighters and bombers attacked Soviet bases in Mongolian territory. As Japanese bombs fell on VVS airfields, Soviet pilots scrambled to intercept the raiders. With ground troops of both sides watching fascinated below, some 150 aircraft swirled about in a vicious dogfight.

The following month would see even heavier fighting. July witnessed the final admission by Soviet Russian leadership that the era of the biplane fighter was truly over, as losses among units equipped with Polikarpov I-15 and I-153 biplane fighters were severe. Responding to these mounting losses, the Soviets began at last to significantly change their tactics. Launching hit-and-run raids across the border, flights of VVS I-16 monoplanes began deliberately avoiding dogfights with the more nimble Japanese fighters. Newer model I-16s with upgraded weapons including automatic cannons and pilot armor protection were also introduced.

By the following month the JAAF began to feel the strain of this ferocious operation. Pilot fatigue was resulting in fewer claims and increasing casualties amongst the JAAF airmen. Improved VVS tactics that took advantage of the I-16’s strengths and exploited the “Nate’s” inherent weaknesses were clearly beginning to show results.

Once Soviet ground forces under the command of the brilliant Soviet Marshal Zhukov became involved, the conflict quickly came to a resolution. Zhukov’s combined arms approach, while crude by German standards, was more than sufficient to utterly annihilate an entire Japanese ground army under an avalanche of tanks, artillery, and infantry with tactical air support on a scale that staggered the imaginations of the Japanese leadership. By September, the Soviet Union and Japan had reached a settlement.

Stalin, shocked by the speed and ferocity of the German invasion of Poland, was only too happy to conclude an armistice with Japan. For their part, the Japanese were only too happy to extricate themselves from a war of attrition that they simply could not win. The staggering numbers of tanks, artillery, aircraft, and infantry that the Soviets could bring to bear against them caused the Japanese leadership considerable anxiety. Clearly this was not the inept and timid army of the Tsar that their forebears had humiliated in the Russo-Japanese War some 34 years before. The introduction of the tank and the combat aircraft had changed warfare forever.

## Samurai of the Skies

Experience gained in China and at Nomanhan would serve the pilots of the JAAF and their naval counterparts in good stead. Gaining valuable insight into the strengths and weaknesses of their aircraft, JAAF pilots came to realize that speed was essential if an opponent refused to dogfight (the “Nate” had been noticeably slower than the opposing I-16 series fighters). JAAF pilots also realized that the light armament of the “Nate” (two rifle caliber machine guns), lack of pilot armor, lack of self-sealing fuel tanks, and virtually useless radio equipment mandated an improved fighter design. Unfortunately for the JAAF, their aircraft designers didn’t listen.

The Japanese Naval Air Force (JNAF) did in fact seem to learn a bit more from the lessons of Nomanhan and China. Trading in their aging Mitsubishi A5M “Claude” monoplanes, the JNAF pilots received a

# The Next Millennium

“Raven Four! Look out! He’s on your six! For God’s sake, roll! Roll!”

“Somebody help me! I can’t shake him!”

“Thruster four’s out, my reactor is redlin...”(static)

“Holy shit! It’s a goddam

Mega...”(static)

MacGregor knew that they had only one chance at this, and that if it didn’t work then they’d all be dead very soon...

MacGregor relaxed slightly as he realized that his formations dash through the asteroid field had paid off; the Colosians were so preoccupied with the Crow Owner group that they had failed to detect the eight Seraphs now looping around their exposed flank.



# Silent Death

“Claymore to Howler Alpha Section Leader.”

“Rainman here, Leader!”

“Rainman, your section has the heavy guns; concentrate your attack on the convoy freighters. Try to draw off that damned Megafort and hold his attention for a few minutes!”

“Rainman copies!”

“Claymore to Beta Section, you’re with me! We’re going to save the Crow Owner’s from their folly!”



fighter aircraft that was to achieve legendary status in its heyday, the Mitsubishi A6M Zero. Fast for its day, well armed with machine guns and a pair of automatic cannon, and superbly maneuverable, the Zero arrived just in time for the Pacific War. The Zero was so effective, that for the first few years of the Pacific campaign it would strike terror into the hearts of many green Allied pilots who were forced to give battle in underpowered Brewster Buffaloes and similar obsolete aircraft.

Air operations during this global conflict were generally quite intense, and in the Pacific Theater of Operations (PTO) in particular, air power proved to be the decisive element. With the Japanese surprise attack by carrier based air power on Pearl Harbor, the age of naval air power fully dawned upon a stunned world. The Japanese attack had gutted the battleship strength of the United States Navy, sinking or severely damaging every battleship moored at Pearl Harbor. Fortunately for the Allied cause in the Pacific, the four American fleet carriers were out on maneuvers at the time of the Japanese attack.

As the Pacific campaign developed, air power evolved into the decisive arm. The ability to project decisive force without the surface fleets ever seeing one another was an asset no commander could resist. The Battle of Midway Island was the first naval action in human history in which the surface forces never came within sight of one another.

The destruction of the four largest Japanese carriers and the loss of hundreds of veteran aircrews was a blow from which the Japanese Imperial Navy never recovered. With their entire carrier strike group destroyed during Midway, the Japanese invasion fleet was forced to withdraw in the face of de facto American air supremacy. Worse for Japan, the mad scramble that followed to make good the devastating JNAF losses at Midway was to be compounded their problems. By withdrawing experienced pilots from the remaining front-line JNAF units to serve as instructors, the performance of the remaining front-line units suffered accordingly.

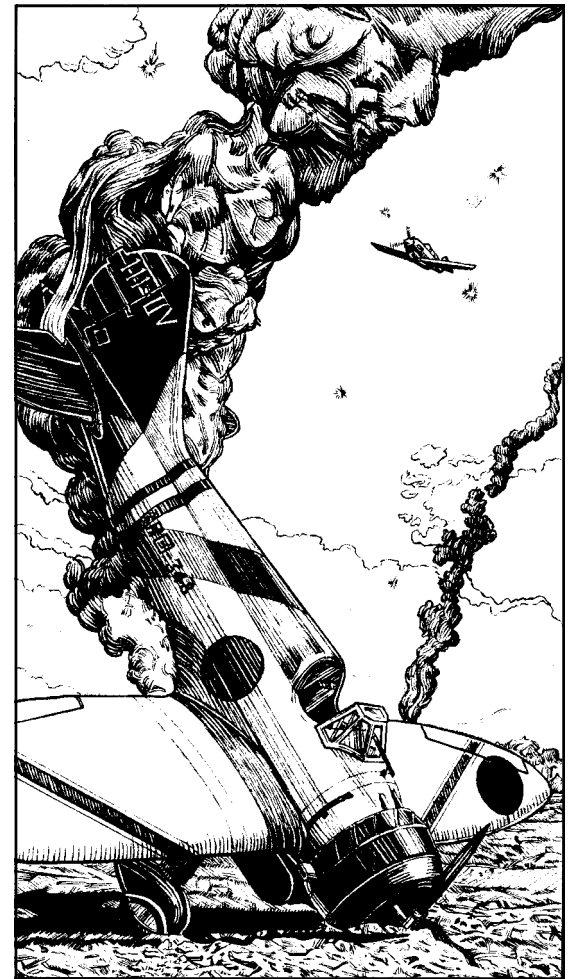
Worse still, the JNAF lowered the rigid qualification requirements for the new wave of trainee pilots, and shortened the

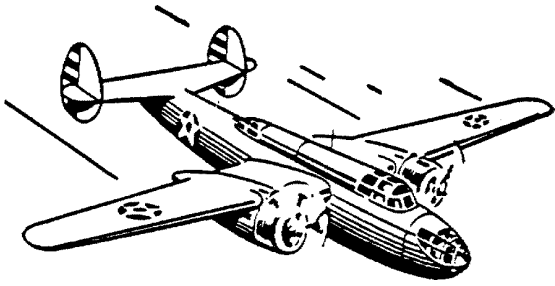
length of the training period, all in an effort to return units to their previous strength. The actual result of all of these desperate measures was that the JNAF churned out a wave of pilots unprepared for combat flying. They would suffer losses accordingly.

After engaging in their share of successful operations in the China-Burma-India theater (CBI), the JAAF for its part became embroiled in the green hell of New Guinea. Entire units, ill-equipped for the disease infested tropical environment, were reputed to have simply disappeared without a trace.

On New Guinea, the Japanese ground forces—losing thousands of casualties to tropical disease and widespread malnutrition—managed to hack their way as far as the outskirts of Port Moresby. But thanks to stubbornly courageous Australian resistance and an unforgiving environment, the Japanese got no further.

Initially JAAF fighter pilots had to make due with the feebly armed Ki-43 “Oscar,” however by late 1942 the new Ki-61 “Tony” began to arrive for its combat trials. A radical departure from mainstream JAAF





fighter designs of this era, the “Tony” sported a liquid cooled inline engine (unlike the air-cooled radials of the JNAF and JAAF contemporaries), armor protection for the pilot, and self-sealing fuel tanks.

Considerably faster than the pathetic “Oscar,” the “Tony” was also respectably armed. Only in the category of aerobatic maneuverability did the “Oscar” retain any sort of clear advantage. In the face of increasingly faster, more heavily armed Allied fighters such as the potent twin-engine P-38 Lightning and dramatically improving Allied tactics focusing on hit-and-run firing passes, “Oscar” was becoming increasingly vulnerable.

The JAAF had hoped that the “Tony” would restore air supremacy in their favor. But as with any new type of combat design, “Tony” suffered its share of teething problems, especially engine cooling problems and performance failures due to the tropical environment and poor fuel quality. While the sleek lines of the “Tony” and its improved performance did come as a rude surprise to the American pilots fighting in New Guinea, the recurrent engine problems kept the “Tony” from being as effective as the JAAF had hoped. A typical example of this was the misadventures of 38 kill JAAF ace 1st Lt. Mitsuyoshi Tauri, who was forced down three different times in a matter of several weeks by engine failures.

As the allied American and Australian forces continued to grind the Japanese Army back, the JAAF continued to funnel its resources into the battle. Once the Allies succeeded in isolating Rabaul, the Japanese forces on New Guinea were doomed. Cut off from supplies and subjected to a concerted bombing campaign by American B-25 Mitchell and B-24 Liberator bombers, both the Japanese ground forces and the JAAF units were systematically worn down. Entire units ceased to exist due to disease and starvation by the end of 1943. Like their JNAF counterparts smashed at Midway, the

JAAF fighter units never recovered from their disastrous losses in New Guinea. In the face of increasing numbers of superior Allied fighter aircraft whose pilots had perfected hit-and-run tactics to a fine art, the remainder of the war would be nothing but a steady, grinding, hopeless slaughter for the Japanese people.

## Warriors Over the Pacific

The PTO inevitably produced its crop of fighter aces. Among the most notable were Richard I. Bong, the leading American ace of the war, Japanese Army Air Force ace Isamu Kashiide, USMC ace Gregory “Pappy” Boyington, and Kaneyoshi Muto of the Japanese Naval Air Force. These particular individuals are illustrative examples of the aces from the PTO. Each was undeniably an exceptional individual whose accomplishments and—in some cases—personalities are worth reviewing.

Richard Ira Bong was a small, mild mannered character, a native of north-western Wisconsin. Bong joined the USAAC in 1942 and completed his flight training qualifying on the twin engine Lockheed P-38 Lightning fighter. Bong subsequently transferred to the 8th Fighter Squadron fighting the Japanese in New Guinea. Even after being transferred to a combat unit, Bong retained his modest demeanor—on the ground.

Bong’s squadron mates repeatedly remarked on the Jekkyl and Hyde like transformation that Bong would undergo once he was airborne. The normally unassuming Bong would apparently chatter ceaselessly and with intense enthusiasm about the combat under way, describing in the harshest language possible how he was destroying his Japanese opponents!

While Bong was a top-notch fighter pilot, he also possessed an unparalleled degree of personal luck. Bong’s squadron mates were continually amazed that whenever Bong flew, enemy opposition would often be encountered, yet when he did not fly, no enemy opposition could seem to be found! Despite his incredible luck and wild demeanor when flying, Bong was no fool. Bong was a careful planner, using a con-

# The Next Millennium

The rest of MacGregor’s flight radioed their acknowledgement of his instructions. The Serpahs were soon in a perfect flanking position, the Colosians still preoccupied with the desperately fighting Crow Owner formation. The Crow Owner braves may have been inexperienced, but they certainly did not lack for courage or individual piloting skills. And their new Mustang SPACs were extremely nimble fighters making them difficult to hit. Still, the odds were stacked against them, the Colosians more numerous and better at team tactics. Then MacGregor saw the exact opening he was hoping for...

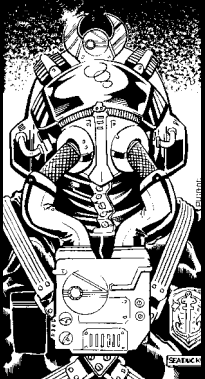




# Silent Death

“Claymore to all Howlers, hit em! Yaaaaaaahh!”

The eight Seraphs tore into the rear of the convoy like wolves amongst a herd of cattle. Alpha Section immediately concentrated their fire at almost point blank range on the stern vents of a lumbering Colosian freighter at the very end of the convoy. The freighter's engine immediately blew out from the overwhelming concentration of fire as MacGregor led his section streaking through the very center of the dumb-founded Colosian convoy. The Colosian fighters had all been drawn off by the wildly dogfighting Crow Owners, and were unprepared for the chaos raging amongst the freighters in their care. Frantic warnings and pleas for help from the freighters came



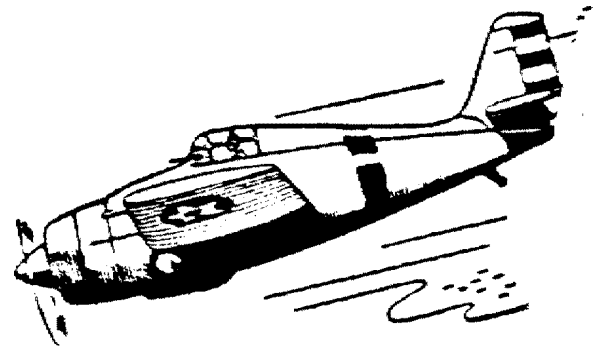
sistently logical approach to the scientific art of flying while intent on killing something.

Bong served three tours of combat duty. He completed his successful fighter career with 40 confirmed kills to his credit, making him the highest scoring American fighter ace of the war. Bong was tragically killed in 1945 when his P-80 jet fighter crashed during a test flight. He had married his childhood sweetheart only nine months before his death.

On the other side of the Pacific conflict, Captain Isamu Kashiide earned the title “King of the B-29 Killers” for his exceptional success against the brutish B-29 Superfortress heavy bombers over Japan. A veteran of a “Nate” equipped squadron during the Nomanhan Incident, Kashiide's unit was re-equipped with the twin-engine Ki-45 “Nick” (known in JAAF service as “Toryu”, or “Dragon Slayer”). Originally designed as a long range escort fighter, the “Nick” proved too slow and unmaneuverable to be a real success in its intended role. But rearmed with a 37mm forward firing automatic cannon and oblique mounted 20mm cannons, the “Nick” found a new role as a bomber destroyer against the massed formations of USAAF B-29s raiding Japan beginning in late 1943.

Kashiide developed his own style of attack in his endless encounters with the massive B-29s, and was uncompromising in drilling his subordinates in these tactics. Kashiide described his tactics as follows:

*“Manoeuvre from within 1000 meters. The B-29s have 13 machine guns—in a head-on attack you will be faced with 10 of them. I will always fly in front and I will always be the first to attack. I am showered with tracers every time. Tracers coming towards you in a criss-cross pattern are very frightening. I feel that my vision is shot away in the screen of bullets. It is not a good feeling to have. In such cases, close your eyes and count to three. When you open your eyes, the enemy will be within 200 metres of you. Adjust your sight to within 150 to 200 metres of the target. At 100 metres, lower your plane. At 80 metres, fire, then dive your plane quickly—go straight down.”*



Kashiide is believed to have single handedly downed seven of the huge B-29s, along with two prior kills during the Nomanhan Incident. The majority of JAAF pilots agreed that it was almost impossible for any single pilot to bring down a B-29 unassisted. Kashiide survived the war, and many years afterward met and shook the hand of Raymond Halloran, a B-29 navigator who bailed out of one of the B-29s Kashiide shot down. The two old men marveled at how they had survived the conflict when so many of their comrades did not.

USMC legend Major Gregory “Pappy” Boyington is often best remembered for his skills at drinking, brawling, and other extracurricular antics. While an unabashed two-fisted drinker and brawler and a constant source of irritation for his spit and polish minded superiors, “Pappy” Boyington was also an extremely effective leader and tactical innovator who knew how to inspire and lead other pilots in combat.

It was his leadership qualities that inspired his “Black Sheep Squadron” pilots to become prodigies of aerial combat. His casual manner with military protocol no doubt only served to further endear him to those he led. As a fighter warfare tactician, Boyington is the creator of the “fighter sweep.” By leading his unit equipped with the superb Vought F4U Corsair fighter over Japanese airfields on Rabaul with the deliberate intention of picking a fight, Boyington took advantage of the Corsair's superior performance over most Japanese fighters then in service.

The purpose of the fighter sweeps was to wear down the Japanese defenders by attrition, as Boyington and his superiors knew that the Japanese could not sustain their losses. Clearly also a natural student of psychological warfare, Boyington would not hesitate to taunt the Japanese pilots

over an open radio channel to draw them up to give battle. Boyington was also a first class fighter pilot in his own right, finishing the war with six confirmed kills with the famous American Volunteer Group (a.k.a. "Flying Tigers"), and 22 confirmed kills and four probables while flying the F4U Corsair.

Sadly, Boyington was shot down in the St. George Channel near Rabaul and captured by the Japanese. He spent the remainder of the war in a POW camp, brutalized by his captors as were so many thousands of other Allied POWs in Japanese captivity.

JNAF ace Kaneyoshi Muto is noteworthy for his apparent talent for learning the combat tactics of his opponents, and using that knowledge to best advantage. Muto started his fighting career in China, downing a Chinese I-16 fighter over the Nanking area in 1939. Muto went on to fight in the Philippines and the Dutch East Indies in early 1942. Later Muto was transferred to Rabaul with the "Genzan" Fighter Squadron of the 252nd Kokutai. He fought over New Guinea and the Solomons until March of 1943, when Muto was transferred to the Yokosuka Kokutai in Japan as an instructor. But Muto's hiatus from combat as an instructor was over by 1944, as a desperate JNAF transferred the Yokosuka Kokutai to the Mariannas.

Ferocious engagements ensued between large groups of aging JNAF Zeros and USN Grumman F6F Hellcats. Once the dominant fighter of the Pacific War, by 1944 the Zero was obsolescent and hardly able to match the newer and deadly F6F Hellcat. Despite being handicapped by an inferior machine, Muto was so familiar with the tactics of his enemies that he was consistently able to anticipate their moves. For this reason, Muto was on more than one occasion the only survivor of his eight plane tactical flight and return alive.

Muto was later transferred to Iwo Jima, where he was one of a handful of survivors out of 80 fighter pilots engaged in the three day air battle over the island. Later transferred back to mainland Japan, Muto was equipped with the new Kawanishi N1K2-J "George," a deadly fighter design that could beat the Hellcat in speed and maneuverability and match the Corsair.

While he was able to anticipate his opponent's tactics, Muto was not able to overcome the one element of fighter warfare that no pilot can truly anticipate; luck. During an engagement over Bungo Straight, Muto became embroiled in a head on attack run against a USN Corsair. Both aircraft were hit by the other's fire, and both planes went down. While the US Navy pilot was rescued by an American submarine, Muto was never seen again. He had 28 confirmed kills.

While The Second World War witnessed the operational debut of the first jet fighter aircraft—the German Messerschmitt Me-262—they came too late to prevent the inevitable defeat of Nazi Germany. Beset from both East and West by the Western Allies and The Soviet Union, Nazi Germany was forced to finally surrender once Berlin fell to the vengeful Red Army commanded by none other than Nomanhan victor Marshall Zhukov.

Within weeks, the first recorded use in human warfare of holocaust weapons occurred when crude atomic devices were detonated over the Japanese cities of Hiroshima and Nagasaki. Finally admitting that further resistance was useless, Japan quickly surrendered after the second device exploded over Nagasaki. Despite the best intentions of many and the deaths of an estimated 70 million people, the world would not be a peaceful place after the Second World War.



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too late as the flight of Seraph IIIs ripped into the aft quarter of the lumbering Megafortress.

MacGregor and his supporting Dog Soldier pilots launched all of their torpedos at point blank range as their gunners salvoed dozens of missiles at the same target point designated by MacGregor.

Despite punishing blows from both the Megafort's gunners and point defenses, the rugged Seraphs weathered the return fire as they poured in concentrated fire of their own on the Megafort's vulnerable stern. MacGregor and his section pulled away from their attack run just in time as the bulk of their torpedo and missile barrage streaked past the Megafort's point defenses and slammed into the engine vents on the rear of the ship.



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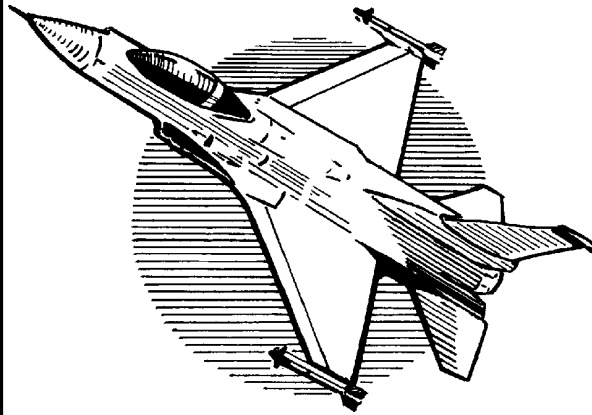
One torpedo clearly penetrated deeply, as the Megafortress suddenly transformed itself into a miniature sun as the escort's reactor destabilized. The results were what MacGregor had hoped against hope for; although still outnumbering the Red Star formation, the Colosians panicked at the sudden messy loss of their most powerful escort. The convoy disintegrated into chaos as the freighters began to scatter in an attempt to escape.



## The Jet Age

The Korean War was officially designated a “police action,” but for its participants it was every bit as deadly as a declared war. The Korean War witnessed the first engagements between jet fighter aircraft, although the nature of the fighting was not much different than in the Second World War, as weapons technology had fundamentally remained unchanged since the end of the previous conflict.

Nevertheless, the air war over Korea was important to the outcome of the conflict, and it was the UN's ability to fight the North Korean/Chinese/Soviet air units to a standstill that ensured the eventual success of UN forces on the ground in stabilizing the border between the two Koreas.



It was not until the Arab-Israeli Wars and the Vietnam War that the age of the missile armed fighter came to the forefront. With the development of transistor technology and the air-to-air missile system, fighter aircraft could engage one another at previously unheard of ranges. As the technology advanced at a rapid pace, it became an almost accepted fact that fighter pilots would not even see their opponents with their own eyes.

But all of this high-tech wizardry came with a price, as pilots began to lose their skills at the fine old art of dogfighting other fighters. The dramatic increase in the technical nature of aerial warfare resulted in fewer individual kills and close range dogfights taking place between fighter aircraft. But technology is ever fluid in its nature, no matter how much it advances (or recedes).

As Humanity moved into the 21st Century (old calendar), so also at last did quarrelsome Humanity begin to move seriously out into space, starting with the old Teran solar system. Sadly, for all of Humanity's technological accomplishments, the all-too-human endeavor of war followed Mankind into space.

## The Age of the Starfighter

As Humanity began to finally spread out beyond the solar system of Terra, so to did their quarrels. Ever quick to resort to violence whether necessary or not, Humanity took their wars with them. The worlds and the technology may have changed, but the fundamental nature of warfare had not.

However, the environment of space inevitably changed several key elements of warfare. First of all, there was no horizon to hide behind, ensuring that direct fire weapons would be generally able to engage their targets once they were brought within effective range. Second, speed and unpredictability were the best defense against enemy action. As always, the advantage rested with the aggressor. Finally, as weapons technology improved, so too did electronic warfare defenses.

The development of electronic shielding and stardrives technology ensured that the overall technological balance was roughly equivalent to that found during the Second World War! This state of affairs ensured that not only did starfighters become the dominant combat asset of space warfare for several millennia, but that individual fighter pilots and gunners would once again have many opportunities to run up some astounding personal victory totals.

The Ptolemean War was an excellent example of this sort of classic space fighter operations, as hundreds of fighters were engaged in the campaigns comprising this brutal inter-House conflict that ended with the fall of House Ptolemeus. Several Colosian and Ptolemean aces, with impressive kill tallies, emerged from this conflict with scores rivaling the near legendary leading aces of the Second World War era.

The Imperial Civil War and the coming of the Night Brood have only served to increase the status of starfighter craft in military affairs, as the Night Brood are so plainly stimulated to attack whenever they sense excessive amounts of conflict involving Terrans. While the Empire threw its massive fleet resources into the defense of Terran Space against the Night brood invaders, as all Terran Space learned to its everlasting sorrow, the technological disparity between Brood and Terran was such that the capital ships and their escorts were systematically smashed by the hordes of Brood fighters and Worm Pods with frightening ease.

Because of the Night Brood's clear technological superiority, it is currently in the best interests of Post-Hatchling War Houses and independent worlds to keep any armed conflicts as low intensity as possible in proportion to the proximity of Night Brood clutch worlds.

Although many heavy fleet hyperdrive carriers survived the Night Brood invasion, the fact remains that these strategic assets are too valuable to risk against the Night Brood hordes at this time. Until there is a clear "sea change" in weapons technology closing the gap between the forces of The Twelve and the Brood, this will remain the state of affairs for the foreseeable future.

Because of these modern realities of warfare—especially space warfare—and the relative effectiveness of space fighters in stopping the Brood from exterminating humanity, the space fighter will continue to remain the de facto principle combat asset of Terran Space well into the foreseeable future. Given the modern Post-grub War political landscape, there can be no doubt that violent conflicts will continue. And given the realities of technology and the presence of the Night Brood in Terran Space, there can also be no doubt that the space fighter will dominate warfare as never before. It can thus be argued that the Great Age of the Fighter Ace has arrived.

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More hard fighting followed as the Red Stars destroyed the Colosian fighter escorts and several freighters. The bulk of the convoy managed to escape, however. On the flight back home MacGregor noted how quiet the surviving Crow Owner braves were, and how well they kept to formation discipline all the way back...



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*“The smallest operational unit in the squadron was the flight or section (shotai), which consisted of between three and four aircraft—four flights were usually found in the squadron. Initially, the flight consisted of three aircraft. However, Lt. Zenjiro Miyano was the first to effectively copy and refine the four-fighter flight formation from the Americans in 1943. Positions one and three were flown by seasoned veterans, while positions two and four were occupied by neophytes. This combination assured a higher rate*



## Fighter Pilot Characters In Silent Death

*“in war nothing is impossible, provided you use audacity!”*

— Gen. George S. Patton

The following material is designed to allow players of *Silent Death: The Next Millennium* to develop pilots with more individual “character” and use them in their games. The attributes that follow are based upon what has proven to be relevant to real world fighter combat, with an added dash of mischief drawn from both actual military history and a sense of fun. These stats are designed to enable players to more easily translate *SD:TNM* into their favorite role-playing setting as well as allow for a much expanded development of individual pilots and gunners in games of *SD:TNM*.

It is important to keep in mind that these new attributes defined either as skills or quirks are meant to be used with some restraint. Not every fighter ace will have more than one or two of these attributes, and a definite minority will ever have more than three to five. Aces such as these would represent an elite few who are the stuff of legends. Regular pilots (i.e., skill levels 1-6) would not necessarily have any at all. When these rules are in use, all rookie or green pilots and gunners start out with one or more negative quirks reflective of their House’s training standards and their own lack of combat experience.

It is important to realize that quirks are not necessarily positive. These represent tactical doctrines, training standards, and



even societal and cultural influences affecting the development of the pilots and gunners of a particular House, and affect their performance in combat. Historical precedents for these quirks—both positive and negative—abound. What follows this overview includes definitions of pilot and gunner skills, a full listing with definitions of the different skills and quirks, and a breakdown of typical quirks and skills common to the fighter forces of the Twelve and the Promethean forces encountered in Terran space.

Sample biographies of notable fighter aces from the Twelve and their Promethean allies are also included, as are squadron composition guidelines for all of the Houses. These squadron guidelines include listings of mandatory attributes (if any) for all pilots and gunners reflecting their respective House's unique approach to training and combat doctrine. An explanation of these eccentricities for each House is also included in these squadron guidelines.

It is important for players to keep in mind that these guidelines are for creating *typical* squadrons for each House. Squadrons composed of entirely elite pilots are in fact extremely rare. While historical precedents for such units do exist, players must be aware that the formation of such units was always detrimental to the performance of the majority of other units.

This was due to the simple fact that the elite unit's pilots were inevitably recruited from the rest of the mainstream units. This talent drain inevitably resulted in a significant loss in combat effectiveness suffered by the mainstream units forced to give up their best and brightest pilots. The end result was a serious increase in the affected units' casualty rates as well.

Also included in this book are ship displays of the custom starcraft used by some of the aces profiled, enabling players to integrate them in their Silent Death scenarios and campaigns. Players need to remember here that several of these ships are meant to be rare or even one of a kind craft. Players should therefore also refrain from fielding hordes of certain of these craft unless by prior agreement between players! Let's face it, there was only one Red Baron...

## Rules For Creating and Using Fighter Aces

Because fighter aces themselves are rare individuals, and because the rules that follow will potentially add an additional layer of complexity to games of *SD:TNM*, players will understandably want to limit their numbers. How players will initially generate their fighter aces will be incumbent upon the type of game being played, and whether or not a referee will be involved. A referee is not necessary when using fighter aces in *SD:TNM*, but it can ensure an element of the "fog of war" when fighter aces improve their attributes unbeknownst to their opponents.

If the aces are to be used for a single game or scenario, then those aces will remain as fixed characters. The total number of fighter aces involved in such scenarios should be agreed upon before the game begins. These fighter aces are then purchased as a part of the larger forces constructed by the players for that specific scenario, the BPV cost of the aces attributes being calculated and added to the agreed upon TPV for that scenario. Players may agree whether or not to allow these aces to improve their skills for use in future scenarios as they see fit.

**Example:** *Mitzi and her gaming group decide that they want to have a fighter ace lead each of their forces in a pick up game. Since this will be a one-off scenario, Mitzi is free to use as much of her BPV budget as she likes to build her ace pilot, Joanie "Ripper" Jones. Mitzi must now make several decisions that will guide the creation of her ace pilot.*

*Mitzi must first decide what House her force will represent, as this will dictate her ace's maximum number of skills and quirks, as well as what skills and quirks are available to her, and which may be mandatory. Mitzi decides to make her force a part of House Colos, as she is an aggressive player and likes the Colosian's ruthless reputation. Mitzi refers to the Skills and Quirks, Limitations and*

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*of survival for the new pilot, plus allowing him to learn critical combat skills from his mentor. By 1944, the three-fighter flight had been mostly discarded. Through hard experience, it had been found that the 'odd man out' in a three-fighter flight usually became separated in combat and was shot down."*

—Henry Sakaida.  
*Imperial Japanese Navy Aces 1937-45.*  
Osprey Publishing  
Ltd. 1998



# Silent Death

*“I liked it at once. It could be compared to a frisky, fiery horse—in experienced hands it was to run like an arrow, but if you lost control you finished up beneath its hooves.”*

— Aleksandr Pokryshkin.  
WWII VVS fighter ace commenting on the MiG-3 fighter.



*Cost list on pg. 24 and notes that House Colos pilots may have a maximum of six (6) skills and/or quirks.*

*Mitzi now decides that she wants her ace pilot to fly by herself, so she chooses a Shark II for her crack flyers mount of choice. This costs Mitzi 39 BPV from her budget. Mitzi then decides that her pilot will be a Legendary Ace, so she splurges and selects a Piloting Skill of 12, and a Gunnery Skill of 12. The total thus far for Mitzi is 79 BPV.*

*Mitzi now turns to the House Colos Force Composition List. Mitzi decides that she wants her Legendary Ace to be as accurate a shot as possible with cannon fire to take maximum advantage of the Shark II's deadly cannon armament, so she opts for Marksman 3. This costs an additional 60 BPV (10 for Skill Level 1 + 20 for Skill Level 2 + 30 for Skill Level 3 = 60). Mitzi's Legendary Ace now costs 139 BPV.*

*Mitzi also decides that she wants her Legendary Ace to have a high degree of survivability in combat to protect her growing investment, so she opts for Dodger 2 (the highest Skill Level allowed for Colos pilots). This adds 45 BPV (15 for Skill Level 1 + 30 for Skill Level 2 = 45). Mitzi's Legendary Ace now costs 184 BPV.*

*Finally, Mitzi decides that she wants a positive quirk to keep her investment alive as long as possible, and since her Legendary Colos Ace is not required to take any negative quirks, Mitzi opts for Always Checks Her Six for an additional 75 BPV. This now takes Mitzi's Legendary Ace to a final count of 259 BPV. As Mitzi and her friends are building their fleets with 600 TPV per player, this is not too outrageous an amount for so potent a combat asset. It will however limit her choices for filling out the rest of her force, as she has spent just over a third of her TPV budget on this one pilot and her ship.*

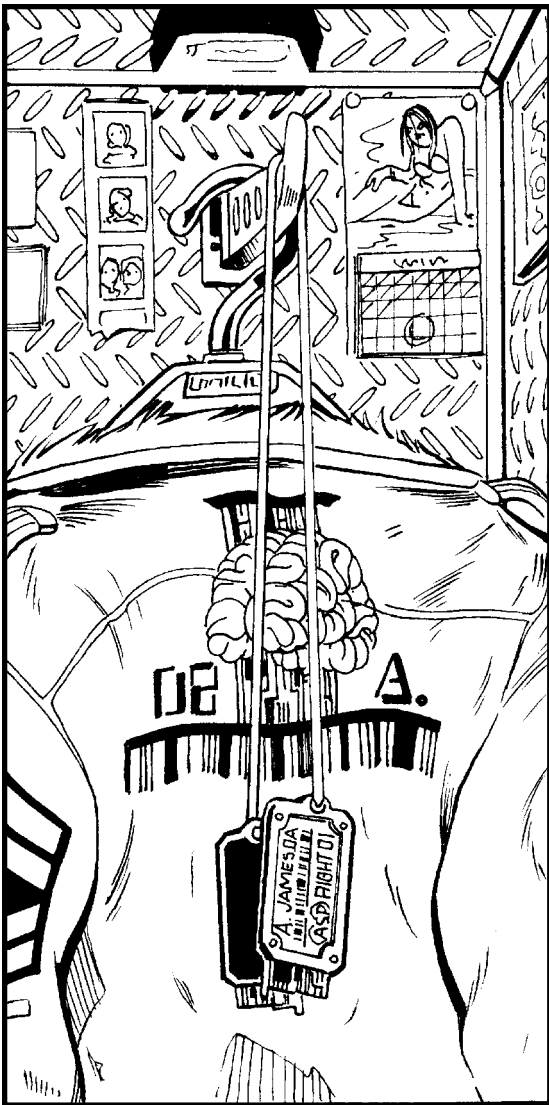
*Had Mitzi and her gaming group been playing with a lower TPV budget, her purchasing a Legendary Ace of “Ripper” Jones' stature would have been out of the question.*

If aces are to be used in a larger campaign, then the players need to agree beforehand whether or not their aces will be able to improve their attributes using the experience system described below. If players agree to having aces improve their skills using the experience system, then players should use the Alternate Point Cost column for Pilot and Gunnery skills and will need to keep track of experience points accrued from successful missions. Between scenarios, players may spend accrued experience points to improve their ace's attributes. Once the scenario is over, players may agree to discard their aces' stats or carry them over into other campaigns as they see fit.

**Example:** *Wolfgang and his gaming group decide that they will play an extended campaign game with a referee controlling the action. Wolf and his cohorts decide that they will start out with a wing pair of Green and/or Experienced pilots by rolling a D4+2 for determining their starting Piloting and Gunnery Skill Levels. Wolf and his friends will split into two teams to campaign against one another. The referee decides that Wolf and his team will represent the Luches Utopia, while the opposing team will play House Tokugawa.*

*Wolf and his fellow Luches riff-raff will play Luches Guards pilots so that they will have access to reasonable Skills and Quirks (as well as a decent selection of fighter craft!). Wolf and his team members will all start out with the mandatory Luches quirks of Hyena and Lone Wolf and receive a rebate of 25 BPV total (Hyena -15 BPV and Lone Wolf -10 BPV). This will be counted against the cost of the actual Piloting and Gunnery skills costs of the pilots and the cost of their ships.*

*Wolfgang starts off the process by rolling two D4s for his Piloting and Gunnery Skills and adding +2 to the die rolls as directed by the referee. Wolf gets lucky and rolls a 4 for his Piloting and a 3 for his Gunnery Skill. This result gives Wolf's pilot, Luches Guards Warrant Officer Brendan “Buster” Keaton a Piloting Skill of 6 and a Gunnery Skill of 5. These skill*



levels cost Wolf 11-25 = -14 BPV. So Wolf will be able to subtract 14 BPV from the cost of his Skills selection, as well as his ship selection depending on what the referee makes available to Wolf and his fellow Luches players.

Wolf decides to take maximum advantage of his BPV discount and enhance his pilot's survival chances, as Veteran Luches pilots may have a maximum of one (1) skill as outlined in the Luches Guards Fighter Squadron composition list. Wolf buys Dodger 1 for 15 BPV. Applying his discount, Wolf's new Luches Guards pilot costs 1 BPV. Wolf may now move on to select a (hopefully) serviceable fighter for his pilot to fly and fight with for the glory of the Luches Revolution against the Tokugawan counter-revolutionary exploiters!

A third system for players to use fighter aces in *SD:TNM* is to limit the actual number of fighter pilots in play, and generate the stats for all of the pilots starting out as Green characters (Pilot or Gunner skills 3-4), and allow them to improve their attributes using the experience system described below. The players then can use the aces either as part of a continuous campaign or whenever they run a particular force in unconnected scenarios. Either way, this system will bring games of *SD:TNM* as close to a role-playing game in format and flavor as is currently possible.

Players who use this format will discover just how difficult it can be for a fighter pilot or gunner to survive combat, let alone advance to veteran or even ace status. Players using this format will no doubt also enjoy seeing their successful pilots and gunners develop unique personalities as they accrue new skills and quirks. Nonetheless, players who use this method for incorporating aces into *SD:TNM* will no doubt delight in the sheer challenge of trying to keep their pilots alive and build them up to ace status.

## ACE Points

Players may decide that they want to require a certain breakdown of points spent on aces vs. points spent on starcraft or normal crew. It is acceptable to place restrictions on how points are spent.

## General Limitations and Assumptions

These rules have a few limitations that are applied to all Pilot/Gunnery skill levels, quirks, and special skills:

- 1) A Missile Lock-on Roll of 10 will always miss.
- 2) A d4 is the smallest die used for performing tight.
- 3) All additions and subtractions to damage due to special skills or quirks are made after all other modifiers.

For purposes of these rules, Prometheans are handled as Terran crew members. This may change when a Promethean House or Conflict book is produced.

# The Next Millennium

**Example:** *Leland and Steve have decided that they want to play a game with about 300 points of ships and they want to throw some real heavy hitting aces in the mix. To get this effect they give another pool of 300 points to be used on anything but ships.*

*After spending 300 points on aces and crew Steve is more than happy with the results. On the other hand Leland would like another 25 points, to complete his Tokugawan flying circus, so with Steve's permission he pulls that 25 points from the 300 he was originally slotted for ships.*





# Silent Death

*“Tactics are only a very small part of warfare.”*

— Xenophon, *Memorabilia*.

## Determining Starting Pilot Skill Levels

There are two possible ways for players to generate character stats for new pilots in a campaign setting. The first method is to simply roll a single D4 for Piloting and Gunnery skills. This gives a range of possible skill levels from 1 to 4 (Rookie to Novice). If the campaign does not call for Rookie level pilots (i.e., the Top Brass has some common sense), then players can treat all rolls less than 3 as 3. This ensures that the vast majority of new pilots will start out at a common level of ability.

The second method is to allow players a “budget” of 7 points (5 points if using the Alternate Point Cost column below) to divide up between Piloting and Gunnery skills. It is advisable when using this method to impose minimum and maximum allowable skill levels when players are given this option to keep skill levels consistent with the overall tactical doctrine of the House that they represent. An example of this would be to limit piloting or gunnery skills to a maximum of 5 and a minimum of 2. It is important when considering crew skill levels to remember what the relative numerical values represent in terms of combat effectiveness. The following table provides a summary of the skill levels as defined in Silent Death:

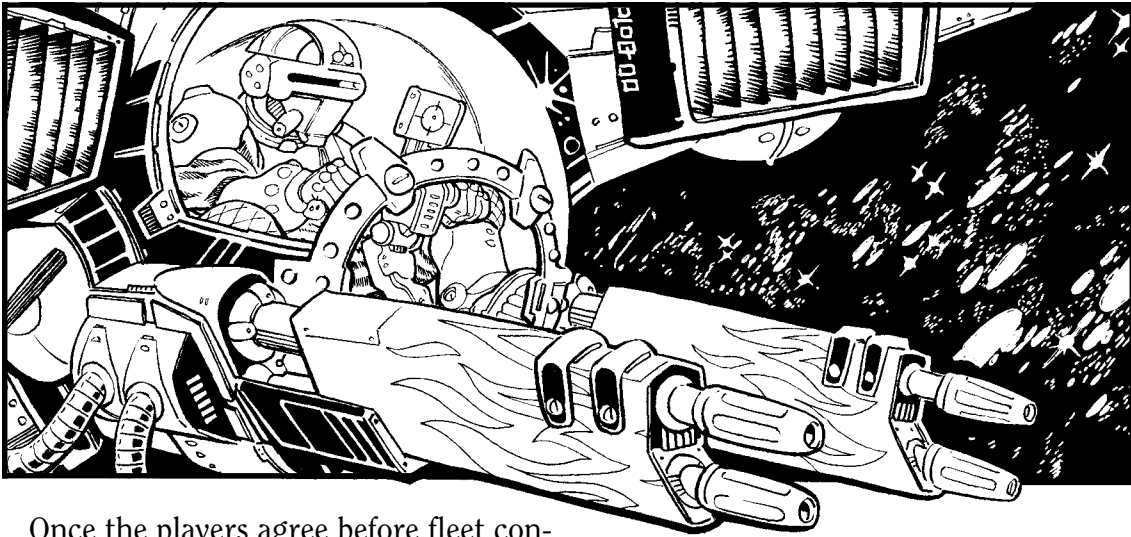
### Piloting/Gunnery Skill Level

- 1,2 **Rookie/Trainee.** Not ready for combat unless desperation is a factor. Historical example: WWII Japanese aircrews during Marianas “Turkey Shoot,” who died in droves due to their total lack of combat experience and minimal training.
- 3,4 **Green.** Ready for first time in combat, ideally paired with a more experienced pilot to watch over the “newbie.” Possibly able to match or beat more skillful individual pilots if employing superior tactical doctrine, better ships, etc. Historical example: WWII U.S. Navy pilots during Operation Torch.

The USN pilot’s Vichy French opponents were more experienced pilots (some were even aces), but continued to utilize antiquated individual dog-fighting tactics while the USN pilots flew and fought in dedicated wing pair elements. The U.S. Navy pilots suffered significantly lower casualties as a result, inflicting significant casualties on their Vichy French opponents.

- 5,6 **Experienced.** The majority of pilots in most Houses. May not necessarily have scored any kills, but has survived enough combats to know how to take care of themselves. Some of these pilots may even be in command positions due to leadership skills or other circumstances. Historical examples: WWII era USAAC 8th Air Force fighter pilots circa 1943-44, the Tuskegee Airmen, Capt. Roy Brown, etc.
- 7,8 **Veteran.** Pilots who have scored a few kills, approaching low level ace status. Pilots who have seen enough combat to really know what they’re doing in a dogfight. Often unit leaders. Historical examples: “Deacon” Priest, Paul Brehm, etc.
- 9,10 **Aces.** Pilots who have scored more than a few kills, usually ten or more to their credit. These are a rare breed, and are invariably unit leaders. They are rightly to be feared by lesser pilots. Historical examples: Edward Rickenbacker, Lilya Litvak, Besby Frank Holmes, Gregory “Pappy” Boyington, Roger Sauvage, Steve Ritchie, Joe Foss, Franco Bordoni-Bisleri, Marcel Albert, James Swett, etc.
- 11,12 **Legendary Aces.** The kick ass and take names elite of fighter pilots. These are the absolute best pilots who have many kills to their credit or who demonstrate exceptional levels of personal courage and talent. Often unit leaders. These are individuals whose deeds are often the stuff of legends. Historical example: William Barker, Richard I. Bong, Georges Guynemer, Manfred von Richtofen, Rene Paul Fonck, Ilmari Juutilainen, Adolph Galland, Saburo Sakai, Tembiko Kobayashi, Ivan Kozhedub, Erich Hartmann, “Mickey” Mannock, etc.





Once the players agree before fleet construction takes place on how attributes will be used in their games of *SD:TNM*, each side may purchase a number of actual fighter aces. It is strongly recommended that players recognize that fighter aces are an elite few, and that their numbers in a given campaign would be understandably limited. While historical precedents do exist for units comprised of elite, high scoring aces, these units were inevitably the exception, not the rule. It is of note that when such units were formed, they were so organized at the expense of other units, as these elite squadrons inevitably drained off the best pilots from other front line units, which suffered accordingly.

No less important is the fact that less experienced pilots and gunners will also be assigned attributes specific to their House, and that these will not necessarily be positive. Players will naturally recognize the limitations and advantages that these new attributes will impose on their games of *SD:TNM*, and will want to adjust their tactical planning accordingly. While negative attributes will seem to be more trouble than they are worth, players should bear in mind that the advantage to players saddled with negative attributes would be the savings on BPV costs. As these less than shining examples of combat personnel are generally the results of less intensive training, fewer resources are expended on them. Therefore the savings are passed on to the players when they build their fleets.

## Crew Attributes List

Every fighter pilot and gunner is a unique blend of both raw talent and training. Every major House, every minor House, and every independent colony world trains their pilots and gunners to a set of standards predetermined by resources, military traditions, political considerations, available resources, and even cultural values. Combat experience -or a lack thereof- will also apply to a given fighter command's training standards and tactical doctrine.

These complex issues will also influence exactly when a given fighter command will commit its pilots and gunners to combat for the first time. Most Houses do not commit rookie pilots and gunners (Pilot or Gunner 1-2) to combat unless warranted by a lack of resources, poor tactical doctrine, or sheer desperation. Rookies are in practice little better than cannon fodder against any opponents except other rookies, and most Houses are understandably reluctant to send them into a combat zone.

Fully trained, but green pilots and gunners (Pilot or Gunner 3-4) are the typical quality of personnel committed to combat for the first time by most Houses. This is for the simple, practical reason that such personnel have actually completed enough training to handle their ships and weapons with reasonable proficiency. Green personnel who survive five or more combat missions will generally learn from their experiences and improve accordingly.



# Silent Death

*“Under this monument lies Aeschylus the Athenian*

*Euphorion’s son, who died in the wheatlands of Gela*

*The grove of Marathon, with its glories, can speak of his valor in battle*

*The long-haired Persian remembers and can speak of it too.”*

— Aeschylus, Vita.

Once a pilot or gunner has reached the status of an experienced individual (Pilot or Gunner 5-6), they will be able to start functioning on combat operations as an established member of their combat team. Particularly talented experienced pilots may even rise to command positions in some Houses, either due to a shortage of Veteran status personnel or in recognition of actual merit. Otherwise they may find themselves assigned as a wingman to a more or less experienced pilot to improve the survival odds of either pilot.

A smaller number of pilots and gunners who excel in combat will rise to Veteran status (Pilot or Gunner 7-8). These are the most in demand pilots and gunners with the exception of aces, as they are quite capable of handling just about any assignment they undertake. Units made up predominantly of veterans in particular are formidable organizations capable of inflicting decisive damage on their enemies. These units understandably constitute an elite, and are used by the Twelve accordingly.

The best of the best amongst pilots and gunners are those who achieve Ace (Pilot or Gunner 9-10) or Legendary Ace (Pilot or Gunner 11-12) status. These exceptional individuals are highly prized for their combat skills, but often seen as a mixed blessing by some commanders due to annoying eccentricities some ace pilots and gunners seem to develop. Nevertheless, the competition amongst most fighter regiment commanders is particularly intense to procure the lethal talents of these exceptional individuals. In most of the Houses, ace pilots rise to command positions, while ace status gunners are highly sought after to crew TPAC and MPAC class starcraft flown by veteran or ace pilots.

In the tables below, “Experience Cost” is the cost using the experience system described later, “Alternate Point Cost” is the cost using the optional point cost rules explained later, and “Normal Point Cost” is the cost as described in the *SD:TNM* rulebook, expanded in *Warhounds* and *Night Brood: First Contact*, and extended to include skills 11 and 12.

## Expanded Pilot and Gunnery Skill Costs:

Skill	Experience Cost	Alternate Point Cost	Normal Point Cost
1	1	1/2	1
2	2	1	2
3	3	2	3
4	4	3	4
5	10	5	5
6	12	6	6
7	21	8	7
8	24	10	8
9	36	13	9
10	40	15	10
11	88	25	14
12	96	40	20

## Night Brood Expanded Pilot and Gunnery Skill Costs:

Skill	Experience Cost	Alternate Point Cost	Normal Point Cost
1	1	1/2	1
2	2	1	2
3	3	2	3
4	4	3	4
5	10	5	5
6	12	6	6
7	21	8	7
8	32	11	9
9	54	15	12
10	80	20	15
11	110	30	20
12	144	50	30

## Experience and Point Costs for Captain’s Die:

Die	Experience Cost	Point Cost
d4	—	5
d6	22	10
d10	76	40
d12	184	80



# Skills and Quirks, Limitations and Cost

Some of these quirks, positive and negative, are specific to certain House forces as they tend to reflect the unique set of circumstances producing pilots for each House. Others are generic. Negative quirks may only be removed from an individual pilot by the expenditure of the specified experience points cost listed for each quirk. Positive quirks may only be acquired by the expenditure of experience points in the same manner. All pilots are initially limited to the maximum number of quirks and skills listed for their specific House, or a maximum of five (5) if a generic force. More quirks and skills can be purchased via experience (see Experience System). The maximum number of Skills and Quirks allowable for pilots of the Twelve, the Prometheans, the Night Brood, and several of the most powerful minor Houses are as follows:

## THE TWELVE

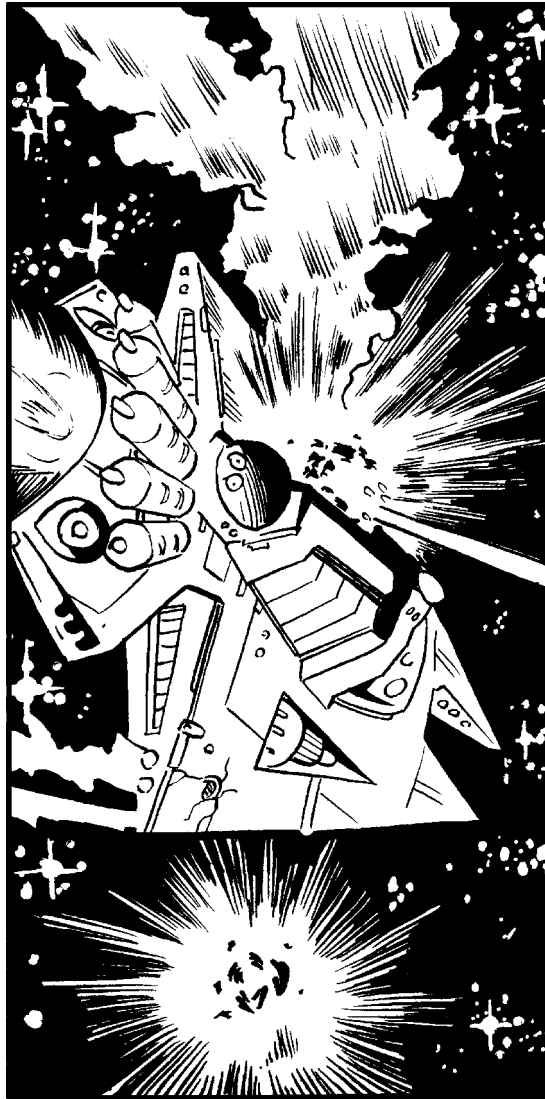
ASP Technocracy .....	4
Kashmere Commonwealth .....	4
Sigurd Archdiocese .....	4
Q'raj Void Protectorate .....	5
House Colos .....	6
House Red Star .....	5
Hibernian Freehold .....	4
House Tokugawa .....	4
Unkulunkulu Archipelago .....	4
Luches Utopia (Conscript Units) .....	2
Luches Utopia (Guards Units) .....	4
Yoka-Shan Warworld .....	6
Data Sphere .....	6

## PROMETHEANS

Draconians .....	6
Primates .....	5

## MINOR HOUSES & INDEPENDENT FORCES

Sunrunners .....	5
Espan .....	4
Karelian Republic .....	6



## NIGHT BROOD:

Quintile Brood Ships .....	1
Quaternary Brood Ships .....	2
Tertiary Brood Ships .....	3
Secondary Brood Ships .....	5
Primary Brood Ships .....	7

The House specific skills and quirks will be found listed with each of the force composition lists. All Houses will have specific attributes based upon their respective training and tactical doctrines. As will be instantly apparent, the human material that some Houses shove into a fighter cockpit or gunner's station is less than spectacular. Other Houses will of course stand out as being more particular, and their mandatory starting attributes will reflect this accordingly.



# Silent Death



## Skills

All skills are presented in the following format:

### NAME [COST]

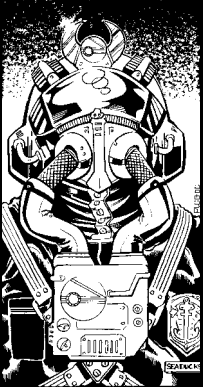
*A general description.*

*A description of the effects of each skill level available.*

These are self-explanatory except for the cost. The actual cost (in BPV or experience) is the cost listed multiplied by the level desired, but *each and every* level up to that must be paid for *even when bought using BPV*. So, if you want a crew member to have

Good Shot 3, it will cost 60 – 10 for level 1 + 20 for level 2 + 30 for level 3 – regardless on if you want to buy it using BPV to start with or if you want to wait and use experience later.

All additions and subtractions to damage from skills are added after *all* other modifiers – a skill that gives +2 damage will always add 2 to the damage regardless of weapon. For example, Hangs Fire 2 will result in the following damages: a Quad Repeating Blaster will do (High+6)x2+2, an EMP Beam will do (High/2)+2, and a quad minigun that manages to roll doubles will do (Low+3)x2+2.



## Hitting the Target

### GOOD SHOT [10]

This skill is designed to simulate a pilot or gunner who is an instinctively good or phenomenally lucky shot. This individual is not so much well trained or a practiced marksman. Pilots or Gunners who possess this skill may always reroll one or more attack dice per turn based upon their Good Shot rating. The player must decide how many dice they wish to reroll (up to the skill rating) and reroll them all at once.

*Good Shot 1.* May reroll one attack die.

*Good Shot 2.* May reroll two attack dice.

*Good Shot 3.* May reroll all three attack dice.

### MARKSMAN [10]

This skill is designed to simulate a pilot or gunner who has been extensively trained in gunnery and habitually trains with their weapons on a consistent basis. This skill is also a simulation of pilots or gunners who rely on hard training and constant practice rather than blind instinct or luck.

*Marksman 1.* Adds +1 to all cannon fire to hit rolls.

*Marksman 2.* Adds +2 to all cannon fire to hit rolls.

*Marksman 3.* Adds +3 to all cannon fire to hit rolls.

### QUICK REFLEXES [10]

This skill is meant to simulate a pilot or gunner who has a talent for deflection shooting, as well as a knack for anticipating where a potential target will move next and leading their targets accordingly. Pilots or gunners with Quick Reflexes ease drive restrictions with cannon fire against all targets unless there is a specific prohibition against this (i.e., ASP Graviton Cannon). This skill is only used to offset any Speed Restriction penalties when using Easing Speed Restrictions.

*Quick Reflexes 1.* Shooter eases drive restrictions with any weapon by +1.

*Quick Reflexes 2.* Shooter eases drive restrictions with any weapon by +2.

*Quick Reflexes 3.* Shooter eases drive restrictions with any weapon by +3.

### QUICK DRAW [10]

This skill simulates a pilot or gunner who is naturally quick on the trigger without compromising accuracy in their shooting. This skill enables the pilot or gunner to “get the drop” on many of their opponents during combat, firing a crucial split second before their opponent does. A pilot or gunner with a Quick Draw skill adds their skill level to their gunnery skill for purposes of determining firing order. If multiple pilots or gunners have the same modified skill as others (with or without this skill), firing is simultaneous as normal.

*Quick Draw 1.* Shooter adds +1 for determining fire ranking in a gunnery duel.

*Quick Draw 2.* Shooter adds +2 for determining fire ranking in a gunnery duel.

*Quick Draw 3.* Shooter adds +3 for determining fire ranking in a gunnery duel.

## Doing Damage

### ASSASSIN [30]

This is a unique skill that simulates a pilot or gunner that fights in a very personal manner. The shooter may delay firing for two firing ranks (eg. fire when shooters with a gunnery skill two lower fire), then modify any successful critical hits by +/- a number of points equal to their skill level or less, but only if such a change would result in a pilot/crew killed/dazed result. The shooter must be within one hex range to use this skill. This skill is restricted to pilots or gunners of Veteran status or higher. Assassin does not work against crew on escort vessels (Warhounds).

*Assassin 1.* Shooter adds +/- 1 for determining pilot/crew dazed or killed crit results.

*Assassin 2.* Shooter adds +/- 2 for determining pilot/crew dazed or killed crit results.

*Assassin 3.* Shooter adds +/- 3 for determining pilot/crew dazed or killed crit results.

# The Next Millennium

*“Do not fear the multitude of their men, nor run away from them. Each man should bear his shield straight at the foremost ranks and make his heart a thing full of hate, and hold back the flying spirits of death as dear as he holds the flash of the sun.”*

— Tyrtaios



# Silent Death

*"I do not believe that any man fears to be dead, but only the stroke of death."*

— Francis Bacon



## HANGS FIRE [10]

This skill simulates the talent some pilots and gunners have for keeping their targets firmly in their crosshairs no matter how hard their opponents try to evade. This skill represents pilots or gunners who have a talent for "pouring on the fire." The pilot or gunner possessing this skill adds his Hangs Fire skill level bonus to all damage rolls with cannon systems only.

*Hangs Fire 1.* Shooter adds +1 to all cannon fire damage rolls.

*Hangs Fire 2.* Shooter adds +2 to all cannon fire damage rolls.

*Hangs Fire 3.* Shooter adds +3 to all cannon fire damage rolls.

## SHARPSHOOTER [35]

This is a unique skill that simulates a gunner or pilot who deliberately aims for vulnerable areas of a target ship with cannon fire. This skill works against escort vessels within the restrictions detailed below. This is a unique talent that requires considerable training and raw talent. Very few pilots or gunners are ever this good.

This skill works at a 1 hex range only. If 5 (6 for Warhounds and Outposts) boxes of damage are done to the target, an extra critical is done.

*Sharpshooter 1.* Pilot or gunner adds +1 to damage with all cannon fire.

*Sharpshooter 2.* Pilot or gunner adds +2 to damage with all cannon fire.

*Sharpshooter 3.* Pilot or gunner adds +3 to damage with all cannon fire.

## Avoiding Damage

### DODGER [15]

This skill simulates a pilot that has a knack for dodging torpedoes and other objects. This pilot adds their Dodger skill level to all dodge rolls.

*Dodger 1.* Pilot adds +1 to all dodge rolls against torpedoes.

*Dodger 2.* Pilot adds +2 to all dodge rolls against torpedoes.

*Dodger 3.* Pilot adds +3 to all dodge rolls against torpedoes.

## JITTERBUG [25]

This skill simulates a pilot is always instinctively jinking his ship in combat. A pilot with this skill is therefore understandably harder to hit, as his less predictable defensive moves are more difficult to track. This skill can *never* increase a ship's Defensive Value above 18. Also, this skill can never cause a missile lock-on roll of 1 to miss.

*Jitterbug 1.* Cannon fire against pilot's ship at -1. Missile locks against pilot's ship are made as normal.

*Jitterbug 2.* Cannon fire against pilot's ship at -2. Missile locks against pilot's ship are made at a -1 penalty.

*Jitterbug 3.* Cannon fire against pilot's ship at -3. Missile locks against pilot's ship are made at a -2 penalty.

## Surviving Damage

### TOUGH GUY [20]

This individual is just plain tough! Near misses that would stun a normal person don't seem to phase this pilot or gunner in the slightest, while damage that would kill an ordinary person only stuns this human cockroach! This person may return from a combat mission in a scorched flight suit, their shipboard station shot to pieces, but they return alive.

*Tough Guy 1.* Pilot or gunner treats first "pilot/ gunner killed" crit result as a dazed result instead. Any subsequent "pilot/gunner killed" crit received in the same turn is treated as normal ("They got Fritz!").

*Tough Guy 2.* Pilot or gunner treats first and second "pilot/ gunner killed" crit result as a dazed result instead. Any subsequent "pilot/ gunner killed" crit received in the same turn is treated as normal ("No! They really got Fritz!").

*Tough Guy 3.* Pilot or gunner treats first, second, and third "pilot/ gunner killed" crit result as a dazed result instead. Any subsequent "pilot/gunner killed" crit received in the same turn is treated as normal ("I'm serious! They finally got Fritz!").

001 BRONSON  
 002 HALLIWELL  
 003 HAWKINS  
 004 CHIN  
**005 ROGERS** HIA  
 006 WHITE  
 007 BOND  
 008 HENT



## ROLLS WITH THE PUNCHES [20]

This pilot has an instinctive ability to roll his/her ship against incoming fire to ensure maximum possible deflection.

*Rolls With the Punches 1.* -1 to all damage rolls against this pilot's ship.

*Rolls With the Punches 2.* -2 to all damage rolls against this pilot's ship.

*Rolls With the Punches 3.* -3 to all damage rolls against this pilot's ship.

## Piloting

### AGGRESSIVE PILOT [20]

This attribute is self-explanatory; this is a naturally aggressive individual. This attribute simulates a pilot with exceptional courage under fire and an eagerness for battle few other pilots can match. This skill may not be combined with Never a Useless Move.

Additionally, this skill will reduce the effects of Flies by the Book by increasing the opponent skill level "needed" by the same amount (e.g. a pilot has Aggressive Pilot 3 and Flies by the Book so his opponent will only automatically win initiative if he has a pilot with skill level 8+).

*Aggressive Pilot 1.* +1 to initiative rolls.

*Aggressive Pilot 2.* +2 to initiative rolls.

*Aggressive Pilot 3.* +3 to initiative rolls.

### NEVER A USELESS MOVE [30]

This attribute simulates a pilot who is a natural pilot with an exceptional tactical instinct. If this pilot has the highest piloting skill on his side -and therefore determines the initiative roll bonus- then the controlling player may always reroll his/her initiative whenever an unfavorable result is rolled. This ability may be used once per turn. This skill may not be combined with Aggressive Pilot.

*Never a Useless Move 1.* Rerolls initiative whenever unfavorable result occurs.

*Never a Useless Move 2.* Rerolls initiative whenever unfavorable result occurs and adds +1 to his reroll.

*Never a Useless Move 3.* Rerolls initiative whenever unfavorable result occurs and adds +2 to his reroll.

### CON ARTIST [30]

This attribute simulates a pilot who is gifted at spoofing his opponents, misleading them as to his intentions with often fatal results. This attribute enables a pilot to force his opponent to reroll his initiative whenever the con artist's piloting skill is being used to determine initiative. This ability may be used once per turn.

*Con Artist 1.* Forces opponent to reroll initiative on demand.

*Con Artist 2.* Forces opponent to reroll initiative on demand at -1 to his opponent's die roll.

*Con Artist 3.* Forces opponent to reroll initiative on demand at -2 to his opponent's die roll.





# Silent Death

*“The wingman’s duty was to protect the tail of the leader. When one of the girls, Nechayeva, was protecting the squadron commander, who was about to land, three Me 109s attacked them. She had no fuel or ammunition left, but she covered his aircraft with hers and everyone there saw her killed.”*

— Yekaterina Polunina.  
586.IAP.  
Regimental Archivist.

## Pilot Character Quirks

These quirks are designed for pilots and not gunners, gun crews, or captains.

Some pilots just fly on the proverbial wing and a prayer. Others are so textbook in their flying habits that they would be better suited for making how-to instructional trivids for the civilian sector than flying combat missions. And some pilots just don’t know how to be a team player. All through history, fighter pilots have demonstrated that they are an intensely independent breed who like to do things their own way.

This loner mentality was eventually proven to be a bad idea during the First World War, and the concept of fighting as a coherent team was born. In the fullness of time, the concept of fighter pilots operating in dedicated wing pairs was proven to be the most efficient approach of all, as a dedicated pair of trained fighter pilots could act in concert to defeat their enemies and cover each other’s tails should either pilot get into trouble. The most successful aces from history were more often than not dedicated team players and leaders who recognized this fact of fighter combat survival and exploited the doctrine to its fullest. Then there were those who just didn’t catch on, but still proved to be quite a handful for even the most skilled and coordinated team of opponents.

The following list is comprised of pilot character quirks that reflect the sometimes odd, usually deadly habits and/or doctrines of fighter pilots during the Post Imperial era. Some of these quirks are positive, while others are clearly negative in nature. Positive quirks will naturally cost additional BPV when generating ace pilots for one off scenarios or limited campaigns. Negative quirks will refund a percentage of BPV cost when calculating TPV for one off scenarios.

### ALWAYS SUPPORTS HIS WINGMAN

This pilot NEVER will willingly leave his wingman unsupported, even if it means passing up a chance to add to his own personal victory total. This pilot ALWAYS stays within 1 to 3 hexes of his wingman, and will break off any attack to support his wingman unless he himself is already under attack from another ship. This pilot will always use his first available movement

opportunity to come to the aid of his wingman unless he is already engaged in either a cannon duel or is already under attack from an opposing ship that the pilot cannot outrun (“Blue 3, I’ve got troubles of my own!”).

While this quirk and the Pit Bull quirk may seem mutually exclusive, a pilot may have both of these quirks. If a pilot does possess both of these quirks, any possible conflict of interest between them is resolved in the following manner:

The controlling player first openly declares which quirk he wants to have applied to the situation. The controlling player then rolls a D12 against the Pilot’s piloting skill. If the controlling player rolls the piloting skill or less, then the desired quirk applies. A failed roll means that the unwanted quirk applies in full. This simulates the pilot’s enthusiasm for the kill warring with his training telling him to think first of his wingman’s safety. Historically speaking, this is not an uncommon event in the annals of fighter combat...

*BPV Cost 35. Experience Point Cost 35*

### LONE WOLF

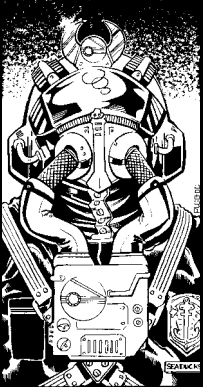
No matter what happens, no matter how many times this pilot lands on report (or in the brig), he just doesn’t get the concept of being a part of a team. This pilot is not only NOT obligated to support ANY of his fellow pilots in trouble, but he WON’T do so if he is already engaged in attacking an opposing ship. To the Lone Wolf, the hunt is all that matters...

*BPV Rebate 10. Exp. Pt. Removal Cost 75.*

### DISCRETION IS THE BETTER PART OF VALOR

This pilot is brave enough, but his bottom line is still to get through this thing ALIVE. If the battle is going against this pilot’s side, and his leader’s ship is destroyed, this pilot will immediately abandon the fight at the first movement opportunity and flee back towards his table edge if the scenario allows it. If retreat is not possible, then this pilot will automatically surrender if his side is outnumbered by two to one or better and his leader’s ship has been destroyed. This quirk is mutually exclusive of Fanatic.

*BPV Rebate 10. Exp. Pt. Removal Cost 50.*



## FANATIC

Self explanatory. This pilot will fight until either dead or victorious no matter what the odds. This pilot truly believes that it is better to die on one's feet than to live on one's knees! Therefore, this pilot is never intimidated by the number or nature of the enemy (he will never surrender), and will automatically attack a nearby hostile ship irregardless of the mission requirements or how powerful that specific opponent may in fact be.

Fanatic confers immunity to the effects of Counting Coups' negative effects. Possession of the Fanatic quirk also allows the pilot to freely use the ramming rules described on page 71 in *SD:TNM*. All other pilots may only resort to ramming if they have no functioning weapons remaining on their ship (if the ramming rules are being used).

This particular quirk is unusual because it costs additional BPV when purchasing

pilots for a one-off scenario, but costs experience points to remove otherwise. This is due to the fact that fanatical courage is a definite two-edged sword; the pilot may be insanely brave, but he is also needlessly reckless and therefore, more likely to get killed.

This is a common characteristic of many pilots from the Sigurd Archdiocese and not unheard of among the more devout members of the Church of Odin serving in the Sunrunners.

This quirk is mutually exclusive of Discretion is the Better Part of Valor.

*BPV Cost 15. Exp. Pt. Removal Cost 75.*

## FLIES BY THE BOOK

This pilot is so doctrinaire that he is absolutely predictable to anyone with reasonable experience and a bit of imagination. If his opponent has at least one pilot with a piloting skill of 5 or higher in play, then this pilot will ALWAYS lose the initiative, as he is too predictable for his own good.

*BPV Rebate 10. Exp. Pt. Removal Cost 75.*

*BPV Rebate 20 per pilot if ALL pilots in a single side have this quirk. Exp. Pt. Removal Cost remains the same.*

## COUNTS COUP

This pilot likes to show just how brave and mighty he is by humiliating his enemies rather than killing them (they are so inferior as to be beneath contempt!). Whenever this pilot is within one hex range of an opposing operational fighter (i.e. still has crew, weapons, and engines) and is in a position of clear advantage (i.e. his opponent cannot fire back), this player may roll to hit as normal, and at the moment that the dice are actually rolled the player openly calls out "I count coup upon you!" to his opponent. The die roll is then disregarded, no damage is done to the target ship, and the player who counted coup keeps an ongoing record of each act of counting coup.

The player whose pilot suffered this humiliation must also note down

on the ship's system display how many times during the game that coup

is counted upon the victim. For each successful coup, the player who

inflicts this gains an experience point. During the course of the combat, the player upon whom coup is counted suffers a cu-



# The Next Millennium

*"In war the chief incalculable is the human will."*

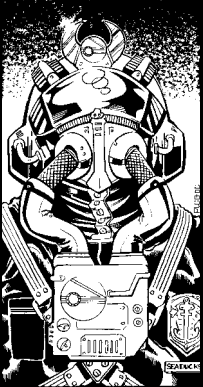
— B.H. Liddell Hart



# Silent Death

*“In Vietnam the record is absolutely clear...: the officer corps simply did not die in sufficient numbers or in the presence of their men often enough to provide the kind of ‘martyrs’ that all primary sociological units, especially those under stress, require if cohesion is to be maintained.”*

— Gabriel and Savage, *Crisis in Command: Mismanagement in the Army.*



mulative -1 to all initiative rolls where that particular pilot's skill is used for initiative purposes. Additionally, if the pilot upon whom coup is counted suffers enough coup points equaling his piloting skill, the pilot loses his nerve as a result and flees the battle at the first available movement opportunity. (Note: In a campaign setting players may wish to take into account how fast pilots will regain their nerve after such an experience, if at all).

*BPV Cost 75. Experience Point Cost 75.*

## HYENA

This pilot always attacks the first enemy ship to suffer damage, ignoring all other opposing fighter craft. Should this pilot be a part of a larger unit, he will nonetheless attack the first, nearest damaged opponent, even if it means that he will cut off or interfere with another pilot or pilots of his unit.

*BPV Rebate 15. Exp. Pt. Removal Cost 35.*

## PIT BULL

This pilot just doesn't know when to let go of his opponents. The player controlling this pilot *must* declare his intention to have the pilot “stay on” a specific opponents ship before all initiative is rolled if the Pit Bull piloted ship meets the following criteria:

- 1) The “Pit Bull” pilot must start the turn on the rear firing arc of the designated vessel within 3 hexes.
- 2) The “Pit Bull” pilot must have fired on the target vessel on the previous turn.

If the “Pit Bull” pilot meets the necessary criteria, then the “Pit Bull” player and the player controlling his intended target reroll their initiative based on the involved pilot's skill levels independently of the normal initiative roll.

If the “Pit Bull” wins the initiative, the “Pit Bull” *must* move immediately after the target vessel. If the player controlling the “Pit Bull” has no other possible ships to move and the target ship has not moved, the Pit Bull will not be moved until after the target has moved. The “Pit Bull” pilot must use all his available movement to follow the intended target vessel and meet the Pit Bull criteria above if possible. This move does count as a “normal” move for initiative order (whether the controlling player wants it to or not).

Should the “Pit Bull” lose this separate initiative roll, then the normal initiative sequence is followed.

*BPV Rebate 10. Exp. Pt. Removal Cost 25.*

## NATURAL PILOT

No matter what sort of craft you stick this pilot into, he'll figure it out in record time and handle the ship like he's flown it all his life! This pilot never has to undergo the sometimes intensive familiarization training required for other pilots. All this pilot ever needs to know is “Where's the ignition switch and the stick?!” This pilot receives -1 on his tight turn cost, receives +1 when firing any cannon weapon system, and receives +1 on his initiative rolls.

*BPV Cost 100. Experience Point Cost 100.*

## ALWAYS CHECKS HIS SIX

This pilot has developed a deeply ingrained habit of always checking his back prior to pressing an attack. Before the cannon fire phase and after all movement is complete this pilot may choose to use any unused movement points from the current turn to break off and turn on his attacker. However, use of this ability will adversely affect all firing from the pilot's ship.

The player controlling this pilot must keep written track each turn of how much movement the pilot has used, as whatever movement points remain will be all he has for use of this attribute!. If all movement is used up, the pilot is assumed to have forgotten his normally good habits and gotten too intent upon his prey to check his six (this can be fatal...).

A pilot must also be a potential target for an attack from outside of his front arc in order to use this quirk. Furthermore, for every three movement points used, all fire from his ship suffers a -1 penalty (rounding normally) until the next movement phase, including missile/spore mole lock attempts at the beginning of the next turn.

While this may seem like a good habit for a pilot to be in, the fact of the matter is that human beings have a powerful tendency towards tunnel vision when under combat stress. Even the most thorough training has a great deal of trouble overcoming this natural tendency, so this particular attribute is understandably rare.

*BPV Cost 75. Experience Point Cost 75.*

## THE GODS FAVOR FOOLS

Only available to pilots with Piloting skill of 4 or less. This pilot seems to have unbelievable luck in avoiding damage from torpedoes and he receives +2 to all dodge rolls. Once the pilot's Skill Level reaches 5 or more, the pilot loses this attribute as he or she realizes just how close they've been cutting things and how blind, stupid lucky they've really been all along!

*BPV Cost 5. Exp. Pt. Removal Cost:* Automatic upon advancement to Piloting Skill 5 or greater.

## How to Assign Skills and Quirks

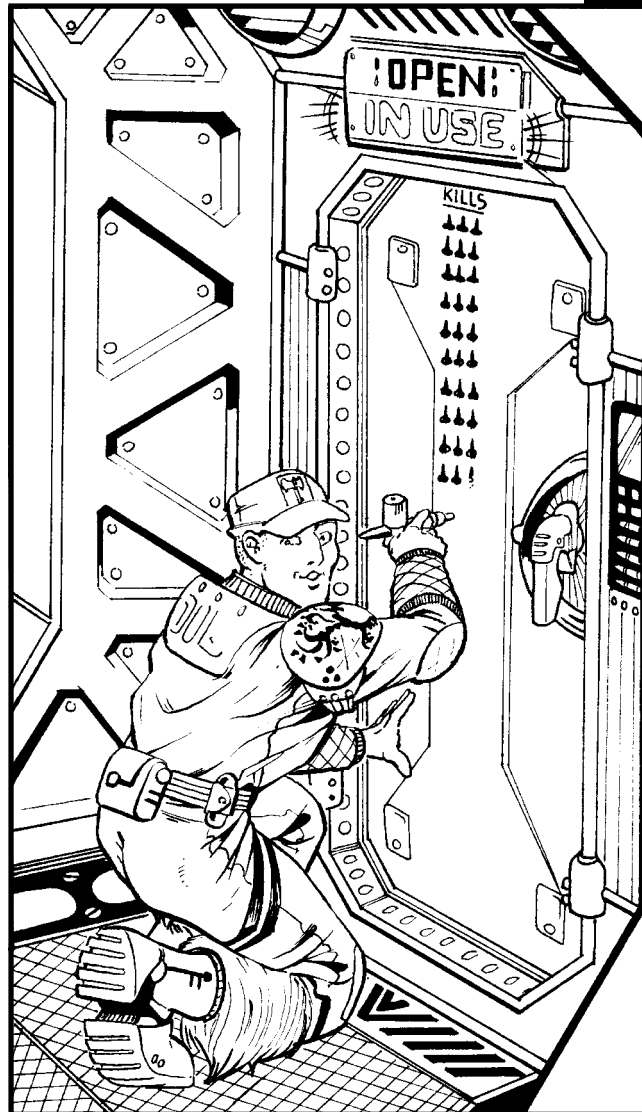
Players wishing to make use of these attributes in the games of *SD:TNM* may assign them in several ways. The first and simplest is for players to agree before hand to use the forces of a specific House, and assign pilot attributes based solely upon those guidelines. If using generic forces, the players will need to all agree beforehand to a very limited number of skills and/or quirks that pilots or gunners will start out with, and to pay the additional BPV cost for each attribute. Quirks will cost an additional BPV if positive, and provide a BPV rebate if negative. New skills outside of those listed for a specific House may only be given to pilots with a minimum combined skill level of 18 or higher for pilots, or 9 for gunners. This is to reflect the fact that the overwhelming majority of pilots and gunners will show improvement based as much on their House's training methods and tactical doctrine as anything else, and the vast majority of pilots or gunners, even highly successful ones, will not "think out of the box" as a matter of course.

Quirks are assigned per the force list guidelines, as they represent the results of a multitude of factors having to do with issues of personality, environmental factors, and even socio-economic factors relevant to a pilot's upbringing. Again, quirks outside of the House's force list may only be given to pilots with a minimum Pilot skill level of 9.

It is highly recommended that the assignment of quirks and skills be done with both common sense and restraint so as not to overburden the game with excessive

record keeping, as well as maintain some degree of consistency and relative predictability amongst the vast majority of pilots and gunners. Players who exercise restraint in this manner will discover that their games of *SD:TNM* will be more enjoyable as a result.

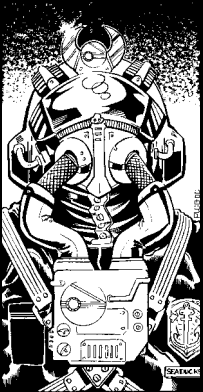
This book includes tactical guidelines for all of the major Houses in the *SD:TNM* universe. These lists outline both typical pilot and gunner stats, as well as outlining the proportion of experienced, veteran, and ace status pilots and gunners that would be encountered within formations of a particular House's order of battle. As will be seen from the lists that follow, some Houses have higher percentages of aces to other pilots or gunners. This is a direct reflection of the resources, experience, circumstances, tactical doctrines, and other characteristics peculiar to each of the Houses. These factors should be kept in mind when examining the fleet lists that follow.



# Silent Death

“C’est magnifique, mais ce n’est pas la guerre.”

— Marshal Bosquet, on the charge of the Light Brigade.



## Optional Rules

### Alternative Initiative Determination

While the current method of determining initiative works well, this method adds more consistency and removes some math (albeit only addition). Instead of rolling 1D10 and adding your best Pilot Skill, roll a die as indicated in the table below. Do not add anything to this roll (except, possibly, certain skill affect). In the case of ties, players roll 1D10 and compare rolls without any modifiers until an order is determined.

When using this system, it is recommended that any bonuses or penalties to the initiative roll be made a change in die type instead (as opposed to a +/- to the roll). This change is made on a one-for-one basis. If there is still a bonus left when 1D12 is reached or a penalty left when a 1D4 is reached, add or subtract it from the roll. For example: a pilot with a skill of 5 has a +2 bonus from skills so he would roll a 1D10 for initiative instead of rolling 1D6+2, but a pilot with a skill of 9 and a +2 bonus would roll 1D12+1.

This system does have two side effects. First, a lower Pilot Skill now has a slightly better chance of beating a higher one. Secondly, it removes some of the differences in Pilot Skill level (e.g. a 1 is now as good as a 4).

Best Pilot Skill	Initiative Die
1-4	1d4
5-6	1d6
7-8	1d8
9-10	1d10
11-12	1d12

### Steel Hull Structural Weakness

While steel hulled ships are cheaper, lighter, and easier to build than cristanium alloy constructed designs, they are dramatically less durable. To reflect this serious lack of durability, any fighter designed with a Damage Reduction value of zero (0), any gunboat designed with a Damage Reduction of zero (0) anywhere except on the rear, or any warhound designed with a Damage Reduction of zero (0) on any track will now roll a different die for critical hits according to the table below:

Ship Type	Die	Treat 1 As
Fighter, Escort	1d12	7
Gunboat, Outpost	1d8	5

### Escort Crew Safety Quirks

These two quirks add more choices when designing escorts and outposts.

- *Shielded Crew Quarters*: All crew hits are moved one box to the right on the damage track and are defender’s choice (eg. not filled in). Cost: 10%
- *Exposed Crew Quarters*: All crew hits are moved one box to the left on the damage track and are attacker’s choice (eg. filled in). Rebate: 10%

### Alternate Point Costs for Pilot and Gunner Skills

Pilot and Gunner skills cost a different amount of points to buy depending on what skill level you want (as opposed to a linear cost for skill levels 1-10). For the costs, see the “Alternate Point Cost” columns of the Pilot and Gunnery Skill cost tables above. There is no alternate cost for the Captain’s Die as it already follows a non-linear scale.

The alternate costs are *highly* recommended for use in campaigns, leagues, or other situations where pilots can improve.



## Fighter Ace Profiles

*“The battle of St. Jacob, mad and unnecessary though it was, might serve as an example to deter the boldest enemy from meddling with men who preferred annihilation to retreat. Possessed by the single idea that their phalanx could bear down any obstacle, the confederates deliberately crossed the Birs in face of an army fifteen times their strength...It was no light matter to engage with an enemy who would not retire before any superiority in numbers, who was always ready for the fight, who would neither give nor take quarter.”*

— Oman 2.264

Each of the following profiles provides the relevant information to use these crack pilots in your Silent Death games. These profiles represent a sampling of the elite few found in all of the Houses of the Next Millennium universe as of AL 12. Each ace has his or her piloting skill, gunnery skill, attributes, and a brief biography to give

players enough information to not only use them in individual battles, but also to lend an aura of “realism” to the aces themselves.

### House Colos

#### Squadron Leader:

Janos “Scarface” Skorzeny  
(131 confirmed kills)

**Ship:** Hellbender Experimental

#### Other Ships Pilot is Qualified In:

Thunderbird, Hellbender,  
Shark, Shark II

**Pilot Stats:** Pilot 12, Gunner 12

**Skills:** Assassin 3, Sharpshooter 3,  
Jitterbug 3, Never a Useless Move 3.

#### Quirks: Lone Wolf.

Always Checks His Six.

Squadron Leader Skorzeny is one of House Colos’ leading fighter aces as of AL 14, and has earned himself a reputation as a skilled and murderously efficient fighter



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*"I also say it is good to fall, battles are lost in the same spirit in which they are won."*

— Walt Whitman

pilot few enemy pilots would willingly face in battle. That said, Skorzeny's career has suffered from his loner mentality as his penchant to race off seeking personal glory at the expense of his fellow pilots has cost him several promotions. Only his impressive score of kills and his unflappable bravado have kept him in a leadership position within House Colos. This is also despite the high casualty rate suffered by his subordinates, due in no small part to Skorzeny's stated attitude of "My people can do anything!" While this supreme confidence does produce results of often considerable worth to House Colos, finding replacement pilots to fly in Skorzeny's squadron remains a sometimes difficult task for the Colosian personnel officers!

### **Squadron Leader:**

Cesare "Prince" Bhorghessi  
(92 confirmed kills)

### **Ship:** Night Hawk

### **Other Ships Pilot Is Qualified In:**

Thunderbird, Hellbender,  
Shark, Shark II

### **Pilot Stats:** Pilot 12, Gunner 9

**Skills:** Aggressive Pilot 3,  
Sharpshooter 3, Quick Reflexes 2.

### **Quirks:** Hyena. Fanatic.

If there is one thing that can be said for Squadron Leader Bhorghessi, it is that he has a high opinion of himself and his accomplishments. A member of a powerful Colosian family linked by direct bloodline to Duke Colos himself, Bhorghessi is loud, arrogant, and boastful of his many accomplishments as a fighter pilot. A notorious braggart, Bhorghessi has made himself many enemies in his short career, the only thing which appears to save him from lethal retribution at the hands of his political and personal opponents is his blood tie to Duke Colos, his personal prowess on the dueling court, and his undeniable success as a fighter pilot. That said, it is apparent that House Colos is not always pleased with so unsubtle a member of its ruling class, and Bhorghessi finds himself continually being assigned to combat duty when others of lesser standing are rewarded with safer duty for far less. Nevertheless, Bhorghessi seems to thrive on violent conflict, and takes to his assignments with the

same shameless bravado that so endears him to his fellow Colosians. As one of Bhorghessi's critics once said, "Bhorghessi is very pleased to be Bhorghessi!"

## House Red Star

**Squadron Leader:** Group Chief  
Scott "Claymore" MacGregor  
(Dog Soldiers akicita)  
(44 confirmed kills)

### **Ship:** Seraph III

### **Other Ships Pilot is Qualified In:**

Salamander, Salamander II,  
Salamander III

### **Pilot Stats:** Pilot 10, Gunner 9

### **Skills:** Marksman 3.

**Quirks:** Always Supports His Wingman.  
Counts Coup. Always Checks His Six.

**Gunner A:** "Chief Dan" George MacLure  
(Dog Soldiers akicita)  
(39 confirmed kills)

### **Gunner A Stats:** Gunner 9

### **Gunner A Skills:** Marksman 3.

### **Gunner A Quirks:** none.

Chief MacGregor is a highly popular Red Star fighter pilot who is noted for both his prowess in battle, his many coups counted against House Colos, and his really twisted sense of humor! MacGregor, being a member of the Dog Soldiers akicita (warrior society) is a strict team player who insists on close cooperation between the braves who fly with him. MacGregor has made a few enemies amongst his fellow Red Star braves because he is often at odds (as Dog Soldiers often are) with young hotheads from other akicitas who are too eager to rush into battle and don't understand why they must follow a rational plan of attack. As this is a common quirk of all Red Star warriors who are not members of the professional Dog Soldiers akicita, MacGregor almost always finds that these confrontations are inevitable as he is forced to personally intervene when some group of young braves are clashing with his fellow Dog Soldiers.

MacGregor seems to take this in stride, accepting that this is part and parcel to the Path of the Dog Soldier. It is because of his genuine concern for the lives of his fellow Red Star braves that MacGregor's personal kill tally is not higher than it is,



as MacGregor has been known to actually allow an inexperienced brave to finish off an opponent MacGregor could have taken on his own. This allows the younger pilot to gain invaluable combat experience as well as a credit for a kill, and (hopefully) a chance to learn something enabling the young pilot to learn how to stay alive in battle on his own! A notable majority of young hotheads that MacGregor has clashed with over the years have later come forward to apologize for their rudeness and thank MacGregor for teaching them what it means to truly be a Red Star brave.

**Squadron Leader:** Squadron Chief  
Richard "Porkins" Dufault  
(Crow Owners akicita)  
(61 confirmed kills)

**Ship:** Seraph Experimental

**Other Ships Pilot is Qualified In:**  
Thunderbird, Thunderbird II,  
Blizzard

**Pilot Stats:** Pilot 9, Gunner 11

**Skills:** Never a Useless Move 3,  
Hangs Fire 3, Sharpshooter 2.

**Quirks:** Counts Coup.  
Always Checks His Six.

"Porkins" Dufault is one of the more successful Red Star fighter pilots found within the more traditional Red Star akicitas. A typical Crow Owner, Dufault is a hell-for-leather brawler who loves nothing better than to jump into his customized Seraph and streak into the fray shouting his traditional war-cry over open comm channels to intimidate his enemies. A natural pilot, Dufault has demonstrated time and again his prowess in the most challenging of combat situations, having counted coup many times. If Dufault has any flaws as a pilot, it is his tendency—common to most Red Star fighter pilots- is to fight as a fearless individual rather than as a part of a larger organized team. This tendency cost Dufault dearly on his first mission, when a wingmate and childhood friend was killed in a swirling dogfight with a better trained Colosian unit.

Dufault vowed to never be responsible for the life of a fellow Red Star brave. To this end, Dufault began tinkering with a



derelict Seraph parked at his squadron's base of operation. Using spar parts and ordinance that had been declared unfit for service due to wear and tear or defect, Dufault managed to render the derelict flyable. In keeping with his vow to never endanger another fellow brave, Dufault removed the gunner's station on the Seraph and replaced it with a jury-rigged vertical launching system for ten Mk. 20 torpedos!

Because Dufault relies on often defective or worn out parts to keep his improbable machine flying, his combat performance with this bizarre warcraft is not always entirely predictable. The systems Dufault has scratch built do not often work as expected, although a few times his rather quirky vertical launch torpedo system has misfired producing spectacular examples of overkill when all ten rounds unload themselves on some hapless Colosian light attrition fighter!

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## House Tokugawa

### Squadron Leader:

Flight Lieutenant Tessa "Hellion"  
Grezzo (36 confirmed kills)

### Ship: Samurai II

### Other Ships Pilot is Qualified In:

Thunderbird, Kosmos,  
Hayabusa, Samurai

### Pilot Stats: Pilot 10, Gunner 9

**Skills:** Aggressive Pilot 2, Marksman 2,  
Dodger 1.

**Quirks:** Always Supports Her Wingman.  
Always Checks Her Six.

"Tessie" Grezzo is regarded by many as a rapidly rising star within the Tokugawan fighter service. A natural pilot with a virtual sixth sense for danger, Grezzo has achieved a meteoric score of confirmed kills in under a year of combat duty. Grezzo received the highest scores of her graduating class from the prestigious Kumagaya Fighter School. Upon graduation Grezzo was immediately assigned to the Hiryu Carrier Group as a replacement pilot on the personal recommendation of the head of the Kumagaya Fighter School. The Commander of Kumagaya expressed every confidence that Grezzo would take to so rigorous an assignment as well as any more experienced pilot. This is unusual, as the standard Tokugawan procedure is to assign only combat veterans to the Carrier Group fighter units.

According to Group Commander Sung, C.O. of the Hiryu Carrier Group, Grezzo took to the assignment as if born to it. Scoring her first confirmed kill on her very first combat mission, Grezzo reportedly performed exactly like one of the "old hands" during the engagement with veteran

Luches Guards pilots, scoring her first victory over a Luches Shark class fighter that was attacking her assigned wingman. All initial reservations on the part of the veteran Hiryu pilots being assigned a "green" replacement pilot have since been completely laid to rest.

Grezzo is so clearly an exceptional pilot that the Luches government has reportedly put a price on her head! Grezzo is apparently neither impressed nor concerned by this turn of events.

### Squadron Leader:

Colonel Jerry "Eagle" Tien  
(52 confirmed kills)

### Ship: Samurai

### Other Ships Pilot is Qualified In:

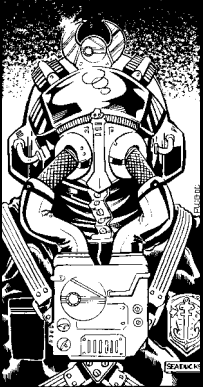
Thunderbird, Kosmos

### Pilot Stats: Pilot 10, Gunner 12

**Skills:** Tough Guy 3, Marksman 3,  
Never a Useless Move 3.

**Quirks:** Always Supports His Wingman.

"Eagle" Tien is one of a handful of Tokugawan pilots who have survived combat long enough to have achieved ace status. Tien is a veteran of the terrible carnage of the Grub War, being one of a handful of Tokugawa veterans who survived that genocidal conflict. Tien is the current commander of the Akagi Carrier Group and has been heavily engaged against forces of the fascist Luches Utopia. As a veteran Tokugawan pilot, Tien faces the grave responsibility of imparting as much of his invaluable combat knowledge to the huge number of new and inexperienced Tokugawan fighter pilots that make up some 80% of House Tokugawa's combat pilot cadre. As House Tokugawa and the Luches Utopia are cur-



rently in conflict over several disputed former Tokugawan systems, Tien and his unit will no doubt be seeing considerable combat for the foreseeable future.

## ASP

### Squadron Leader:

Col. Scott "Switchblade" Sigler  
(50 confirmed kills). 151st ASP  
Fighter Regiment "Carnodemons"

### Ship: Binary

### Other Ships Pilot is Qualified In:

Night Hawk, Shark, Sentry

### Pilot Stats: Pilot 10, Gunner 10

**Skills:** Good Shot 3, Dodger 3,  
Aggressive Pilot 3.

**Quirks:** Always Checks His Six.

**Gunner A:** Flt. Sgt. Mookie "Flatliner"  
D'artan (23 confirmed kills)

**Gunner A Stats:** Gunner 9

**Gunner A Skills:** Quick Reflexes 1,  
Assassin 3.

**Gunner B:** Flt. Sgt. Chris "Brain"  
Slovinsky (30 confirmed kills)

**Gunner B Stats:** Gunner 9

**Gunner B Skills:** Hangs Fire 2,  
Sharpshooter 2.

Colonel Sigler is the commanding officer of the ASP 151st Fighter Regiment. Sigler is described as an "old school" officer who prefers to lead from the front at every opportunity. This endears him to his subordinates and serves as a constant irritant to his superiors, who greatly fear losing so valuable an experienced officer to combat. Sigler however, maintains that he can't bring himself to "break up the team," referring to both himself and his two gunners, Mookie "Flatliner" D'artan and Chris "Brain" Slovinsky, both of whom have flown with Sigler since his first assignment to fly the ASP's deadly Binary class MPAC.

Sigler is typical of many ASP pilots in that he has several combat enhancement implants. Sigler has both the Artificiance targeting implant and the Biolink, although the current Binary design does not include the Biolink hookup and systems. Sigler is a multitasking individual typical of many ASP pilots, being the head of the Pilot Union Local 312 and reputedly the most dangerous canasta player on the carrier in which he and his unit are currently based.

Whether holding a hand of cards or the controls of his personal fighter "System Crash", Sigler is not to be taken lightly by any of his opponents (at least those that play cards with him don't risk losing their lives!).

## Q'raj Void Protectorate:

### Squadron Leader:

Capt. Refik "Hellfire" Cosic  
(49 confirmed kills)

### Ship: Shedu

### Other Ships Pilot is Qualified In:

Jambiya, Talon, Talon QVP

### Pilot Stats: Pilot 9, Gunner 11

**Skills:** Hangs Fire 2, Jitterbug 3,  
Dodger 3.

**Quirks:** Always Supports His Wingman.  
Always Checks His Six.

One of the characteristics of Q'raj society that sets it apart from most other Houses is the extent to which religion and religious beliefs influence Q'raj society itself. That said, what sets the Q'raj apart from other theocratic societies such as the Sigurd Archdiocese is that religious tolerance is strongly ingrained into Q'rajis from a young age. This is a natural extension of the Q'raj traditions of close cooperation between communities to ensure collective survival on the often harsh worlds that make up the Void Protectorate. Refik Cosic is in many ways a fairly typical example of this society, being a deeply religious person with strongly held beliefs. A devout Muslim, Cosic observes very traditional religious requirements of his faith.

Not merely a devout believer, Cosic is also an accomplished scholar, or Imam who gladly and cheerfully debates theology with his fellow Q'rajis of all faiths (it is an old Q'raji saying that "...where there are two Q'raji, there are three opinions!"). Whatever religious disagreements may exist, Q'rajis of all faiths fight side by side, often within the same squadron to defend their territory and its people from any would-be aggressors. Cosic himself has seen extensive combat on the Q'raj-Colosian border, running up a considerable score of victories over the "infidel Serpent-loving Colosians" as Cosic refers to his adversaries. Cosic's plainly marked personal Shedu class fighter "Hellfire" is a sight that the

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*"Those men on the line were my family, my home. They were closer to me than I can say, closer than any friends had been or would ever be. They had never let me down; and I couldn't do it to them. I had to be with them rather than let them die and let me live with the knowledge that I might have saved them. Men, I know now, do not fight for flag, country, the Marine Corps, or glory or any other abstraction. They fight for each other."*

— William Manchester, USMC, WWII.

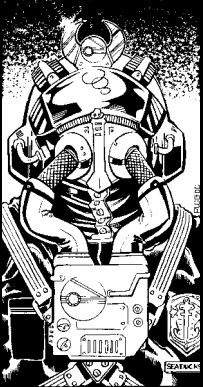


# Silent Death

*“Let him fight toe to toe and shield against shield hard driven, crest against crest and helmet on helmet, chest against chest;*

*Let him close hard and fight it out with his opposite foeman, holding tight to the hilt of his sword, or to his long spear.”*

— Tyrtaios II.31-34



Colosians are never happy to see, as they know that “Hellfire” is where Cosic intends to send every last one of them!

## **Squadron Leader:**

Col. Sheldon “Professor” Grivas  
(102 confirmed kills), Judas  
Maccabeus Carrier Fighter Group

**Ship:** Shedu

## **Other Ships Pilot is Qualified In:**

Talon, Talon II, Talon QVP, Sentry,  
Sentry QVP, Mujahadeen, Shedu II

**Pilot Stats:** Pilot 10, Gunner 9

**Skills:** Marksman 3,  
Aggressive Pilot 2, Dodger 2.

**Quirks:** Always Supports His Wingman.  
Always Checks His Six.

Col. Grivas is a respected and highly decorated combat officer of the Q’raj Void Protectorate’s elite fighter units operating from the new Saladin class command escort carriers. Prior to the activation of his reserve unit in time for the Grub War, Grivas had been a professor of Classics and Antiquities at the prestigious New Israel Institute for Ancient Studies on Kochavi Yisrael. Applying his vast academic knowledge to the problems of fighter combat, Grivas rose rapidly through the ranks, surviving the terrible Grub War with numerous personal kills to his credit, as well as receiving the Star of Muhammad with Swords for courage under fire. During a bloody Grub ambush, Grivas had taken over command when the squadron leader was killed by a rampaging Muskellunge, rallied his fellow Q’raj pilots and led them on a successful counter attack that defeated the Grubs and drove them off. Grivas person-

ally destroyed the Muskellunge in the ensuing battle.

Grivas is a thoughtful tactician who likes to plan his strategy in advance, and briefs all of his pilots in full so that each one knows not only what the plan is, but what to do in case the plan starts to unravel due to the inevitable lack of cooperation from the opposition. Because he draws upon a respectable base of academic knowledge (Grivas still engages in considerable academic discourse and research whenever possible), he has picked up the pilot handle of “Professor.” The pilots under his command have actually picked up on this, referring to themselves informally as “interns” when referring to experienced pilots, and “student aides” when referring to new pilots assigned to the unit. The enemies of the Q’raj (particularly the Colosians and Draconians) have for their part learned to view an upcoming “lecture tour” of Grivas and his portages as being as unpleasant and potentially fatal as a forgotten final exam!

## **Data Sphere**

### **Squadron Leader:**

I8U “Spam” Model 240

**Ship:** Teal Hawk Experimental

### **Other Ships Pilot is Qualified In:**

Any (known to favor the Dolphin).

**Pilot Stats:** Pilot 10, Gunner 12

**Skills:** Assassin 3, Hangs Fire 3,  
Sharpshooter 3.

**Quirks:** Flies by the Book, Natural Pilot.

A successful AI ace that has achieved notoriety outside of the Data Sphere, “Spam” is in fact an android rather than a





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program existing solely as a stream of electronic data. Considering that the Data Sphere eliminated android pilots as inefficient in favor of pure data programs, Spam's continuing career is to say the least unusual. This may be due to Spam having developed a reputation for verbally goading his organic opponents during combat, as Spam has apparently also discovered that this sort of taunting will often unnerve his organic opponents causing them to become distracted. Against an opponent as skilled as Spam, this sort of distraction is usually fatal. The Data Sphere Epsilons may find this peculiar behavior interesting enough to keep Spam operational as a long term research program of sorts.

Spam is currently encountered on the border between the Data Sphere and House Tokugawa. Spam's distinctly painted and heavily modified Teal Hawk fighter - reconfigured to function as a single seater—has become a sight the generally green Tokugawan pilots rightly fear. Known to Tokugawan pilots as "The Red Menace," Spam has many times slaughtered more numerous Tokugawan formations with frightening ease. Spam reportedly leaves few survivors; with the cold logic of an AI, Spam has repeatedly destroyed the ejected life pods of his defeated opponents.

## Kashmere Commonwealth

### Squadron Leader:

Lt. Col. Erik "Lucky" Dewey,  
1134th Interceptor Wing  
(86 confirmed kills)

### Ship: Black Widow

### Other Ships Pilot is Qualified In:

Marut, Hellbender, Varuna

### Pilot Stats: Pilot 11, Gunner 10

**Skills:** Never a Useless Move 3,  
Tough Guy 3, Jitterbug 3.

**Quirks:** Always Supports His Wingman.  
Always Checks His Six.

**Gunner A:** Sgt. Pritika "Pretty" Khan  
(42 confirmed kills)

**Gunner A Stats:** Gunner 9

**Gunner A Skills:** Sharpshooter 2,  
Assassin 1.

**Gunner B:** Cpl. Akbar "Bengal" Singh  
(41 confirmed kills)

**Gunner B Stats:** Gunner 9

**Gunner B Skills:** Hangs Fire 3.

Lt. Col. Erik "Lucky" Dewey, two time winner of the Maha Vir Chakra Award for bravery under fire, is one of the Commonwealth's ablest combat officers. Dewey has seen numerous combat engagements against combat forces of every description, and has developed battling pirate groups into a highly successful specialty. Early on in his career, Dewey clued in to a facet of pirate group psychology often overlooked by most regular combat forces; there is no honor among thieves. Dewey's two gun-



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ners, Sgt. Missy “Chakra” Khan and Cpl. Akbar “Sabre” Singh are also aces in their own rights, and have served with Dewey as his permanently assigned gunners at his personal request due to their deadly skills with the crushing firepower of Dewey’s Black Widow fighter, “Shir Khan.”

As the commander of the 1134th Interceptor Wing, Dewey has many times succeeded in playing on the shaky loyalties of individual pirates, and exploiting them to the utmost before combat is even joined. While Dewey has acquired an impressive personal tally of confirmed “kills” (86), he has many times caused the total defeat of opposing pirate groups by triggering infighting within their ranks. Dewey makes a point of studying every scrap of intelligence data prior to engaging in any combat missions against his chosen prey, first sowing chaos in his opponent’s ranks through bribes, threats, and other manipulations of the petty ambitions of individual pirates. Dewey’s careful, thoughtful approach to combat has yielded success on many fronts for Dewey and the 1134th, not the least of which being that it keeps casualties down amongst the personnel of the 1134th, while maximizing the casualties amongst their pirate foes.

## Sigurd Archdiocese

**Squadron Leader:** Squadron Leader John Warnik “Spaz” Curtis III (50 confirmed kills)

**Ship:** Storm II

**Other Ships Pilot is Qualified In:** Hound, Hammer, Storm

**Pilot Stats:** Pilot 12, Gunner 9

**Skills:** Con Artist 3, Dodger 3.

**Quirks:** Fanatic. Always Checks His Six.

**Gunner A:** Viking Albrecht “Brat” Konrad (24 confirmed kills)

**Gunner A Stats:** Gunner 12

**Gunner A Skills:** Marksman 3.

**Gunner B:** Viking Christa “Singer” Haakonsen (22 confirmed kills)

**Gunner B Stats:** Gunner 10

**Gunner B Skills:** Quick Reflexes 3.

There is a saying amongst Sigurd pilots that “...anyone who can survive their combat duty in a Storm class heavy fighter, long enough to earn a transfer to a unit equipped

with Lance Electras is clearly favored by Odin Himself!” Squadron Leader Curtis has apparently made it his mission in life to prove that even when stuck in a mediocre craft such as the Storm, what really makes the difference in pilot survival is the pilots themselves. The combat record of the 8063rd Independent Heavy Fighter Squadron that Curtis commands is an impressive one indeed, especially when one realizes that the unit is equipped entirely with the much maligned Storm and Storm II!

Curtis is undeniably a devout Church of Odin follower who nonetheless instills an intense sense of teamwork and camaraderie within his squadron. The heavy emphasis on mutually supportive team tactics has ensured that the 8063rd Squadron is the bane of whomever the Archdiocese pits them against. Curtis’ impressive personal victory tally as well as the impressive performance of his squadron has earned him the gratitude and praise of the Archdiocese. Guttman himself recently decorated Curtis in a widely broadcast ceremony in honor of Curtis’ 50th confirmed kill.

### Squadron Leader:

Senior Viking Terry “Otch” Ochitwa (42 confirmed kills)

**Ship:** Night Hawk

**Other Ships Pilot is Qualified In:**

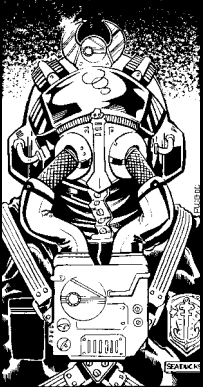
Dart, Dagger, Hound

**Pilot Stats:** Pilot 12, Gunner 9

**Skills:** Tough Guy 3, Jitterbug 3, Hangs Fire 2.

**Quirks:** Fanatic. Pit Bull.

Known affectionately to his fellow Sigurd pilots as “The Great Otch,” Terry Ochitwa is a quintessential Viking warrior to the pit of his soul. Loud, brash, impetuous, and sometimes abrasive, “Otch” is universally well liked by his squadron mates due to his extremely good heart and his unwavering courage under fire. It is a matter of faith amongst those who fly with “The Great Otch” that if they should find themselves isolated and in serious trouble in a dogfight, that more likely than not it will be Ochitwa’s distinctly painted silver Night Hawk that will come thundering to their rescue! It is said by many Sigurd pilot’s who have flown with Ochitwa that he rarely has to buy his own drinks, as there’s usually several pilots who owe him their lives from



the last dogfight who are lined up to buy "The Great Otch" all the rye he can drink!

Ochitwa has experienced a rather remarkable combat career, as he has demonstrated an uncanny capacity for extricating himself from near-fatal situations that would normally kill most other pilots. In one brutal dogfight early in his career, Ochitwa's squadron was virtually wiped out by a Colosian unit three times as large with only Ochitwa escaping in his lightly damaged Dart. Ochitwa fled only at the end of the fight having expended all of his ammunition and having destroyed five enemy fighters during the swirling melee. The Colosian pilots had been so distracted by Ochitwa's wild flying that they had spent a disproportionate amount of effort during the battle trying to destroy Ochitwa's upstart Dart. The Colosian commander subsequently committed what was a fatal error, as he sent in his reserve fighter squadron just to try and smash "The Great Otch!"

Ochitwa immediately led a punitive strike mission against House Colos within an hour of his return to Sigurd territory, having sworn to avenge his lost squadron mates or die in the attempt. The Colosians were subsequently caught unprepared and annihilated, their reserve unit caught refueling and rearming in their carrier's landing bay along with the rest of the fighter contingent, having spent themselves in a futile effort to swat a certain, lone Dart pilot. "The Great Otch" thus had the last laugh over his Colosian opponents, his fallen comrades avenged.

## Unkulunkulu Archipelago

### Squadron Leader:

Craig "Angler" Marek  
(21 confirmed kills)

**Ship:** Talon Experimental

**Other Ships Pilot is Qualified In:**

Thunderbird, Pit Viper

**Pilot Stats:** Pilot 12, Gunner 10

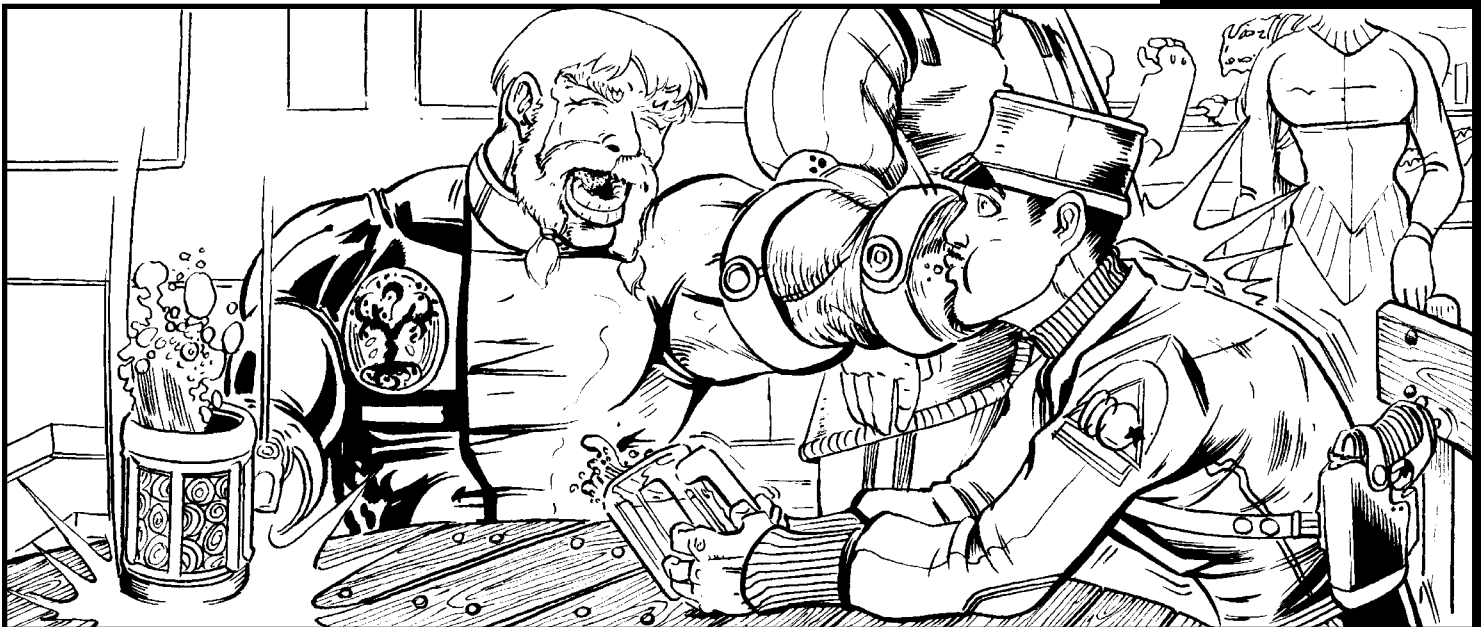
**Skills:** Sharpshooter 2, Marksman 1.

**Quirks:** none.

"Angler" Marek picked up his handle based upon his civilian occupation as the owner of a tourist service fishing boat specializing in sailfin and swordfishing. Marek has apparently proven to be as adept at "hooking and cooking" the various pirate craft attempting to prey on civilian shipping in Unkulu space as he does in dealing with a full sized swordfish battling on the end of his line. Marek has also proven to be an excellent instructor, coaching his less experienced squadron mates in combat with the ease that he talks a paying tourist through landing their first Marlin!

Although Marek has yet to land anything bigger than an enemy SPAC in a dogfight, it is generally agreed that it is only a matter of time as the local pirate gangs have begun to introduce increasingly heavier warcraft. This unwelcome turn of events is believed by many to be a result of intervention by the Luches Utopia providing clandestine assistance to pirate groups in their employ. It is speculated that Luches

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takes advantage of this situation by running contraband while the Unkulu defenders are preoccupied with “pirate” gunboats and heavy fighters.

## Luches Utopia

**Squadron Leader:** Guards Lt.  
Alberto “Whacker” Borghessi  
(38 confirmed kills)

**Ship:** Shark II

**Other Ships Pilot is Qualified In:**  
Thunderbird,

**Pilot Stats:** Pilot 10, Gunner 9

**Skills:** Assassin 3, Marksman 2,  
Con Artist 3.

**Quirks:** Hyena. Lone Wolf.

“Whacker” Borghessi is truly a loud-mouthed boaster who revels in recounting his numerous combat victories to any who will listen. The brother of the notorious Colosian fighter ace Cesare Borghessi, Alberto was reputedly banished to the Luches Utopia by his family as he proved to be too incorrigible even by Colosian standards! Borghessi is a confirmed drunken brawler who abuses his station in Luches society at every turn to the fullest advantage. Borghessi has been known to walk

down the streets of the Luches capital city carrying a bottle of liquor and accosting anyone along the way not quick enough to escape his grasp, drunkenly demanding that the hapless individual drink a toast to his prowess as a fighter pilot. Borghessi promptly stabs or shoots anyone foolish enough to refuse. Because of his status as a Guards Fighter Pilot and numerous illicit connections within the Luches Secret Police, the Luches authorities do not as a rule intervene.

Despite his borderline psychotic behavior off duty, the fact remains that Borghessi is a deadly fighter pilot, quite capable of besting most opponents in one-to-one encounters. Like all Luches pilots, however, Borghessi is a very poor “team player,” being known to repeatedly cut in on a fellow pilot and steal his kill. Only Borghessi’s murderous reputation and numerous corrupt connections within the Luches government keeps most of his fellow Guards Fighter Pilots from taking issue with this behavior openly.

## Hibernian Freehold

**Squadron Leader:**  
Craig “Blindspot” O’Brien  
(58 confirmed kills)

**Ship:** Night Hawk Experimental

**Other Ships Pilot is Qualified In:**  
Thunderbird, Talon III, Night Hawk,  
Night Hawk II

**Pilot Stats:** Pilot 12, Gunner 9

**Skills:** Hangs Fire 2, Marksman 3.

**Quirks:** Always Checks His Six.

“Blindspot” O’Brien picked up his handle during flight training when he failed to notice an inbound Shryak Shuttle and narrowly avoided a mid-air collision! Disaster was averted by the timely intervention of O’Brien’s flight instructor. Upon landing, a now rather legendary dressing down followed as O’Brien’s shaken instructor gave full, colorful vent to her Hibernian fury. Checking his blindspot has been O’Brien’s indelible trademark ever since, and this has clearly served him well in his combat career, as O’Brien has yet to have his fighter actually hit by cannon fire from an enemy fighter! He has been hit more than once by defensive fire from enemy ship gunners, as



O'Brien has a penchant for pressing his attacks on enemy gunboats at frighteningly close range!

O'Brien is a fast-thinking pilot who is perpetually scanning for trouble when in a combat zone. O'Brien is popular with his fellow pilots, as he is both highly skilled and a solid team player who looks out for his squadron mates. Hibernian pilots who have flown with O'Brien consistently comment that "...when 'Blindspot' Himself is along, ye won't be rudely surprised!"

## Yoka-Shan Warworld

**Squadron Leader:** Lt. Colonel Quase' "Lioness" Fulani (65 confirmed kills)

**Ship:** Nemesis

**Other Ships Pilot is Qualified In:** Thunderbird,

**Pilot Stats:** Pilot 12, Gunner 12

**Skills:** Aggressive Pilot 3, Never a Useless Move 3, Marksman 2.

**Quirks:** Always Supports Her Wingman.

**Gunner A:** Sgt. Piet "Rookat" Maastricht (30 confirmed kills)

**Gunner A Stats:** Gunner 12

**Gunner A Skills:** Assassin 2

**Gunner B:** Flt. Sgt. Cassius "Stabber" Buthelezzi (22 confirmed kills)

**Gunner B Stats:** Gunner 10

**Gunner B Skills:** Marksman 2.

**Gunner C:** Cpl. Alexandra "Amazon" Pukue (19 confirmed kills)

**Gunner C Stats:** Gunner 8

**Gunner C Skills:** Sharpshooter 2.

**Gunner D:** Cpl. Hamilton "Bonebreaker" Matiwane (22 confirmed kills)

**Gunner D Stats:** Gunner 9

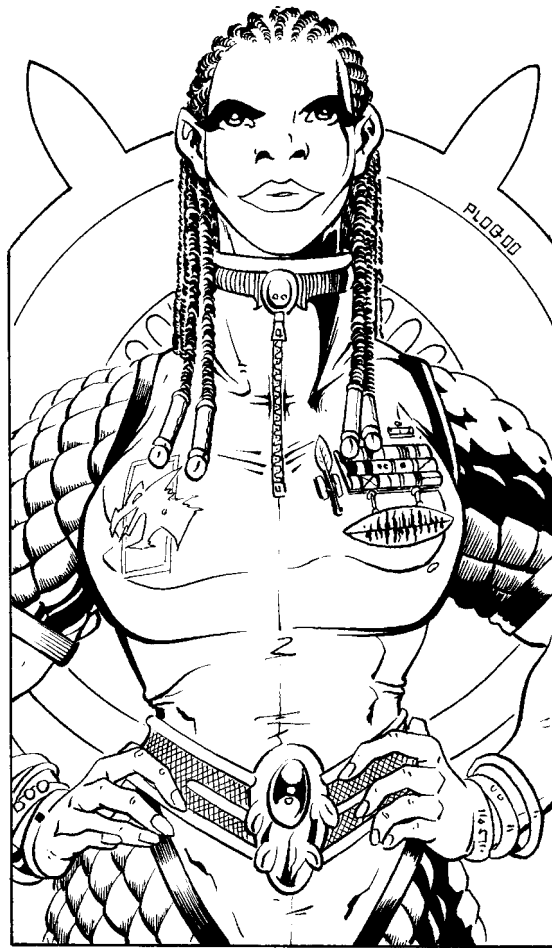
**Gunner D Skills:** Hangs Fire 2.

**Gunner E:** Cpl. Nandi "Stinger" Casalis (25 confirmed kills)

**Gunner E Stats:** Gunner 9

**Gunner E Skills:** Sharpshooter 1.

The current combat commander of the renowned 221st Fighter Regiment "The King's Messengers," Lt. Col. Fulani has clearly earned her pilot's handle of "Lioness." This renowned Warworlder officer has served the interests of her House and its people in keeping with the finest of military traditions. Decorated for bravery many



times over during her career, Fulani has set something of a record with the Warworld as she has been the only pilot to receive her House's highest award for valor in person. Those others so awarded have to date received their second such commendation posthumously.

Now in the final decade of her career, Fulani gives no indication of slowing down. Possessed of enormous reserves of self-confidence, courage, and a deep sense of personal dignity, Fulani steadily rose through the ranks of the Yoka-Shan military. Her appointment to the prestigious 221st Fighter Regiment came as no surprise to those familiar with her performance record. In the fullness of time, Fulani rose to combat command of the 221st.

Fulani's first assignment upon promotion to combat commander of the 221st was the well publicized series of punitive strikes against Colosian forces responsible for the death of shipping heiress Rachel Homme. Fulani's Homme Industries supplied Nemesis gunboat bore the name Rachel at her instruction, and has remained her personal starcraft ever since. It has become a name to strike terror in the hearts of the enemies of the Warworlders and their clients.





## The Draconians

**Squadron Leader:** Master of Hundreds, Naarraal “Bloodglutton” Nazorrk (82 confirmed kills)

**Ship:** Death Wind

**Other Ships Pilot is Qualified In:** Thunderbird

**Pilot Stats:** Pilot 11, Gunner 11

**Skills:** Never a Useless Move 3, Aggressive Pilot 3, Good Shot 3.

**Quirks:** Fanatic. Lone Wolf. Always Checks His Six.

**Gunner A:** Senior Weaponeer, R’rrtkkk “Stabber” Hrrk’akk (32 confirmed kills)

**Gunner A Stats:** Gunner 10

**Gunner A Skills:** Good Shot 2.

Best know to friend and foe alike by his grisly pilot’s handle of “Bloodglutton,” Master of Hundreds Nazorrk is the highest known scoring Draconian fighter ace operating in Terran space. Utterly ruthless and a fanatical fighter, Nazorrk is notorious for never taking prisoners, and never sparing non-combatants. To Nazorrk, anyone in his crosshairs is fair game be they combat personnel or civilian alike. That said, Nazorrk is not only a fanatical fighter, but he is also a shrewd hunter who never seems to make a mistake in combat.

Aside from his pathological bloodthirstiness, Nazorrk’s most serious flaw as a fighter pilot is his penchant to act on his own without regard for his squadron mates. To Nazorrk, the kill is all that matters. While this attitude has gotten many fighter pilots quickly killed since time immemorial, Nazorrk has been blessed in his career by a

like minded gunner, Hrrk’akk, who has covered Nazorrk’s back ever since he first sat in the cockpit of his Colos supplied Death Wind “Bloody Claws.” Both have racked up impressive kill scores ever since. For the foreseeable future, this bloodthirsty pair appears destined to end the lives of many more of the Draconian’s enemies.

## The Night Brood

**Squadron Leader:** “Mr. Muckle” (Total Confirmed Kills Unknown)

**Ship:** Muck Worm

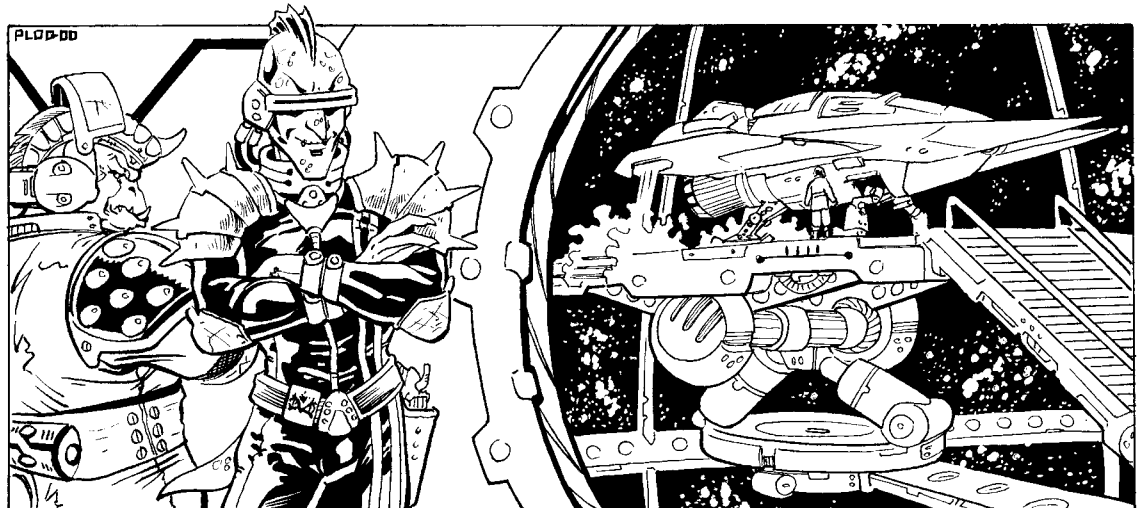
**Pilot Stats:** Pilot 12, Gunner 11 (Wpn A) 10 (Wpn B)

**Skills:** Never a Useless Move 3, Aggressive Pilot 3, Good Shot 3 (Weapon B), Assassin 3 (Weapon A).

**Quirks:** Fanatic. Lone Wolf. Always Checks His Six.

Not much is known about the Night Brood as a species, as all attempts by Terran xenobiologists to study the Brood inevitably end in the death of the survey teams. Fanatical and utterly without mercy, the Night Brood or Grubs, as they are more commonly called, appear to be a telepathic hive mind. For this reason, as near as can be determined the accomplishments of individual Grubs may not even be acknowledged as their Terran counterparts. While humanity may never know the answer to this mystery, one thing is certain in fighter combat; Terran pilots do on occasion recognize particularly successful -and therefore deadly—individual Grub fighters.

A prime example of this outside recognition is a Muck Worm class fighter dubbed by Terran fighter pilots on the Frontier “Mr.



Muckle.” This particular Muck Worm is instantly recognizable according to eye witness reports by its distinct red tinted carapace and phenomenal piloting skill. Reports from the Frontier assert that “Mr. Muckle” has wrought havoc wherever it is encountered, repeatedly besting several top notch aces from Frontier units.

While any sort of an official victory total is unattainable, military intelligence reports from the Frontier estimate that “Mr. Muckle” may have personally accounted for as many as a staggering 400 Terran and allied pilots! These reports go on to explain the sometimes devastating effect that “Mr. Muckle” has on Terran pilot morale when he is even rumored to be in a particular theatre of operations. The various Frontier commands are understandably eager to put an end to this deadly Grub “ace.”

## Primates/House Devon

**Squadron Leader:** Team Leader,  
Yaayuc(\*click\*) “Salty” Orooffoo  
(102 confirmed kills)

**Ship:** Death Wind

**Other Ships Pilot is Qualified In:**  
Thunderbird

**Pilot Stats:** Pilot 10, Gunner 8

**Skills:** Good Shot 1, Assassin 1,  
Jitterbug 3, Con Artist 2.

**Quirks:** Always Supports His Wingman.  
Always Checks His Six.

**Gunner A:** Weaponeer 1st Class,  
Rahkrahk “Flipper” Ooorahk

**Gunner A Stats:** Gunner 9

**Gunner A Skills:** Marksman 2.

**Gunner A Quirks:** none.

Team Leader Orooffoo is a typical example of the Olokokulanai pilots who serve the Galandar Confederation. These peculiar seal-like mammals seem to have been specifically evolved to pilot star fighters in battle. Perhaps it is due to their being naturally acclimated to operating in a three dimensional environment from the moment that they are born, but the fact remains that Olokokulanai pilots are formidable.

Team Leader Orooffoo is currently the leading Primate fighter ace operating in Terran space thus far. Orooffoo has seen considerable combat against both the Draconians and their allies, and it is known

that the Colosians have a standing cash reward for any pilot who can kill Orooffoo in combat! Human pilots who have actually met Orooffoo describe him as being very personable, an engaging conversationalist, and a first rate dogfighter who takes great care of his fellow squadron members. Like many Primate pilots in Terran space, Orooffoo flies a Terran designed fighter. Orooffoo is apparently very happy with the handling characteristics of his personal, customized Death Wind, the “Red Herring,” and flies it to the absolute limits of its capabilities. Orooffoo is also apparently quite a prankster, and has been known to take great pleasure in humiliating his Draconian opponents as in destroying them!

**Squadron Leader:** Battle Leader,  
Ootoo “Howler” Mookooshoo

**Ship:** Death Wind III

**Other Ships Pilot is Qualified In:**  
Thunderbird, Pit Viper

**Pilot Stats:** Pilot 9, Gunner 11

**Skills:** Aggressive Pilot 3, Good Shot 3.

**Quirks:** Always Supports His Wingman.

**Gunner A:** Weaponeer 2nd Class,  
Refikki “Tanglefoot” Hurrook

**Gunner A Stats:** Gunner 11

**Gunner A Skills:** Assassin 1.

Battle Leader Mookooshoo is a decorated Primate fighter ace who has run up a respectable score since his arrival in Terran space. Mookooshoo is an aggressive pilot and skilled marksman who has beaten some of the best pilots the Draconians and Terran Foes of the Galandar Confederacy can throw at him. Like many Primate pilots, Mookooshoo flies a Terran built starcraft, a Kashmere supplied Death Wind III. Mookooshoo and his veteran gunner are apparently very fond of their sleek, lethal mount with its potent ion weapons load.

Mookooshoo has time and again been in the thick of the fight, as he never appears to hesitate to rise to the challenge. Terran pilots who have flown with Mookooshoo have consistently remarked upon his professionalism, uncanny sense of timing, and his sense of loyalty to his wing mates, be they Primate or Terran. Mookooshoo also apparently appreciates Terran humor, as the name of his Death Wind fighter “Monkey Shines” clearly indicates.

# The Next Millennium

*“To advance is to conquer.”*

— Frederick the Great.





## House Pilot Quirks, Tactical Doctrines, and Force Composition Lists

*"A 'minor' House? The Karelian Republic may be a minor House, but if Houses were dogs I would call Colos a Bull Mastiff. The Karelians I would call a Pit Bull; not exactly the biggest of dogs, but I would damn well treat them with all due caution nonetheless!"*

— Zenobia Artemis Mauresha Farrell,  
Baroness von Lettow-Vorbeck,  
former Imperial senator,  
Hibernian Freehold AL 9.97.

Each of the Twelve and their Promethean allies approach fighter pilot training and tactical doctrine from sometimes very different perspectives. Each House is a soci-

ety which influences the development of its members in full, and the effect that this can have upon how each House wages war can be considerable. That said, few Houses fail to recognize successful fighter doctrines and tactics, although exactly what constitutes "successful" tactics and doctrine is subject to interpretation. The following House force composition lists describe the current combat doctrine in use by each House as of AL 14, mandatory skills and quirks for each House's pilots and gunners, as well as providing a summary of the evolution and relevant factors behind each House's fighter combat doctrine.



## House Skills/Quirks Summary Table

Skill / Quirk	Cost	ASP	Colos	Data Sphere	Espan	Hibernian Freehold	Karelian Republic	Kashmere Comm.	Luches Utopia	Q'raj Void Prot.	Red Star	Sigurd Archdiocese	Sunrunners	Tokugawa	Unkulunkulu Archi.	Yoka-Shan Warworld	Draconians	Primates / Devon	Night Brood
Aggressive Pilot	20	3	3	3	3	3	3	3	3	3	V	3	3	2	3	3	3	3	3
Assassin	30	3	3	3	3	3	-	1	3	3	V	-	3	-	-	3	3	-	-
Con Artist	30	3	1	-	3	2	-	3	3	3	V	3	3	1	3	3	3	3	-
Dodger	15	1	2	3	3	2	3	2	3	2	V	-	3	3	3	3	3	2	2
Good Shot	10	1	3	-	3	1	3	1	3	3	V	3	3	-	2	3	3	2	3
Hangs Fire	10	3	3	3*	2	3	2	2	2	3	-	3	3	3	3	3	3	3	3
Jitterbug	25	-	-	-	-	-	-	-	-	-	-	3	2	3	-	-	-	-	3
Marksmanship	10	1	3	3*	-	3	-	3	-	3	V	2	-	3	1	3	3	3	-
Never a Useless Move	30	3	3	-	-	3	-	3	-	3	V	3	-	2	3	3	3	3	-
Quick Draw	10	2	3	-	2	2	2	2	2	3	V	3	3	1	2	3	3	3	3
Quick Reflexes	10	1	3	3*	2	2	2	2	2	3	V	3	3	3	3	3	3	2	3
Rolls with the Punches	20	-	-	3*	-	-	-	-	-	-	-	-	-	3	-	3	-	-	3
Sharpshooter	35	3	3	3*	1	3	3	3	1	3	V	3	3	3	3	3	3	3	3
Tough Guy	20	1	3	-	3	3	3	2	3	3	V	3	3	3	3	3	2	3	3
Always Checks his Six	75	-	X	X*	X	X	X	X	-	X	V	-	X	-	-	X	-	X	-
Always Supports his Wingman	35	-	-	X*	-	X	X	-	-	X	-	-	X	X	-	-	-	-	-
Counts Coup	75	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	X	-	-
Discretion is the Better Part of Valor	-10/-50	-	-	-	X	-	-	-	X	-	V	-	X	-	-	-	X	-	-
Fanatic	15/75	-	-	-	-	-	-	-	-	X	V	X	-	-	-	X	-	-	X
Flies by the Book	-10*/-75	X	-	X*	-	-	-	X	-	-	-	-	-	X	-	-	-	X	-
Hyena	-15/-35	X	X	-	-	-	-	-	X	-	-	-	-	-	-	-	X	-	X
Lone Wolf	-10/-75	X	X	X	X	X	X	X	X	-	V	X	X	-	X	-	X	-	-
Natural Pilot	100	X	X	X*	X	X	X	X	X	X	V	X	X	X	X	X	X	X	-
Pit Bull	-10/-25	-	X	-	-	X	-	-	-	X	V	X	-	X	X	X	X	-	X
The Gods Favor Fools	5/*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

**Key:** X — The quirk is allowed for the indicated house.  
**a number** — The maximum allowed level in the skill for the indicated house.  
**V** — Variable, refer to the specific rules for the indicated house.  
**\*** — Special, refer to the specific rules for the indicated house.

## House Colos

House Colos is a military powerhouse among the Twelve. House Colos is one of the three Houses to retain their economic and military power after the collapse of the Empire. Although the Colosians had fled the initial Night Brood invasion, they returned with a vengeance with their new found Draconian allies, sweeping the Night Brood from their star systems. House Colos quickly recaptured their lost core worlds from the Night Brood, and have been engaged in actively expanding their territory ever since.

House Colos has been a heavily militarized society reminiscent of the ancient Terran city-state of Sparta since its founding. Colosian children have always been encouraged from a young age to be aggressive, disciplined, fearless, and loyal to their family and their House. Displays of affection, sympathy, and timidity are universally scorned by Colosians. Aggressive, courageous, and even devious behavior are rewarded, while acts of compassion and displays of affection are scorned, even punished. All Colosian children learn these hard lessons from a young age. This social engineering has resulted in a ferocious so-



# Silent Death

ciety of individuals willing to lay down their lives if necessary to advance the interests of their House, and to seek victory by any means fair or foul.

Colosian fighter pilots are unmistakable, lethal products of their societal environment. Their individual courage and unshakable loyalty to their House and its rulers ensures that they will consistently fight with extreme courage often bordering on the fanatical. The fact that Colosian pilots are instilled with contempt for their enemies means they routinely destroy ejected life pods as a matter of course. This habit in particular makes them dreadful opponents.

The great weakness of the Colosian fighter forces is that their excessive emphasis on personal courage and rewarding individual achievement comes at the expense of effective teamwork. With every Colosian pilot a fearless warrior hell bent on death or glory, the concept of fighter pilots working together as a well coordinated team suffers accordingly. Time and again, highly trained and experienced Colosian fighter units have been badly mauled by sometimes inferior opposing forces employing superior tactical doctrines.

Due to their emphasis on individual heroism and running up personal kill scores, all Colosian fighter pilots in a campaign or scenario can be considered to have the LONE WOLF quirk. Many green Colosian pilots may also have the HYENA quirk due to the inherent competition be-

tween pilots seeking rewards for their prowess in battle. A Colosian pilot may only break these bad habits with experience in lieu of acquiring a new attribute or quirk.

Because House Colos places so high a value on the success of individual pilots (and rewards them accordingly), and because the Colosians place a considerable amount of time and effort in perfecting the skills of its pilots, typical Colosian fighter squadrons will contain the following mixture of pilots and gunners:

#### **Overall Leader (1):**

Ace pilot (Plt 9-12, Gnr 9-12).  
1-4 skills. No quirks.

#### **Lesser Aces (1-4):**

Ace pilot (Plt 9-10, Gnr 9-10).  
1-3 skills. Lone Wolf.

#### **Rank & File (0-19):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Lone Wolf.

#### **Replacement Pilots (0-22):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Hyena.

#### **House Colos Preferred Skills:**

Marksman 1-3, Good Shot 1-3,  
Quick Reflexes 1-3, Quick Draw 1-3,  
Assassin 1-3, Hangs Fire 1-3,  
Sharpshooter 1-3, Dodger 1-2,  
Tough Guy 1-3, Aggressive Pilot 1-3,  
Never a Useless Move 1-3, Con Artist 1.

#### **House Colos Preferred Quirks:**

Lone Wolf, Hyena, Pit Bull,  
Always Checks His Six, Natural Pilot.





## House Red Star

The military forces of House Red Star are unique amongst the forces of the Twelve, as they are organized according to traditional tribal warrior societies known as akicitas, rather than as reserve and regular forces. Each akicita trains, organizes, equips, and fights according to its own standards. This situation is further complicated by the intense individualism of Red Star braves, who are ever eager to prove their prowess in battle. This situation is compounded by the inherent democratic nature of Red Star society with regards to decision making. The fact that inter-tribal feuding and even outright warfare is not only accepted but expected and even encouraged makes Red Star domestic affairs complicated to say the least. The simple fact of Red Star society is that if The People cannot agree, and the matter is serious enough, then the two sides of the argument will fight until one or the other capitulates and concedes the argument.

Given the contentious side of Red Star society, it is more than a little amazing that House Red Star presents a united front whenever relations with another House are involved. When confronted with an outside aggressor, the Red Stars will instantly drop whatever internal conflicts they may be embroiled in, and promptly present a united front to the external threat. This capacity for cooperation in the face of external aggression, to literally stop fighting in mid-swing and redirect their efforts towards the outside threat, simply amazes outside observers. The glue that holds

House Red Star together and makes this phenomenal ability to “shift gears” so quickly stems directly from the founding struggles of the Red Stars themselves.

The epic struggle of the Red Stars to terraform Mars, before the Brood arrived, and other worlds demanded a tremendous level of close cooperation between the myriad Red Star tribes. Only by close cooperation were the Red Stars able to tame Mars and other hostile worlds. This principle of cooperation in the face of external environmental threats to their survival is the key to understanding what holds the sometimes acrimonious Red Star society together. This dichotomous tradition of cooperation between members of the group in the face of external threats on the one hand, and individual feuding on the other, carries over into the conduct of Red Star fighter forces in a unique way.

If fighting on their own, all members of a Red Star akicita force will work in close cooperation irregardless of their tactical organization. That said, if two or more akicitas are present, then all Red Star pilots are automatically saddled with the LONE WOLF quirk, but only whenever players wish to have a ship or ships from one akicita support a ship or ships from a different (i.e., rival) akicita. This reflects the curious nature of Red Star society and its influence on how Red Star pilots fight. The only akicita not subject to this problem are members of the Dog Soldiers akicita, who act as traditional military police within Red Star society. Dog Soldiers always have the ALWAYS SUPPORTS HIS WINGMAN quirk, and support their fellow Red Stars without regard to akicita membership.

Fortunately for Red Star, all Red Star akicitas use the same table of organization:

### Overall Leader (1):

Ace pilot (Plt 9-12, Gnr 9-12).  
1-3 skills. \*Special\*.

### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-2 skills. \*Special\*.

### Rank & File (0-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. \*Special\*.

### Replacement Pilots (0-22):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. \*Special\*.

# The Next Millennium



**Note:** Because each Red Star akicita does things its own way, the effect of certain quirks is dependent upon the force composition of a Red Star unit. If more than one akicita is present in a fighter force, then the Lone Wolf quirk is in effect only when players wish to determine if members of rival akicitas will support one another. This peculiar problem never applies to members of the Dog Soldiers akicita, who may freely support any fellow Red Star ship without hesitation. This does not mean that non-Dog Soldiers will support a Dog Soldier ship in times of need; in these cases, the Lone Wolf quirk applies in full. The specific skills and quirks possessed by pilots and gunners for each akicita are as follows:

## DOG SOLDIERS

### Red Star Dog Soldiers Akicita

**Preferred Skills:** Marksman 1-3, Good Shot 1-2, Quick Reflexes 1-2, Quick Draw 1-3, Assassin 1-3, Sharpshooter 1-3, Dodger 1-3, Tough Guy 1-2, Aggressive Pilot 1-3, Never a Useless Move 1-3, Con Artist 1-2.

### Red Star Dog Soldiers Akicita

**Preferred Quirks:** Natural Pilot, Always Checks His Six, Pit Bull.

## CROW OWNERS

### Red Star Crow Owners Akicita

**Preferred Skills:** Good Shot 1-3, Quick Reflexes 1-3, Quick Draw 1-2, Assassin 1-3, Sharpshooter 1, Dodger 1-2, Tough Guy 1, Aggressive Pilot 1-3, Con Artist 1, Never a Useless Move 1-3.

### Red Star Crow Owners Akicita

**Preferred Quirks:** Lone Wolf, Discretion is the Better Part of Valor, Natural Pilot.

## BLACK WOLVES AKICITA

### Red Star Black Wolves Akicita

**Preferred Skills:** Good Shot 1, Quick Reflexes 1-3, Quick Draw 1-3, Assassin 1-3, Sharpshooter 1-3, Dodger 1-2, Tough Guy 1, Aggressive Pilot 1-3, Con Artist 1, Never a Useless Move 1-3.

### Red Star Black Wolves Akicita

**Preferred Quirks:** Lone Wolf, Pit Bull, Natural Pilot, Always Checks His Six

## BRAVEHEARTS

### Red Star Bravehearts Akicita

**Preferred Skills:** Good Shot 1-3, Quick Reflexes 1-3, Quick Draw 1-3, Assassin 1-3, Sharpshooter 1, Dodger 1, Tough Guy 1-3, Aggressive Pilot 1-3, Con Artist 1-2, Never a Useless Move 1-2.

### Red Star Bravehearts Akicita

**Preferred Quirks:** Lone Wolf, Natural Pilot, Always Checks His Six, Pit Bull, Fanatic.

## KIT FOX AKICITA

### Red Star Kit Fox Akicita

**Preferred Skills:** Good Shot 1-3, Quick Reflexes 1-3, Quick Draw 1-3, Assassin 1-3, Sharpshooter 1-3, Dodger 1-3, Tough Guy 1-3, Aggressive Pilot 1-3, Con Artist 1, Never a Useless Move 1-3.

### Red Star Kit Fox Akicita

**Preferred Quirks:** Lone Wolf, Discretion is the Better Part of Valor, Natural Pilot, Always Checks His Six.

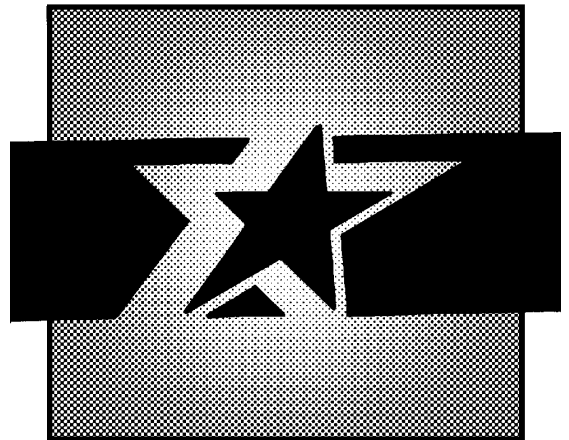
## BUFFALO AKICITA

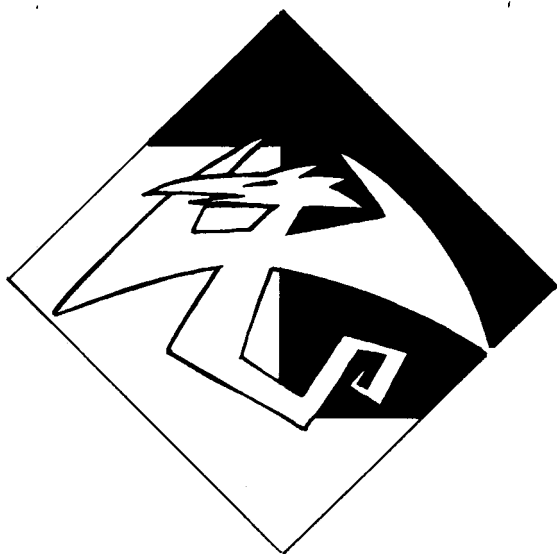
### Red Star Buffalo Akicita

**Preferred Skills:** Good Shot 1-3, Quick Reflexes 1-3, Quick Draw 1-3, Assassin 1-3, Sharpshooter 1-3, Dodger 1-3, Tough Guy 1-3, Aggressive Pilot 1-3, Con Artist 1, Never a Useless Move 1-3.

### Red Star Buffalo Akicita

**Preferred Quirks:** Lone Wolf, Pit Bull, Natural Pilot, Always Checks His Six .





## House Tokugawa

House Tokugawa is unique amongst the Twelve, as the Tokugawans had enjoyed nearly two full millennia of peaceful existence without the need for a standing military force larger than a customs service. This blissful state of affairs was shattered by the coming of the Night Brood in Imp 505. The Hatchling invasion presented the Tokugawa people with the brutal choice between being exterminated and seeing all of their carefully tended paradise worlds housing countless rare species destroyed, or taking up arms for the first time in any Tokugawan's memory and relearning the fine art of mass killing. The Tokugawans, appalled and enraged by the genocidal conduct of the Night Brood, chose to stand and fight.

Drawing upon their tremendous monetary wealth, capacity for organization, and self-discipline, the Tokugawans performed a miracle of logistics and training. Within less than two years, House Tokugawa created a huge fighter force from scratch. The Tokugawans had hired mercenary instructors from Yoka-Shan, House Red Star, and elsewhere to train the thousands of raw recruits who volunteered to fight in defense of their worlds. Despite this massive effort, the Tokugawans suffered horrendous losses as their green pilots were repeatedly out fought and cut to pieces by the technologically superior Night Brood. Only through the often heroic sacrifice of countless millions of individual Tokugawans were the Night Brood finally stopped.

The successful last stand made against the Night Brood taught the Tokugawans an invaluable lesson. Realizing that they had made many mistakes out of sheer ignorance that cost countless thousands of avoidable casualties, the Tokugawans resolved to learn from their mistakes. The Tokugawan government not only retained its cadre of foreign military advisors to train their inexperienced forces, but actually expanded on the number of professional mercenary instructors. Those mercenary instructors whose units had been defeated during the Grub War were dismissed, while those whose pupils had survived were offered sometimes considerable sums of money to remain in virtual permanent service.

Given the considerable success of Tokugawan pilots trained by Warworlder instructors during the Grub War, House Tokugawa has since increased its already sizeable cadre of Warworlder instructors. The relationships between these hardened Warworlder veterans and their eager young Tokugawan pupils are almost universally positive. The Tokugawan traditions of respect for ones elders and respect for those who hold the role of teacher are deep-seated and plainly evident. So high is the regard for the Warworlder art of war, that House Tokugawa has adopted Warworlder fighter doctrine in its entirety.

The down side to this seemingly blissful state of affairs is that the Tokugawan pilots have an unfortunate tendency to learn their lessons too well. Due to their total lack of experience with violent conflict, Tokugawan pilots have had to rely entirely on the only sources of reference available; their instructors and their training manuals. For this reason Tokugawan pilots tend to be very predictable in their conduct under fire. This weakness is exploited time and again by those who recognize this fact.

Because of the above listed factors involved with the training of Tokugawan pilots and their often doctrinaire approach to combat, Tokugawan pilots will have both the ALWAYS SUPPORTS HIS WINGMAN and FLIES BY THE BOOK quirks. A Tokugawan pilot may only remove the negative quirk through experience in lieu of acquiring a new attribute.





# Silent Death

## Overall Leader (1):

Ace pilot (Plt 9-11, Gnr 9-11).  
2-3 skills.

Always Supports His Wingman.

## Lesser Aces (0-1):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-2 skills.

Always Supports His Wingman.

## Rank & File (0-7):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Flies by the Book.

Always Supports His Wingman.

## Replacement Pilots (16-22):

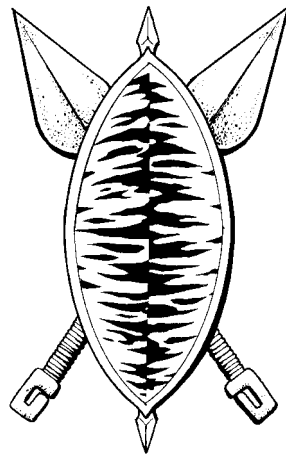
Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Flies by the Book.

## House Tokugawa

**Preferred Skills:** Marksman 1-3,  
Quick Reflexes 1-3, Quick Draw 1,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-3, Jitterbug 1-3,  
Tough Guy 1-3, Aggressive Pilot 1-2,  
Rolls With The Punches 1-3,  
Never a Useless Move 1-2, Con Artist 1.

## House Tokugawa

**Preferred Quirks:** Pit Bull,  
Always Supports His Wingman,  
Flies by the Book, Natural Pilot.



## Yoka-shan Warworld

The professional mercenaries of the Yoka-Shan Warworld are without a doubt the most efficient and dangerous fighter pilots in Terran space. Tough, aggressive, highly trained and possessing superb esprit d'corps, Warworlder pilots are highly sought after by those in need of the services of the best guns for hire money can buy. But money alone is not always enough to engage the services of the Warworlders,

whose strict code of honor demands careful evaluation of all prospective employers seeking the services of these ferocious professionals. The Warworlder's code of honor is strictly ethical and uncompromising when it comes to accepting employment (unscrupulous parties need not inquire).

Warworlder tactical doctrine places heavy emphasis on close cooperation between all elements of a combat command. Warworlder pilots are highly trained, strictly disciplined, and instilled from a young age with a deeply held sense of personal honor. Each Warworlder pilot holds himself solely responsible for his actions, and routinely takes great pains to ensure that they do nothing to dishonor themselves, their family, or their regiment. To the Warworlders, the eyes of their ancestors stretching back through the millennia are ever upon them.

Warworlder combat teams are close-knit units who stick together no matter the cost. Even in defeat Warworlders never willingly leave wounded or dead comrades behind. Warworlder pilots consistently do their utmost to ensure that they emerge victorious in every fight to avoid such terrible situations. Considering that Warworlder training is meticulously thorough in its emphasis on cooperative team tactics, the Warworlders seldom have to come to terms with such matters. All Warworlder pilots other than replacements will have the ALWAYS SUPPORTS HIS WINGMAN quirk. Upon advancement to EXPERIENCED status, all replacement pilots will pick up the ALWAYS SUPPORTS HIS WINGMAN quirk before any other skill is acquired.

## Overall Leader (1):

Ace pilot (Plt 9-12, Gnr 9-12).  
2-3 skills. Always Checks His Six.  
Always Supports His Wingman.

## Lesser Aces (1-4):

Ace pilot (Plt 9-11, Gnr 9-11).  
1-2 skills.  
Always Supports His Wingman.

## Rank & File (12-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills.  
Always Supports His Wingman.



## Replacement Pilots (0-10):

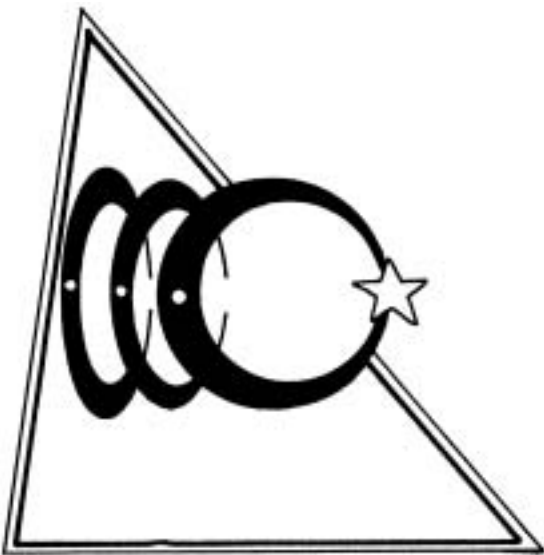
Green pilot (Plt 3-4, Gnr 3-4).  
No skills. No quirks.

## Yoka-Shan

**Preferred Skills:** Marksman 1-3, Good Shot 1-3, Quick Reflexes 1-3, Quick Draw 1-3, Assassin 1-3, Hangs Fire 1-3, Sharpshooter 1-3, Dodger 1-3, Tough Guy 1-3, Rolls With The Punches 1-3, Aggressive Pilot 1-3, Con Artist 1-3, Never a Useless Move 1-3.

## Yoka-Shan

**Preferred Quirks:** Pit Bull, Fanatic, Always Checks His Six, Natural Pilot.



## Kashmere Commonwealth

The Kashmere Commonwealth is the dominant commercial entity in Terran Space. The Commonwealth's extensive trade networks stretch across vast distances of space, linking the hundreds of settled worlds in commerce. While the tremendous success of the Commonwealth's trade empire has brought its members huge profits, it has also brought serious problems from those who covet the Kashmeri's wealth. Pirates are a constant concern to the Kashmere Commonwealth, and as a result the Commonwealth maintains an efficient fighter arm to ensure the security of Commonwealth shipping.

While the Commonwealth recognizes the importance of efficient security forces, the fact remains that the Commonwealth is a business empire above all else, and profitability is its undisputed priority. For this reason, the Commonwealth regards security forces and their upkeep costs to be a necessary evil, and therefore all expenditures for their security forces must stay within their allocated budget. This continual conflict between the business interests of the Commonwealth and the requirements of maintaining adequate security forces directly effects fighting efficiency.

While Kashmeri fighter pilots and gunners are reasonably well trained and equipped, they are also far from the ruthless efficiency of the battle hardened veterans of House Colos or Yoka-Shan. Despite their limitations Kashmeri fighter forces are very adept at dealing with their principle antagonists (pirates). That said, many Kashmeri fighter units have been roughly handled by better trained and equipped forces from other Houses.

## Overall Leader (1):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-3 skills. No quirks.

## Lesser Aces (0-2):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-2 skills. No quirks.

## Rank & File (0-15):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. No quirks.

## Replacement Pilots (7-23):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf, Flies by the Book.

## Kashmere Commonwealth

**Preferred Skills:** Marksman 1-3, Good Shot 1, Quick Reflexes 1-2, Quick Draw 1-2, Assassin 1, Hangs Fire 1-2, Sharpshooter 1-3, Dodger 1-2, Tough Guy 1-2, Aggressive Pilot 1-3, Con Artist 1-3, Never a Useless Move 1-3.

## Kashmere Commonwealth Preferred

**Quirks:** Lone Wolf, Flies by the Book, Always Checks His Six, Natural Pilot.





## Hibernian Freehold

Because the Hibernian Freehold had sustained a serious economic depression triggered by the aftermath of the Grub War, Hibernian fighter units are forced to make due with whatever ships and equipment comes to hand. While many governments would allow their military forces to atrophy in an economic depression in the interest of domestic tranquility, the Hibernian people place a high value on their personal freedoms. Hibernian society thus willingly tolerates the cost of maintaining the best forces they can under the circumstances as long as procurement requests remain reasonable.

In the interests of maximizing the effectiveness of their limited forces, the Hibernian military places great emphasis on individual pilot training standards and strict team tactics. This is to ensure the highest possible survivability rate for their pilots and ships, as the Hibernians are less able to afford the costs of replacing combat losses than rival Houses. Close cooperation with the Yoka-Shan Warworld in exchanges of information regarding the latest fighter tactics and training methods helps keep the Hibernian fighter forces honed to a keen edge.

### Overall Leader (1):

Ace pilot (Plt 9-12, Gnr 9-12). 3 skills.  
Always Supports His Wingman.

### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10). 2 skills.  
Always Supports His Wingman.

### Rank & File (14-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills.  
Always Supports His Wingman.

### Replacement Pilots (0-8):

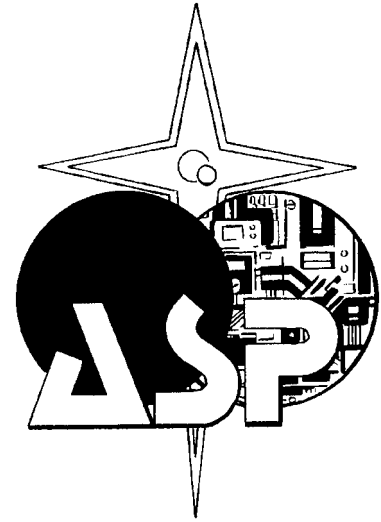
Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf.

### Hibernian Freehold

**Preferred Skills:** Marksman 1-3,  
Good Shot 1, Quick Reflexes 1-2,  
Quick Draw 1-2, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-2, Tough Guy 1-3,  
Aggressive Pilot 1-3, Con Artist 1-2,  
Never a Useless Move 1-3.

### Hibernian Freehold

**Preferred Quirks:** Lone Wolf, Pit Bull,  
Always Checks His Six, Natural Pilot,  
Always Supports His Wingman.



## ASP Technocracy

ASP fighter forces were born out of the desperation of the Grub War. Faced with imminent annihilation by the deranged hordes of Night Brood, the ASP technocrats were forced to pull together a scratch fighter force and commit thousands of untried pilots against the ravaging hordes of Night Brood. Thanks to the deployment of often untried cutting edge technology and sheer guts, the ASP fighter pilots succeeded in smashing the Grub invasion. But victory came at a heavy price, as the inexperienced ASP pilots suffered terrible casualties battling the fanatic and technologically advanced Brood fighters.

Since the end of the Grub War and the collapse of the Empire, the ASP has repeatedly engaged in acts of aggressive expansion against its neighbors, particularly the Q'raj Void Protectorate, House Tokugawa, and the Luches Utopia. These wars of ag-



gression against their neighbors are at first glance very odd considering the small population base of the ASP. However, the ASPers themselves have always seen themselves as racially superior to all other Terrans due to their deliberate, routine use of technological implants and genetic engineering by all ASP citizens from birth. It is for this reason that the ASP continues to assail its neighbors, as the ASPers have clearly come to believe that they are destined to rule all of the “inferior” races surrounding them.

Despite their social Darwinist philosophy and technological superiority, the ASP has suffered some serious military reversals at the hands of their fellow Terrans. This is a direct result of the ASPers’ complete lack of military experience outside of the Grub War. ASP formations may be technologically superior to comparable Terran units, but they are staffed with a large percentage of inexperienced pilots. Time and again, the ASPers have been brutally reminded that all of their amazing technological implants are no substitute for superior tactical doctrines and combat experience.

**Overall Leader (1):**

Ace pilot (Plt 9-10, Gnr 9-10). 3 skills.  
Always Supports His Wingman.

**Lesser Aces (1-2):**

Ace pilot (Plt 9-10, Gnr 9-10). 2 skills.  
Always Supports His Wingman.

**Rank & File (0-21):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. No quirks.

**Replacement Pilots (12-22):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Hyena.

**ASP Preferred Skills:** Marksman 1,

Good Shot 1, Quick Reflexes 1,  
Quick Draw 1-2, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1, Tough Guy 1,  
Aggressive Pilot 1-3, Con Artist 1-3,  
Never a Useless Move 1-3.

**ASP Preferred Quirks:** Lone Wolf, Hyena, Flies by the Book, Natural Pilot



**Data Sphere**

The AIs of the Data Sphere have proven themselves to be deadly fighters possessing all of the cold, ruthless efficiency one would expect from machines. Having dispensed with android pilots in favor of more efficient electronic pilot programs, the Data Sphere has continued to successfully defend its interests against outside aggression. Ever vigilant in defending their survival, the Data Sphere AIs analyze every scrap of data recovered from all fighter combats, winning or otherwise.

Careful analysis of all recovered tactical data is immediately shared throughout the relevant branches of the Data Sphere, and individual pilot programs are thus able to analyze and store an enormous body of tactical information for instant recall. With all of these advantages, it is surprising that the Data Sphere has not been more successful than it has in conquering new territories.

The problem with the Data Sphere is that the AIs are a bit naive when it comes to human behavior, and don’t always respond well to human unpredictability. By always relying on empirical data without the benefit of a visceral understanding of human nature and behavior, Data Sphere pilot AIs are often easily misled by their human opponents. What makes matters worse is that shrewd Terran pilots recognize the sometimes predictable behavior patterns of Data Sphere pilot programs, and counter them accordingly. Only through inhuman reflexes, advanced technology, and superior analytical capabilities do Data Sphere pilots possess a clear edge.

For these reasons, all Data Sphere pilots suffer from the FLIES BY THE BOOK quirk. Data Sphere pilots may never remove this quirk through any means.



**Overall Leader (1):**

Ace pilot (Plt 9-12, Gnr 9-12).  
3 skills. Flies by the Book.

**Lesser Aces (0-2):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. Flies by the Book.

**Rank & File (0-23):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Flies by the Book.

**Replacement Pilots (0-23):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Flies by the Book.

**Data Sphere**

**Preferred Skills:** Marksman 1-3,  
Quick Reflexes 1-3, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-3, Aggressive Pilot 1-3,  
Rolls With The Punches 1-3.

**Data Sphere Preferred Quirks:**

Lone Wolf, Flies by the Book,  
Always Checks His Six, Natural Pilot,  
Always Supports His Wingman.

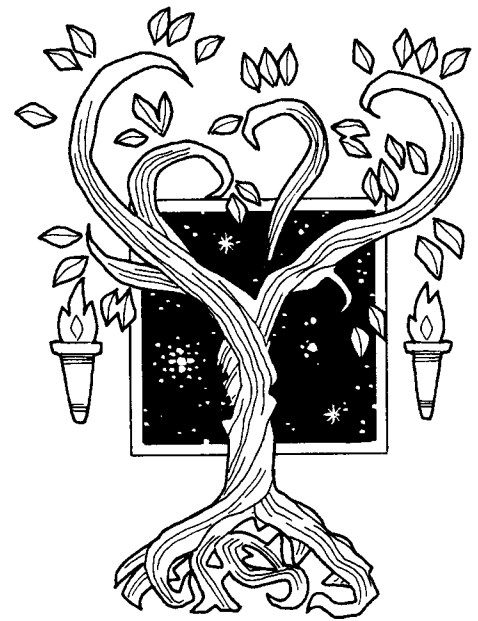
**DATA SPHERE SPECIAL RULES**

Because of their peculiar nature (being AIs), Data Sphere pilots gain skills in a slightly different manner. Their lack of understanding of emotional responses in organic life forms in particular has proven to be something of a double edged sword. Data Sphere pilots find organic pilot behavior mercurial and somewhat unpredictable to say the least, while the cold, hard edged analytical approach of Data Sphere pilots can be terrifying in its ruthlessness to non-AIs.

Data Sphere pilots also learn somewhat differently for these reasons as well. To reflect these differences, the following skills and quirks are acquired (or removed!) by Data Sphere pilots at half cost:

**Data Sphere Preferred Skills:** Marksman 1-3, Quick Reflexes 1-3, Hangs Fire 1-3, Sharpshooter 1-3, Rolls With The Punches 1-3.

**Data Sphere Preferred Quirks:** Lone Wolf, Always Checks His Six, Always Supports His Wingman.



## Sigurd Archdiocese

The pilots of the Sigurd Archdiocese are terrifying opponents to face in a dogfight due to their religious fanaticism. Many a pilot can recount the bloodthirsty resistance of Sigurd pilots, many of whom freely lay down their lives for their beliefs rather than surrender or retreat. Individual Sigurd pilots are not always as well trained as those in other Houses, but this is hardly a deterrent, as inexperienced Sigurd pilots are notorious for taking risks where more experienced pilots would think twice.

Sigurd tactical doctrine is rather poor, as any sort of finesse or restraint is usually stifled by religious fanaticism. That said, sheer luck and an unending flow of fanatical replacement pilots ensures that any conflict with the archdiocese will be a bloody affair at best. Some pilots do manage to survive on talent and luck alone, and these pilots are often extremely dangerous foes. In these individuals is a combination of rare talent, leadership skills, and religious fervor that makes facing a Sigurd ace a dreadful situation for even the most experienced pilots.

**Overall Leader (1):**

Ace pilot (Plt 9-12, Gnr 9-12).  
3 skills. Fanatic.

**Lesser Aces (1-4):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. Fanatic.

**Rank & File (0-19):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Fanatic. Pit Bull.

### **Replacement Pilots (0-22):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Fanatic. Pit Bull.

### **Sigurd Archdiocese**

**Preferred Skills:** Marksman 1-2,  
Good Shot 1-3, Quick Reflexes 1-3,  
Quick Draw 1-3, Hangs Fire 1-3,  
Sharpshooter 1-3, Jitterbug 1-3,  
Tough Guy 1-3, Aggressive Pilot 1-3,  
Never a Useless Move 1-3, Con Artist 1-3.

### **Sigurd Archdiocese**

**Preferred Quirks:** Fanatic, Lone Wolf,  
Pit Bull, Natural Pilot.



## **Luches Utopia**

The fighter forces of the fascist Luches Utopia fall into the two broad categories of Regular (i.e. conscript) and Guards. This distinction is of considerable significance in terms of combat effectiveness, as Luches Regulars are in fact press-ganged conscripts while Guards are a privileged elite. Luches Regulars are forcibly conscripted into the military. All draftees are carefully and ruthlessly screened to determine aptitude, and are assigned accordingly. All Luches conscripts regardless of branch of service are fitted with an explosive collar controlled by the hated political officers to ensure absolute obedience.

Luches Regular fighter pilots receive a bare minimum of rather ambivalent training. This stems from the apparent attitude of the Luches ruling elite of regarding the bulk of Luches citizens as mere cattle to exploit as needed. Luches regulars receive the least effective equipment, often obsolescent mass driver equipped fighter craft with all radiation shielding removed to

make room for more mass driver ammo. Used en-masse, Luches Regulars inevitably suffer appalling casualties.

Should a Luches Regular unit manage to survive and forge itself into a passable fighting force, the Luches superiors may reward their success by elevating them to Guards status. This is a major improvement in the lot of the unit so honored, as Guards pilots are assumed to have proven their loyalty to Simon Luches and his capos. Guards Fighter units therefore receive dramatically improved material benefits ranging from better fighter craft to adequate food, monetary rewards (Luches regulars are never paid), and the removal of the hated explosive collars.

Tactical doctrine for Luches fighter units is a loose proposition at best, as only Guards units spend any serious time training. Regular units are generally sacrificed as cannon fodder designed to bleed off an enemy's efforts prior to the Luches Guards units finishing off the survivors. That said, Luches conscript forces often fight with a fanaticism born out of desperation. Guards units on the other hand are also to be taken seriously, as they number many psychopathic killers in their ranks. Like their Colosian and Draconian allies, the Luches pilots are notorious for shooting ejected life pods.

### **LUCHES GUARDS FIGHTER SQUADRON**

#### **Overall Leader (1):**

Ace pilot (Plt 9-12, Gnr 9-12).  
3 skills. No quirks.

#### **Lesser Aces (1-4):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. Lone Wolf. Hyena.

#### **Rank & File (0-19):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Lone Wolf. Hyena.

#### **Replacement Pilots (0-22):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Hyena.

#### **Senior Commissar (1):**

Veteran pilot (Plt 7-8, Gnr 7-8).  
0-1 skills. Lone Wolf. Hyena.

#### **Commissars (1-2):**

Veteran pilot (Plt 7-8, Gnr 7-8).  
0-1 skills. Lone Wolf. Hyena.



## LUCHES REGULAR (CONSCRIPT) FIGHTER SQUADRON

### Overall Leader (1):

Ace pilot (Plt 9-10, Gnr 9-10).  
3 skills. No quirks.

### Rank & File (0-5):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Lone Wolf. Hyena.

### Rank & File (0-23):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Hyena.

### Replacement Pilots (0-22):

Rookie pilot (Plt 1-2, Gnr 1-2).  
No skills. Lone Wolf. Hyena.

### Senior Commissar (1):

Veteran pilot (Plt 7-8, Gnr 7-8).  
0-1 skills. Lone Wolf. Hyena.

### Commissars (1-2):

Veteran pilot (Plt 7-8, Gnr 7-8).  
0-1 skills. Lone Wolf. Hyena.

### Luches Utopia

**Preferred Skills:** Good Shot 1-3,  
Quick Reflexes 1-2, Quick Draw 1-2,  
Assassin 1-3, Hangs Fire 1-2,  
Sharpshooter 1, Dodger 1-3,  
Tough Guy 1-3, Aggressive Pilot 1-3,  
Con Artist 1-3.

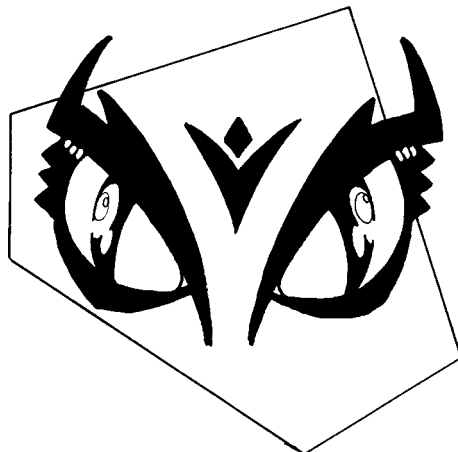
### Luches Utopia Preferred Quirks:

Lone Wolf, Hyena, Natural Pilot,  
Discretion is the Better Part of Valor.

## The Prometheans

### DRACONIANS

The Draconians are ruthless sentients, utterly lacking in Terran sentimentality. This carries over into their conduct as fighter pilots, as Draconian pilots are utterly ruthless and implacable foes. Dracon-



ians are excellent pilots and shrewd tacticians who approach fighter combat with a reptilian efficiency many humans find unnerving. Time and again Draconian fighter forces have matched or beaten the best pilots in Terran space.

The weakness in Draconian fighter doctrine also stems from their rather reptilian nature. Cold, calculating, and ever looking for an opening to advance their position, the individual Draconian instinctively place self-interest above all else. Even the most experienced Draconian ace pilots have been known to either cut and run when things got too hot, or cut off a fellow pilot to make a kill and gain the credit. For this reason, any advantages the Draconian pilots have individually are often subverted by their inability to overcome their habitual pursuit of self interest.

### Overall Leader (1):

Ace pilot (Plt 10-12, Gnr 10-12).  
3 skills. No quirks.

### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. Lone Wolf.

### Rank & File (0-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Lone Wolf. Fanatic.

### Replacement Pilots (0-22):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Hyena. Fanatic.  
Discretion is the Better Part of Valor.

### Draconian

**Preferred Skills:** Marksman 1-3,  
Good Shot 1-3, Quick Reflexes 1-3,  
Quick Draw 1-3, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-3, Tough Guy 1-2,  
Aggressive Pilot 1-3,  
Never a Useless Move 1-3, Con Artist 1-3.

### Draconian Preferred Quirks:

Lone Wolf, Hyena, Natural Pilot,  
Discretion is the Better Part of Valor,  
Pit Bull, Fanatic, Counts Coup.

### PRIMATES

The fighter pilots of the Galandar Confederation are roughly on par with the best pilots in Terran space. Tough, courageous, and well able to cooperate closely, Primate pilots number many successful fighter aces in their ranks. Primate fighter doctrine is



easily recognizable to Terrans, as it is based upon the two ship element of a dedicated leader and wingman. Larger scale Primate operations are also recognizable to Terrans as a solid form of combined arms tactics.

While Primate society is divided along strict caste lines that Terrans have trouble following, the fact remains is that cooperation between members of different castes appears to be close and consistent. Terran pilots have observed that wing pairs and unit organization appear to follow societal caste lines, although exactly how this is done is not entirely clear. What is certain is that Primate fighter units are highly competent opponents and should never be underestimated.

**Overall Leader (1):**

Ace pilot (Plt 11-12, Gnr 11-12).  
2-3 skills. 0-2 quirks.

**Lesser Aces (1-4):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. 0-1 quirks.

**Rank & File (0-19):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Flies by the Book.

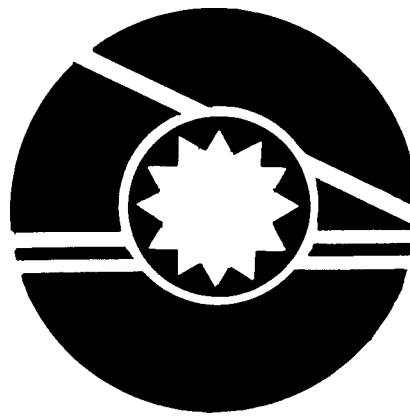
**Replacement Pilots (0-22):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Flies by the Book.

**Primate Preferred Skills:** Marksman 1-3,  
Good Shot 1-2, Quick Reflexes 1-2,  
Quick Draw 1-3, Hangs Fire 1-3,  
Sharpshooter 1-3, Dodger 1-2,  
Tough Guy 1-3, Aggressive Pilot 1-3,  
Never a Useless Move 1-3,  
Con Artist 1-3.

**Primate Preferred Quirks:**

Flies by the Book, Natural Pilot,  
Always Checks His Six.



**Unkulunkulu Archipelago**

The fighter forces of the Unkulunkulu Archipelago are just about the sorriest excuse for a military establishment as can be found in Terran space. Slovenly, undisciplined, and often unmotivated, the irregular fighter units of the Unkululus are in many cases a motley collection of fighter craft and part time pilots with little interest in training or tactics. That the Unkululus manage to maintain their security at all is universally regarded as something of a miracle.

The fact of the matter is that there are a handful of Unkulu fighter units and pilots who are motivated to defend their homes and families enough to maintain their individual units in something resembling fighting trim. Unfortunately, these above average units remain a definite minority

**Overall Leader (1):**

Ace pilot (Plt 9-12, Gnr 9-12).  
3 skills. No quirks.

**Lesser Aces (0-1):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. Lone Wolf.

**Rank & File (0-11):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Lone Wolf.

**Replacement Pilots (12-23):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf.

**Unkulunkulu Preferred Skills:**

Marksman 1, Good Shot 1-2,  
Quick Reflexes 1-3, Quick Draw 1-2,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-3, Tough Guy 1-3,  
Aggressive Pilot 1-3, Con Artist 1-3,  
Never a Useless Move 1-3.

**Unkulunkulu Preferred Quirks:**

Lone Wolf, Pit Bull, Natural Pilot.





## Karelian Republic

Although exhausted by a savage war of annihilation with the Galban Autocracy, the Karelian Republic's fighter force emerged with a good deal of practical combat experience. That said, the losses from the war had profoundly changed the character of the Karelian front line fighter units. The brutal realities of their war with the Galbans forced the Karelians to commit less well trained pilots and gunners to battle than they were used to.

This state of affairs was not welcomed by the professional Karelian officer corps, who regarded the status of fighter pilot as being the exclusive realm of the absolute best of the best. While this attitude amongst the surviving "old guard" causes some friction between their ranks and the less formally trained wartime veterans, both factions agree that if their minor House is to survive in a very hostile universe, the Karelian Republic must rebuild and expand its fighter forces.

As of AL 14, the post war Karelian fighter forces are struggling to restore the pre war standards of meticulously obsessive training. At the same time, the Karelian government has launched a massive building program designed to rapidly expand their existing fighter and escort forces. This program is being financed wholly by the exploitation of the incalculable mineral resources of the vast asteroid field known as The Myriads.

It is important to note that The Myriads is why the horrid Karelian-Galban War was fought in the first place, as Rattani ambitions in The Myriads prompted the Rattani ruling class to dupe their Galban neighbors into launching the disastrous invasion of Karelian territory. As of AL 14, the virtual extinction of the Galban people that resulted from the Karelian's Operation Pandora has removed the Galbans from the geo-political arena of the Northern Frontier, while the Rattani appear to have been so shocked by the ruthlessness of Operation Pandora that they have reduced their efforts in the Myriads by a considerable margin.

The following squadron composition lists illustrate the significant contrasts between the pre war Karelian forces, the effects of wartime losses, and the current post war rebuilding efforts.

### PRE-GALBAN WAR (AL 11.9 to AL 12.8)

#### KARELIAN FIGHTER SQUADRON

##### Overall Leader (1):

Ace pilot (Plt 10-12, Gnr 10-12).  
3-4 skills. Always Checks His Six.  
Always Supports His Wingman.

##### Lesser Aces (1-6):

Ace pilot (Plt 9-10, Gnr 9-10).  
2-3 skills. 0-1 quirk.  
Always Supports His Wingman.

##### Rank & File (15-22):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-2 skills.  
Always Supports His Wingman.

##### Replacement Pilots (0-7):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. No Quirks.

### GALBAN WAR (AL 12.8 TO AL 13.4)

#### KARELIAN FIGHTER SQUADRON

##### Overall Leader (1):

Ace pilot (Plt 10-12, Gnr 10-12).  
3-4 skills. Always Checks His Six.  
Always Supports His Wingman.

##### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. 0-1 quirk.  
Always Supports His Wingman.

##### Rank & File (0-12):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills.  
Always Supports His Wingman.

##### Replacement Pilots (7-22):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf.



**POST-GALBAN WAR  
(AL 13.4 TO AL 14)  
KARELIAN FIGHTER SQUADRON**

**Overall Leader (1):**

Ace pilot (Plt 10-12, Gnr 10-12).  
3-4 skills. Always Checks His Six.  
Always Supports His Wingman.

**Lesser Aces (1-3):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2-3 skills. 0-1 quirk.  
Always Supports His Wingman.

**Rank & File (13-22):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-2 skills.  
Always Supports His Wingman.

**Replacement Pilots (0-9):**

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Half of all Replacement Pilots  
are Lone Wolf, half have no quirks.

**Karelian Republic**

**Specific Skills:** Good Shot 1-3,  
Quick Reflexes 1-2, Quick Draw 1-2,  
Hangs Fire 1-2, Sharpshooter 1-3,  
Dodger 1-3, Tough Guy 1-3,  
Aggressive Pilot 1-3.

**Karelian Republic**

**Specific Quirks:** Lone Wolf,  
Natural Pilot, Always Checks His Six,  
Always Supports His Wingman.

## Q'raj Void Protectorate

The fighter forces of the Q'raj Void Protectorate are some of the finest in Terran space. Highly trained, well disciplined, and driven by their shared border with hostile powers eager to seize Q'raj worlds at the slightest sign of weakness, the Q'rajis remain ever vigilant. It is the ongoing low intensity conflicts with House Colos over disputed border systems that keeps the Q'raj fighter units in fighting trim, as the Colosians are notorious for striking with cheetah speed whenever their ruthless leaders perceive an opportunity.

Q'raj fighter pilots are continually training when not on leave or actually fighting, as the Q'raj are by nature of their harsh environments an industrious people little given to idleness. Q'raj fighter units rely on strict adherence to highly effective team tactics. The Q'raj in fact regard the use of dedicated combined arms tactics as the hallmark of a truly sound, professional

fighting force.. For this reason, the Q'raj tend to regard their Colosian and ASP opponents as both unprofessional and un-subtle. Considering that neither House has been successful in subjugating the Q'raj strongly suggests that the Q'rajis themselves are on the right track.

Note: Up to a third of any Q'raj fighter force's Replacement and Rank & File pilots may be rated as Fanatics if the controlling player so chooses.

**Overall Leader (1):**

Ace pilot (Plt 11-12, Gnr 11-12).  
3-4 skills. Natural Pilot.  
Always Supports His Wingman.

**Lesser Aces (1-4):**

Ace pilot (Plt 9-10, Gnr 9-10).  
2-3 skills.  
Always Supports His Wingman.

**Rank & File (15-19):**

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. 50% have Pit Bull.  
Always Supports His Wingman.

**Replacement Pilots (3-7):**

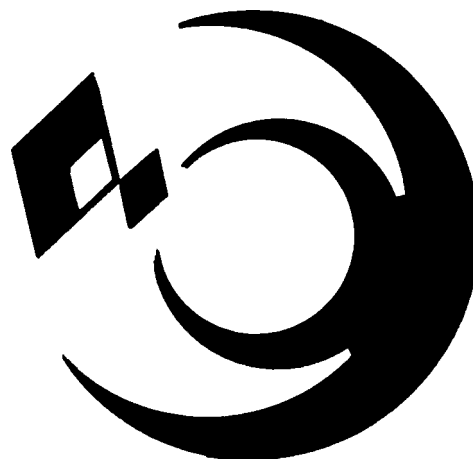
Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Pit Bull.

**Q'raj Preferred Skills:** Marksman 1-3,

Good Shot 1-3, Quick Reflexes 1-3,  
Quick Draw 1-3, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-2, Tough Guy 1-3,  
Aggressive Pilot 1-3,  
Never a Useless Move 1-3, Con Artist 1-3.

**Q'raj Preferred Quirks:**

Always Supports His Wingman,  
Pit Bull, Fanatic, Natural Pilot,  
Always Checks His Six.



# The Next Millennium



## Espan

Although economically exhausted by a savage civil war, the Espan fighter force emerged with a good deal of practical combat experience under its belt. The post civil war Espan fighter force is made up of an amalgam of hardened veterans (both rebel and amnestied government forces), as well as a rising crop of new pilots eager to learn from their veteran leadership. Thanks to careful post war analysis of combat experience from both sides of the Espan Civil War, the current Espan fighter force crews have cultivated the very best tactical doctrine possible. This ensures that Espan fighter pilots can put up a fierce fight, even against better equipped opponents such as the Kashmere Commonwealth.

It is the lack of serviceable fighter craft that causes the Espan forces no end of trouble. The simple lack of enough fighters of every description to go around means that Espan senior commanders must plan both combat and training missions with considerable care. Espan squadron commanders are all too aware of the potentially dire consequences of planning the wrong sort of mission at the wrong time.

### Overall Leader (1):

Ace pilot (Plt 10-12, Gnr 10-12).  
3 skills. Always Checks His Six.

### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
2 skills. 0-1 quirk.

### Rank & File (0-19):

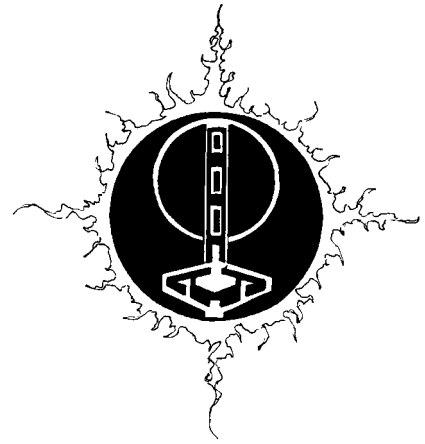
Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. No quirks.

### Replacement Pilots (0-22):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf.

**Espan Preferred Skills:** Good Shot 1-3, Quick Reflexes 1-2, Quick Draw 1-2, Assassin 1-3, Hangs Fire 1-2, Sharpshooter 1, Dodger 1-3, Tough Guy 1-3, Aggressive Pilot 1-3, Con Artist 1-3.

**Espan Preferred Quirks:** Lone Wolf, Discretion is the Better Part of Valor, Natural Pilot, Always Checks His Six.



## Sunrunners

The Sunrunners are without a doubt one of the deadliest professional mercenary contingents operating in Terran space. Consisting of the vengeance bent survivors of the destruction of Baarat-Tur, the Sunrunners also include numerous dedicated members of the Church of Odin. The Sunrunners fighting habits tend to reflect their religious fervor and unique requirements for survival, as the Sunrunners have no established base of operations. The Sunrunners are in fact a nomadic refugee population moving from one contract to the next along the Frontier.

The Sunrunners tactics reflect their continual quest for resources, as they invariably include salvage rights to all captured enemy equipment as part of any contract that they undertake. Like the professional mercenaries of the Yoka-Shan, the Sunrunners are scrupulous about honoring their contracts, and not at all afraid to turn down a contract if the prospective client doesn't measure up to the Sunrunners' code of ethics. As a matter of course, the Sunrunners do not charge their clients for killing any of the Night Brood should they be encountered.

### Overall Leader (1):

Ace pilot (Plt 11-12, Gnr 11-12).  
3 skills. 0-2 quirks.

### Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-2 skills. 0-1 quirks.

### Rank & File (10-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Fanatic.  
Always Supports His Wingman.



## Replacement Pilots (4-22):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Lone Wolf. Fanatic.

## Sunrunners Preferred Skills:

Good Shot 1-3, Quick Reflexes 1-3,  
Quick Draw 1-3, Assassin 1-3,  
Hangs Fire 1-3, Sharpshooter 1-3,  
Dodger 1-3, Tough Guy 1-3,  
Aggressive Pilot 1-3, Con Artist 1-3,  
Jitterbug 1-2.

## Sunrunners Preferred Quirks:

Lone Wolf, Fanatic, Natural Pilot,  
Always Checks His Six,  
Always Supports His Wingman.

## Night Brood

Little is really known about the Night Brood except what can be directly observed. There is no doubt that they are the most ruthless and capable alien species encountered thus far.

Night Brood swarm organization is described in the Swarm Template illustrations located in Night Brood: First Contact.

All Night Brood start with the Fanatic and Hyena quirks. This simulates their often insane attacking habits against their Terran opponents, as survivors of engagements with the Night Brood often describe how they would seem to "...climb over each other" to get at their Terran opponents. Brood ships classified as Tertiary or less in the swarm organization may never remove these quirks. Secondary Brood ships may remove the Hyena quirk. Primary Brood

ships may remove either or both quirks. All Brood ships eligible to remove quirks must pay twice the normal experience cost to do so.

## Overall Leader (1):

Ace pilot (Plt 11-12, Gnr 11-12).  
3-5 skills. 0-2 quirks.

## Lesser Aces (1-4):

Ace pilot (Plt 9-10, Gnr 9-10).  
1-3 skills. 0-1 quirk. Fanatic.

## Rank & File (10-19):

Veteran pilot (Plt 5-8, Gnr 5-8).  
0-1 skills. Fanatic. Hyena.

## Replacement Pilots (1-10):

Green pilot (Plt 3-4, Gnr 3-4).  
No skills. Fanatic. Hyena.

## Night Brood Preferred Skills:

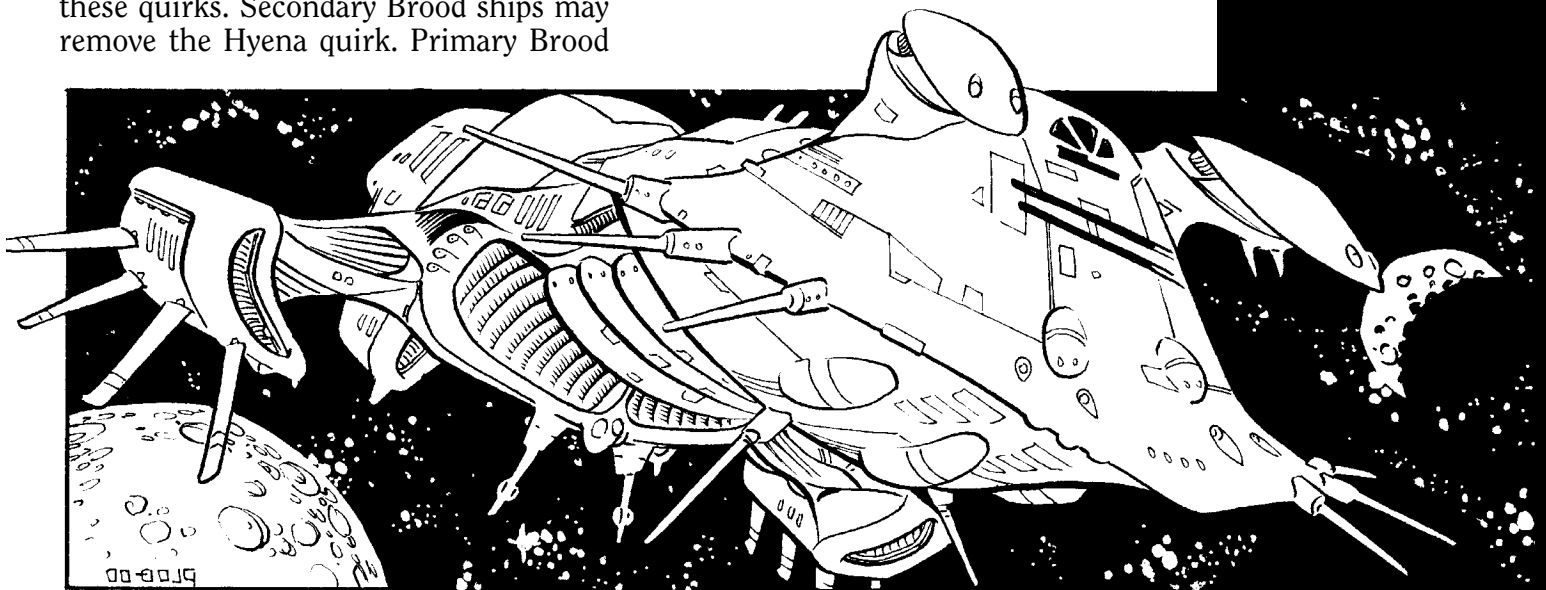
Good Shot 1-3, Quick Reflexes 1-3,  
Quick Draw 1-3, Hangs Fire 1-3,  
Sharpshooter 1-3, Dodger 1-2,  
Jitterbug 1-3, Tough Guy 1-3,  
Rolls with the Punches 1-3,  
Aggressive Pilot 1-3

## Night Brood Preferred Quirks:

Fanatic, Hyena, Pit Bull.

## Night Brood Special Rules:

Due to their unique nature (being alien symbiotes), Night Brood gain experience slightly differently. Each of the "skills" gains experience separately even though there is only one real crew-member in any Brood ship.



# Silent Death

“Hard pounding this, gentlemen; let’s see who will pound longest.”

— Duke of Wellington

# Experience System

*“The majority of the pilots were enlisted men and not officers, unlike many of their Allied counterparts. Contrary to popular belief, while many non-aviation officers did not associate with their enlisted subordinates, officer pilots went to great lengths to form a bond. Said one Zero pilot:*

*“These green lieutenants didn’t know how to fight and would get shot down right away. So he was assigned to a veteran enlisted man to protect him. If he was unpopular, the wingman might become “separated” during combat and the officer would surely die. Do you understand?”*

— Henry Sakaida.

*IMPERIAL JAPANESE NAVY ACES  
1937-45. Osprey Publ. Ltd. 1998*

Pilots and gunners improve their skills in part through constant training, but mostly through direct combat experience. For the most part fighter pilots and gunners don’t actually begin to truly learn from their combat experiences in a substantial manner until after they have survived their first five combat missions. This is no doubt due to the simple fact that being involved in deadly combat for the first time is terrifying enough, and that simply surviving to fight another day is daunting enough for a green fighter pilot or gunner.

For purposes of *SD:TNM*, fighter pilots and gunners will receive the benefit of the doubt where learning from experience is concerned. After each combat mission (sce-

nario), players may check to see if any of their pilots and/or gunners have gained experience from their encounter with hostile forces. For the sake of ease of play and bookkeeping, the use of a simple system of experience points gained for specific actions is employed. When a pilot or gunner has gained enough experience points, the controlling player may spend these points to purchase a new skill or quirk, increase a current skill to the next highest level allowable for the pilot or gunner’s House, or remove a negative quirk.

## Limitations

A pilot or gunner may only acquire attributes (skills and quirks) initially from those listed for the pilot’s specific House. Only after the pilot or gunner has acquired the maximum allowable number of attributes for members of his House, raised those chosen House skills to the maximum level allowable for their House, *and* removed any negative quirks (if possible) can the player spend experience points on any attributes not listed for their House. This is due to the fact that, by their very nature, military environments are not conducive to encouraging the vast majority of pilots and gunners to think outside of their House’s conventional wisdom, and only experienced pilots who have acquired some degree of command rank will demonstrate the willingness and imagination to attempt to break with tradition (and risk the censure of their more hidebound superiors!).



## Experience Point Values

What	How Much?
Combat mission in which the player’s side accomplishes all of its mission objectives .....	8
Combat mission in which the player’s side accomplishes at least one of its mission objectives .....	4
Combat mission in which the player’s side fails to accomplish any mission objectives .....	2
Damaging an enemy craft with cannon or missile fire .....	2
Destroying an enemy craft with cannon or missile fire .....	5 for SPAC
<i>Note: This does not include shared kills, which</i> .....	10 for TPAC
<i>are awarded as damaging an enemy craft.</i> .....	25 for MPAC
	50 for Escort
Dodging a torpedo attack and sustaining no damage .....	4
Winning initiative .....	1
Using the Captain’s Die successfully .....	4

# New Ships & Refits

The Next  
Millennium

*"When I mentioned that I had flown a P-400, some know-it-all from the audience asked me if a P-400 wasn't '...just a P-40 with a Zero on its tail?'"*

*"I responded 'No, because when you flew a P-400, you always had at least three Zeros on your tail! And then you would always have to perform an immediate 'J.C. Maneuver!'"*

*"When the know-it-all then asked 'What's a 'J.C. Maneuver?', I replied 'Jesus Christ, somebody help me!'"*

*— Besby Frank Holmes.  
WWII USAAF fighter ace.  
Pacific Theatre of Operations.*

The dramatic increase in dependence on space fighter forces in the post-Imperial era has led to numerous refits of both fighters and escort class vessels to carry them. Each of the ships that follow reflects the eternal evolution of military starcraft design as each House strives to optimize its military forces. All of these ships are direct reflections of the needs and combat experiences of over a dozen major military forces.

## EXPERIMENTAL STARCRAFT

### Augustus Naval 317 dire RSX Seraph Experimental

Drive 16; Defensive Value 12;  
Damage Reduction 4.

Point Defense 1-7(5); Decoys (5);  
Damage Control 1-6.

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

**Mass:** 800 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crysteel w/belt

**Atmospheric Capability:** Full

**Armaments:**

6 x Mk. 10 Pulse Lasers (F)

2 x Missile Launchers (Ammo: 30) (F)

4 x Mk. 10 Torpedos

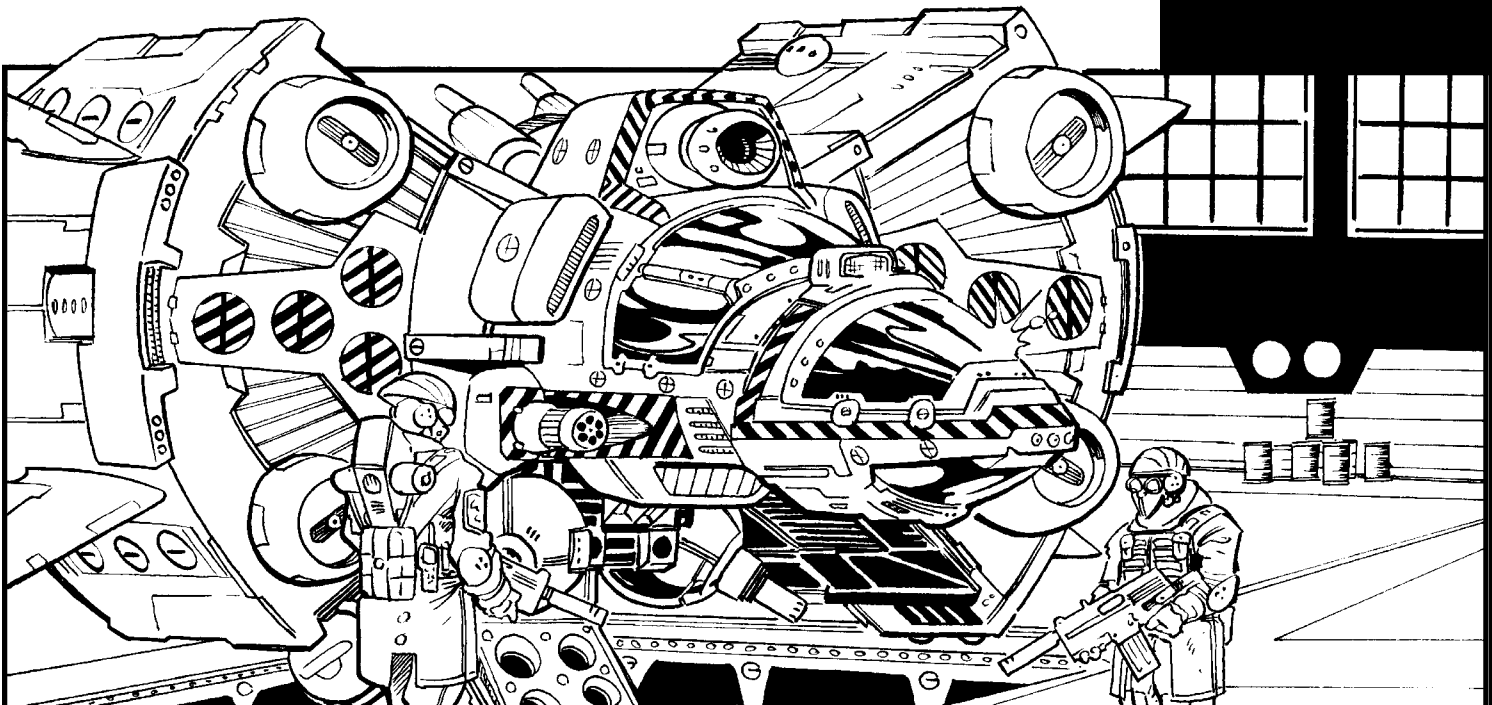
10 x Mk. 20 Torpedos

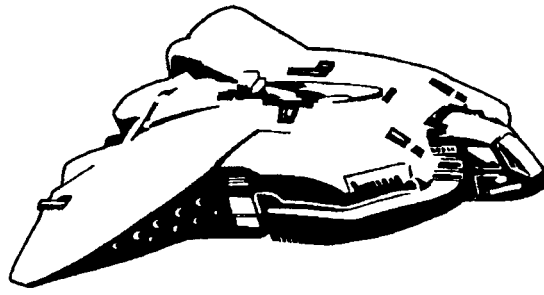
1 x Mk. 50 Torpedo

**Design Quirks:** Wiring Defect.

Well Shielded Drive

**BPV:** 149





**Comments:** Red Star braves fight almost daily with Colosian forces probing for any weakness along their shared border. Unique among the warcraft used by the Red Star units is the unusual single seat refit of a Seraph flown by the highly decorated Red Star brave Richard “Porkins” Dufault. Dufault’s unique and eccentric warcraft is the result of his tinkering with a written off Seraph and discarded parts. The result is a monstrous single seat warcraft that makes Dufault (potentially) a one man wrecking machine—when everything works right.

Because Dufault relies on discarded parts salvaged from the scrap heap, some of the ship’s weapons systems, particularly the vertical torpedo launch system housing Mk. 20 torpedos, are known to malfunction during the heat of battle. Nonetheless, the sight of an 800 ton warcraft bellowing down on a smaller craft is an intimidating sight to say the least.

*Special rules:* Because Dufault’s Seraph relies on parts salvaged from the squadron scrap heap, Dufault’s Mk. 20 vertical launch torpedo system performs in a rather unpredictable fashion. Any time the controlling player wishes to launch one or more torpedos from this system, a D8 is rolled for each target. Starting with the ship’s FRONT and counting clockwise, the controlling player will roll the D8 and consult the following table:

## Imperial Transtar 1220 series C EXP Night Hawk Experimental

Drive 17; Defensive Value 13;  
Damage Reduction 2.  
Point Defense 1-6(2); Decoys (2);  
Damage Control 1-3.

**Crew:** 1

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

**Mass:** 300 tons

**Translight capability:** None

**Armor:** Crysteel w/belt

**Atmospheric Capability:** Full

**Armaments:**

6 x Mk. 10 Splatterguns (F)

Design Quirks: Shielded Weapons,  
Well Shielded Drive

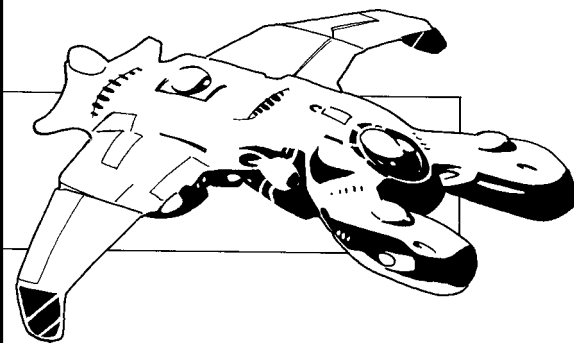
**Special Rules:** 1st Crit Moved to  
12th Box on Damage Track.

**BPV:** 64

**Comments:** The Hibernian Freehold is populated by a notoriously cantankerous population of freedom loving individualists. Although it seems to outside observers that the Hibernians are but one step away from anarchy, the fact is that no Hibernian loves his or her personal freedom so foolishly as to neglect the needs of collective security. In the face of a hostile universe, the Hibernians manage to maintain a highly effective fighter force through both conscription and volunteers.

The Hibernian ace “Blindspot” O’Brien is one of those exceptional Hibernians who has elected to remain in the fighter service as a career. A deadly opponent, “Blindspot” has recently received permission from his superiors to heavily modify his personal Night Hawk II. This is no small concession, as the cash-strapped Hibernians need every servicable warcraft to protect their frontiers.

O’Brien’s Night Hawk Experimental has been stripped of a huge amount of armor, radically altering the vessel’s power to weight ratio. The Ship is faster as a result. The point defense system has been upgraded to a better system, but at a sacrifice in number of shots. The deadly sextuple Splattergun battery and the engines have been heavily shielded without degrading the new, higher performance. Overall, this is a deadly tool for this talented ace.



## **Krote-Khol Systems** **SFX20-d3** **Drakar Experimental**

Drive 8; Defensive Value 12;

Damage Reduction 4/3/2.

Point Defense 1-6(6); Decoys (4);

Damage Control 1-8.

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

**Mass:** 1000 tons

**Crew:** 5

**Translight capability:** None

**Armor:** Crysteel w/belt

**Atmospheric Capability:** Full

### **Armaments:**

2 x Mk. 10 Pulse Lasers (F) (Pilot)

(Gunner A)

1 x Mk. 15 Ion Ram (360°)

1 x Missile Launcher (Ammo: 20)

(FQL, F)

1 x Missile Launcher (Ammo: 20)

(F, FQR)

(Gunner B)

2 x Mk. 10 Pulse Lasers (FQL, F)

1 x Missile Launcher (Ammo: 20)

(FQL, F)

1 x Missile Launcher (Ammo: 10)

(FQL, RQL)

(Gunner C)

2 x Mk. 10 Pulse Lasers (F, FQR)

1 x Missile Launcher (Ammo: 20)

(F, FQR)

1 x Missile Launcher (Ammo: 10)

(FQR, RQR)

(Gunner D)

2 x Mk. 10 Pulse Lasers (R)

1 x Missile Launcher (Ammo: 20)

(RQL, R)

1 x Missile Launcher (Ammo: 20)

(R, RQR)

12 x Mk. 10 Torpedos

4 x Mk. 30 Torpedos

3 x Mk. 40 Torpedo

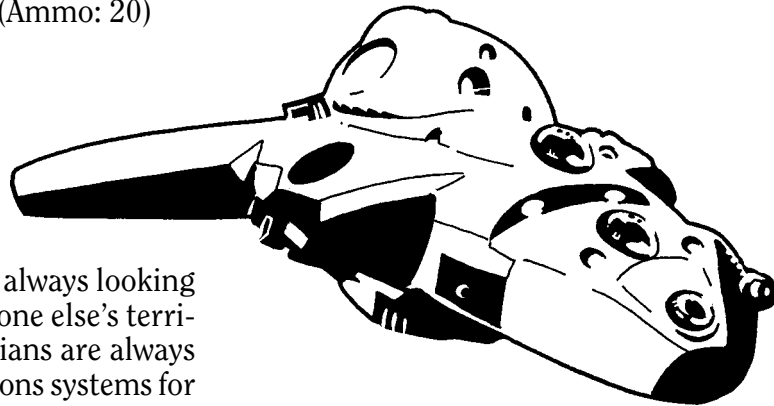
**BPV:** 165

**Comments:** House Colos is always looking for ways to gobble up someone else's territory. To this end, the Colosians are always re-examining existing weapons systems for new ways to improve upon them. The lumbering Drakar class gunboat has proven to be no exception to this rule.

Dismayed by the comparative ease with which Night Brood fighters carved up Drakars during the Grub War, the Colosians sought a radical solution to the problem. The Drakar's massive heavy plazgun system was unceremoniously ripped out and replaced with a much more useful Ion Ram, better able to track faster warcraft and still deliver punishing blows. The Drakar's railrepeater was ripped out as well to be replaced by a much faster tracking twin pulse laser battery and a much larger torpedo load. But the most radical change of all was in the installation of a veritable hedgehog array of missile launcher systems.

Carrying no less than 160 missiles distributed amongst nine separate launchers controlled by the gunners, this ship is frightening indeed. The destructive potential of this nightmare ordinance load is not to be denied, as any ship closing to missile lock on range is certain to receive a lethal reception. That said, there is a serious problem with the Drakar Beta's weapons load...

By utilizing the centrally located cavity originally housing the heavy plazgun and its power train for the new missile launchers, the designers were forced to sacrifice normal safety design features. This makes the Drakar Beta vulnerable to hits on any of the missile systems as the jam-packed magazines are highly vulnerable to a massive chain reaction explosion. Nevertheless, Colosian gunboat units and convoy commanders have welcomed the new ship as a valuable fire support asset against Grub and other nimble fighter craft.



# The Next Millennium





# Silent Death

## Imperial Transtar 1320EXP series F Teal Hawk Experimental

Drive 18; Defensive Value 14;  
Damage Reduction 4.  
Point Defense 1-6(2); Decoys (3);  
Damage Control 1-2.

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

**Mass:** 400 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crysteel w/belt

**Atmospheric Capability:** Full

**Armaments:**

6 x Mk. 10 Pulse Lasers (F)

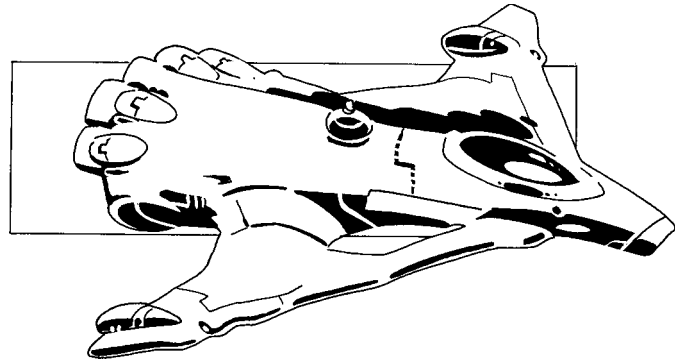
1 x Mk. 15 Ion Ram (F)

4 x Mk. 10 Torpedos

**Design Quirks:** Superior Reinforced  
Structural Integrity. Armored Cockpit.

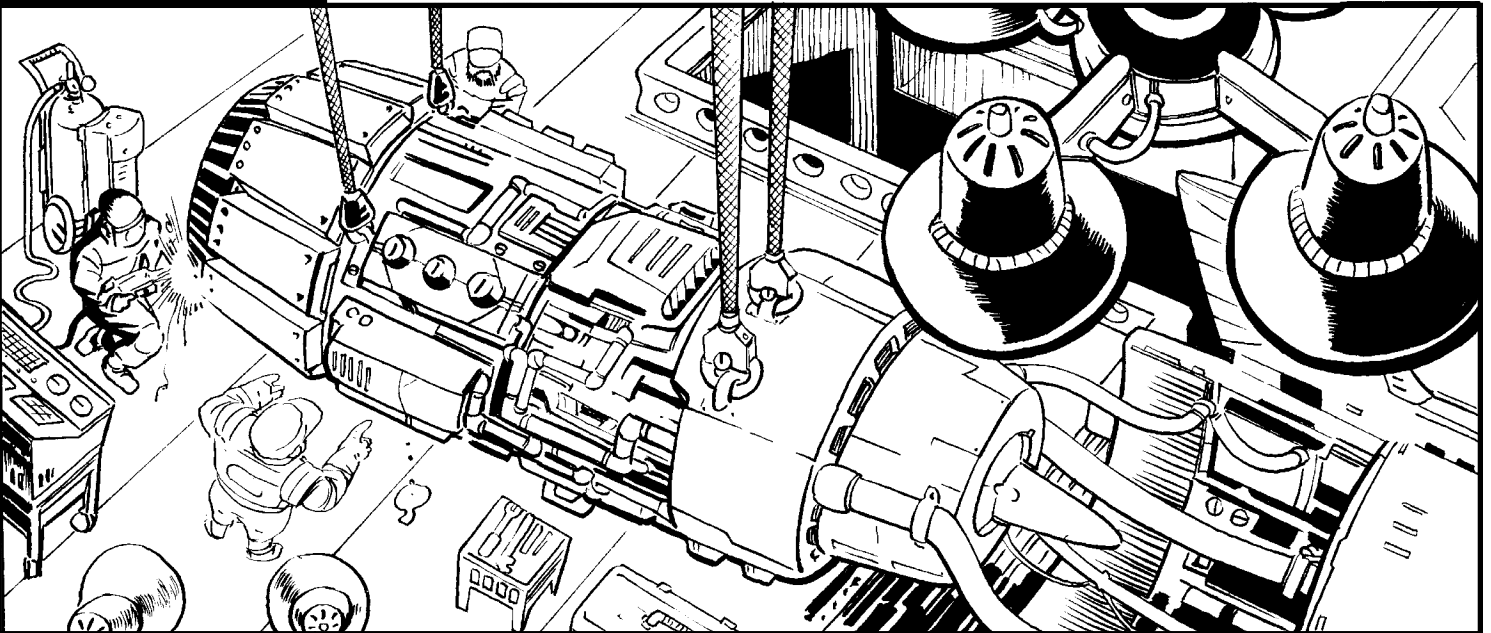
**BPV:** 73

**Comments:** The Epsilons of the Data Sphere are eternally pondering a staggering variety of concepts. Foremost in the AI minds of the Epsilons as of AL 14 are matters of survival in a hostile universe. To this end, exceptional individual programs are permitted to pursue promising lines of thought and experimentation. The infamous android ace known outside of the



Data Sphere as "Spam" is no exception to this process. Spam has most recently been operating a heavily modified Trans Star Teal Hawk, specially altered to serve as a single person warcraft.

Spam's Teal Hawk Experimental is known to carry a radically refitted weapons package of deadly content, as well as a radically enhanced structural integrity, armored cockpit, and improved point defense. Flying this killing machine with all of the cold detachment that only an AI is capable of, Spam has been marauding along the border with House Tokugawa since AL 13. Tokugawan pilots have learned to fear Spam's distinctly painted Red Teal Hawk sporting vividly painted universal bio-hazard warning insignia on its wings and fuselage, referring to this deadly AI ace as "The Red Menace."



# STARCRRAFT REFITS

## Grivas Armaments EX-198-B Black Widow II

Drive 13; Defensive Value 17;  
Damage Reduction 0.  
Point Defense 1-6(4); Decoys (5);  
Damage Control 1-6.

**Maneuvering Thrust:** 0.127 km/s/s

**Mass:** 1000 tons

**Crew:** 3

**Translight capability:** None

**Armor:** None

**Atmospheric Capability:** Full

### Armaments:

2 x Mk. 20 Meld Lasers (F) (Pilot)

5 x Mk. 10 Pulse Lasers (F) (Pilot)  
(Gunner A)

6 x Mk. 10 Splatterguns  
(360-degrees)

(Gunner B)

5 x Mk. 10 Pulse Lasers  
(360-degrees)

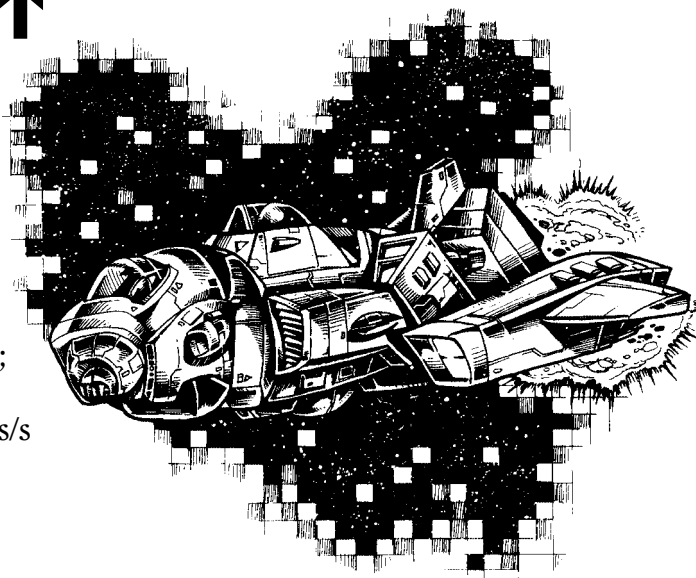
1 x Missile Launcher (Ammo: 20)  
(360-degrees)

10 x Mk. 10 Torpedos

**BPV:** 162

**Comments:** Like Homme Industries, Grivas Armaments has emerged from the Grub War as a rapidly rising star in the military warcraft field. Grivas Armaments' radical and deadly Black Widow heavy fighter was a direct result of lessons learned from the Grub War. Designed as a quick stop gap design using entirely off the shelf technology, the Black Widow has, since its combat debut in the savage Karelian War, emerged as a brutally powerful fighter design. That said, the design is far from perfect.

Besides the obvious weakness of being built from a flimsy, unarmored steel hull, the Black Widow's complete lack of even a



rudimentary point defense system makes the ship a veritable magnet for opponents deploying missile systems. The limited range of the ship's Mk. 10 Splatterguns is also a problem when confronted by opponents with heavier weapons systems. With this in mind, the Grivas design team set to work on improving the ship's most obvious weaknesses.

The pilot's Splatterguns have been removed and replaced with a twin Meld Laser system to give the ship an extended reach. Quint Pulse Lasers enable the pilot to engage agile attrition fighters. The dorsal sextuple Splattergun turret is retained, however the ventral turret is replaced by a 360 degree quintuple Pulse Laser turret and missile system. The additional space left over from these weapons refit enabled the Grivas designers to install a solid point defense system. Although more expensive than the original design, the Black Widow II has been well received by several Houses, particularly the Tokugawans who are desperate to give their green pilots every possible advantage in their two front low intensity war with the ASP and the Luches Utopia (to say nothing of the Grub infested worlds still in Tokugawa space).

# The Next Millennium



## Vanguard XFiii.III Salamander III

Drive 16; Defensive Value 12;  
Damage Reduction 3.  
Point Defense 1-7(2); Decoys (2);  
Damage Control 1-6.

**Maneuvering Thrust:** 0.159 km/s/s

**Mass:** 400 tons

**Crew:** 2

**Translight capability:** None

**Armor:** Crystanium alloy w/belt

**Atmospheric Capability:** Full

**Armaments:**

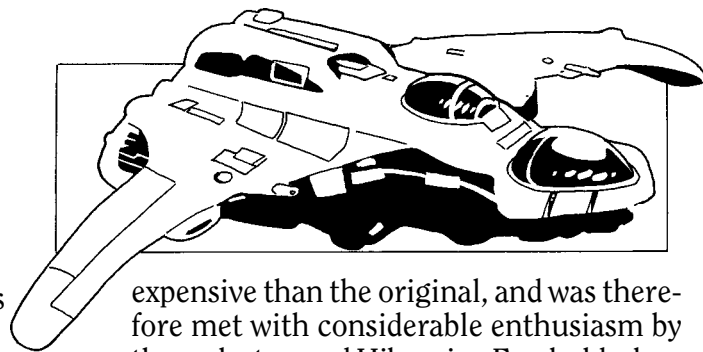
- 4 x Mk. 10 Pulse Lasers (F) (Pilot)
- 1 x Mk. 20 Meld Laser (F) (Pilot)
- 2 x Mk. 10 Splatterguns  
(RQL, R, RQR) (Gunner)
- 1 x Mk. 40 Torpedo
- 4 x Mk. 10 Torpedos

**BPV:** 64

**Comments:** Ever driven to fulfill their pledge to liberate Mars from the Night Brood, the warriors of House Red Star are continually studying new ways to improve their existing fighter craft, as well as developing new designs. The Salamander is a fairly common ship in Terran space, and the akicitas of House Red Star count many Salamanders in their inventories. Although a solid enough ship, the Red Stars are firm believers that in matters of war there's always room for improvement.

Recognizing the need to improve the Salamander's chances of actually hitting the exceptionally agile Night Brood fighters that are the bane of most Terran pilots, the Red Stars took a careful look at the Salamander's weapons fit. By making careful use of the existing space within the Salamander's weapons bays, the Red Stars have succeeded in dramatically improving the ship's combat abilities. The 360 degree pulse laser system was pulled out and the sizeable bay filled by a quad fixed mount pulse laser battery controlled by the pilot. The Red Stars then gave the Salamander III a longer reach by the judicious installation of a meld laser also controlled by the pilot. The addition of a Mk. 40 torpedo replacing the lighter Mk. 20 munition has only added to the new ship's hitting power.

Incredibly, this new refit was a bit less



expensive than the original, and was therefore met with considerable enthusiasm by the cash strapped Hibernian Freehold when they were made aware of the refit during a technical exchange with House Red Star's Bravehearts akicita. The Salamander III is now entering service in both Houses in growing numbers.

## Colos Ducal Aerspatial (formerly Dionysia) CDA-109E-1 Shark II

Drive 15; Defensive Value 15;  
Damage Reduction 2.

Point Defense 1-3(1); Decoys (1);  
Damage Control 1-2.

**Maneuvering Thrust:** 0.153 km/s/s

**Mass:** 300 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crystanium alloy w/belt

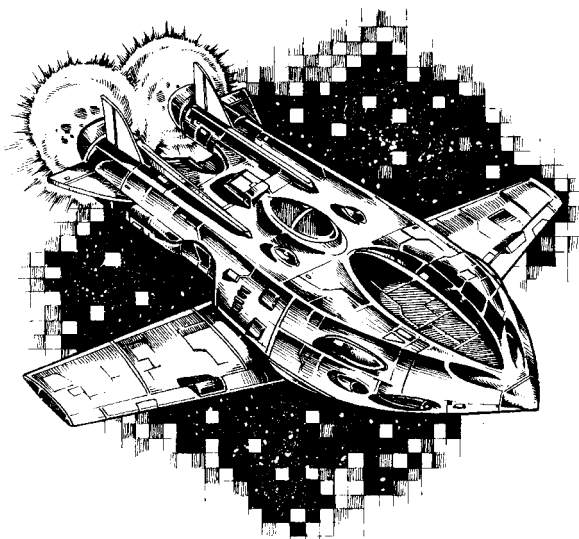
**Atmospheric Capability:** Full

**Armaments:**

- 1 x Mk. 10 Impulse gun (F)
- 1 x Mk. 15 Ion Ram (F)

**BPV:** 39

**Comments:** The Shark was originally designed by a conglomerate of small colonial governments to be a simple "off the shelf"



technology SPAC. The idea was to fill out their respective defense forces quickly and as cheaply as possible without resorting to expensive foreign supplied craft. The plan nearly worked, except that House Colos gobbled up these small independent worlds before they could get production of the Shark in full swing. Impressed with the superb combat performance of the new fighter, the Colosians made a point to capture intact the production facilities for this vessel.

Once in control, House Colos began full scale series production of the Shark, and also began exporting the ship to other allied Houses. Despite this success, the Colosians were not entirely satisfied with the Shark being made out of a flimsy steel hull. As a result, the Colosian Central Design Authority implemented a redesign of the Shark involving a crysteel hull structure and a point defense system. The added mass of the crysteel armor has degraded the original ship's performance, however the Shark II is as fast as most SPACs in its weight class, and its bite remains as deadly as ever.

## Transprovincial S 1436c Sorenson IV

Drive 12; Defensive Value 12;  
Damage Reduction 3.

Point Defense 1-4(2); Decoys (3);  
Damage Control 1-6.

**Maneuvering Thrust:** 0.135 km/s/s

**Mass:** 600 tons

**Crew:** 2

**Translight capability:** None

**Armor:** Crysteel w/belt

**Atmospheric Capability:** Full

### Armaments:

4 x Mk. 10 Autocannons (Ammo: 4)  
(F) (Pilot)

4 x Mk. 10 Miniguns (Ammo: 6)  
(360-degrees) (Gunner)

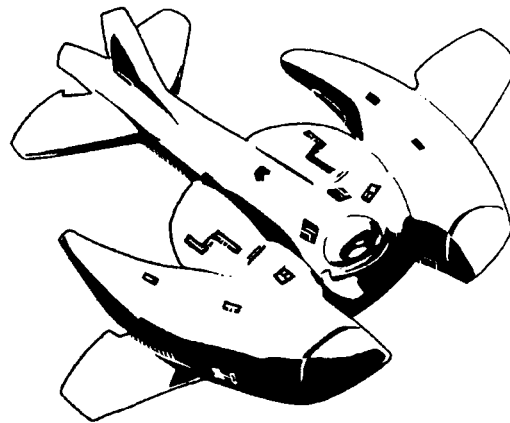
4 x Mk. 10 Torpedoes

2 x Mk. 40 Torpedoes

**BPV:** 68

**Comments:** Too slow to catch serious blockade runners, and too poorly armed to cope with the small, nimble attrition fighters favored by most pirate gangs, the Sorenson

series of customs boats remains a tribute to bureaucratic stupidity and lack of imagination. Thanks to the notoriously corrupt Imperial bureaucracy, thousands of these mediocre craft were produced and foisted on just about every Imperial customs agency in Terran Space. Since the collapse of the Empire, the Sorenson III and its execrable forebearer the Sorenson II have been turning up in many House frontline forces, usually out of sheer desperation. In a frantic effort to get the most out of their considerable fleet of Sorenson IIs and IIIs, the fascist Luches Utopia has undertaken a radical refit program designed to squeeze the highest combat performance possible with the limited weapons technology available locally.



By replacing the gunner's cumbersome twin Blatguns with the faster traversing quad miniguns, the Sorenson IV has a better chance with fending off attacking light and medium fighters. A quad autocannon battery, dramatically extending the reach of the Sorenson IV against larger targets, replaces the pilot's twin blatguns. An improved torpedo load also makes this new variant a significantly more efficient warcraft.

The down side to this refit is its now total reliance on depletable munitions weapons systems, ensuring that the design has very poor staying power. But a desperate Luches high command needs every flyable warcraft it can get, so the Sorenson IV is a welcome addition to anti-shiping units attacking Tokugawan shipping where its extended reach and improved torpedo load prove most useful. The ASP have even reportedly adopted this refit on an experimental basis to stiffen their more conventionally armed Sorenson III equipped units.



## Bellicose Design Conglomerate T5d Talon III

Drive 15; Defensive Value 14;  
Damage Reduction 3.

Point Defense 1-5(2); Decoys (1);  
Damage Control 1-3.

**Maneuvering Thrust:** 0.153 km/s/s

**Mass:** 270 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crystanium alloy w/belt

**Atmospheric Capability:** None

**Armaments:**

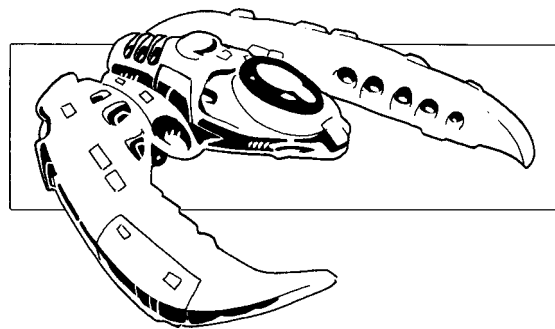
2 x Mk. 10 Disruptorguns (F)

1 x Missile Launcher (Ammo: 10) (F)

1 x Mk. 10 Torpedo

**BPV:** 33

**Comments:** The Hibernian Freehold was hard hit economically by the collapse of the Empire. The result of this severe economic depression has had a direct effect on how well the Hibernians are able to equip their fighter forces. Nonetheless, every effort is made by the freedom loving Hibernians to



maintain the best defense possible. To this end, the Hibernians are continually studying ways to improve their existing fleet of space fighters as cheaply as possible.

The mediocre Talon is no exception in this, as the Hibernians have many of these rather unpopular SPACs in their force inventory. In an effort to improve the firepower of this particular ship, the Hibernians replaced the twin pulse laser system with a ten shot missile launcher. This inexpensive retrofit has been met with considerable appreciation by Hibernian units operating the Talon, as the loss of the pulse lasers is more than compensated by the ability to deliver a full missile salvo. Several other Houses have begun to take a closer look at this simple yet effective retrofit.



## Delta Combine PKM-221.2 Death Wind III

Drive 14; Defensive Value 13;  
Damage Reduction 4.

Point Defense 1-4(2); Decoys (2);  
Damage Control 1-5.

**Maneuvering Thrust:** 0.140 km/s/s

**Mass:** 400 tons

**Crew:** 2

**Translight capability:** None

**Armor:** Crystanium w/belt

**Atmospheric Capability:** Full

### Armaments:

1 x Mk. 10 Impulse Gun (F) (Pilot)

1 x Mk. 10 Impulse Gun  
(RQL, R, RQR) (Gunner)

1 x Mk. 15 Ion Ram (F) (Pilot)

4 x Mk. 20 Torpedos

**BPV:** 60

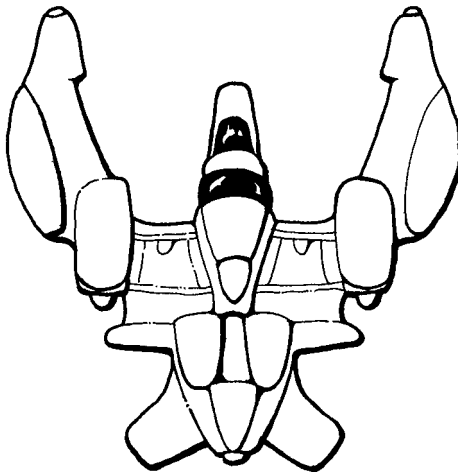
**Comments:** Although Kashmere is primarily interested in its profit margin, the Kashmeris nonetheless recognize the need for security. The budget minded Commonwealth is always eager to improve their security when it doesn't cost them too much. When one of their branch security fighter commands set forth a proposal to refit their existing fleet of Death Wind class fighters at a minimal cost that would improve both fighting ability and logistical support, the suits in the front office took notice.

With impulsegun systems being the favored weapons, it was a simple matter to replace the Death Wind's minigun and rear gunner's splatterguns with impulseguns. The cost was more than offset by the considerable logistical savings that have resulted. The increased accuracy and potential damage of the impulseguns has also been well received pilots, who had always been very vocal about their dissatisfaction with the minigun system. A growing number of these deadly refits are spreading amongst Kashmeri Death

Wind units.



## HOUSE TOKUGAWA STARFIGHTERS



### Kawanishi-Mifune KAM-27 Hayabusa

Drive 16; Defensive Value 15;  
Damage Reduction 1.

Point Defense -; Decoys (1);  
Damage Control 1-2.

**Maneuvering Thrust:** 0.159 km/s/s

**Mass:** 200 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crystanium w/ belt

### Armaments:

5 x Mk. 10 Pulse Lasers (F)

4 x Mk. 10 Torpedoes

1 x Mk. 40 Torpedo

**BPV:** 31

**Comments:** Kawanishi-Mifune is one of the three largest ship building companies located in Tokugawa space. Originally dedicated to producing civilian pleasure and utility craft, Kawanishi-Mifune began producing fighter craft after the Grub War. Their extensive experience with building high performance racing craft produced fighter craft with impressive speed, maneuverability, and weapon loads.

The KAM-27 Hayabusa (Peregrine Falcon) is an excellent all around attrition fighter capable of holding its own against similar types of craft. Well armed for its size, the Hayabusa is popular with the pilots who fly this nimble little ship. The

# The Next Millennium



# Silent Death

Hayabusa's great weakness however, is its very lightly armored construction. This light weight structure is the price paid for the Hayabusa's high performance. All things being equal, you still have to actually hit a Hayabusa to have any chance of stopping it.

## Wing-Kurosawa A6M5 Samurai Type 1

Drive 15; Defensive Value 15;  
Damage Reduction 1.

Point Defense 1-7(5); Decoys (1);  
Damage Control 1-4.

**Maneuvering Thrust:** 0.150 km/s/s

**Mass:** 400 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crystanium w/ belt

**Armaments:**

6 x Mk. 10 Pulse Lasers (F)

1 x Protobolt Projector (Ammo: 6) (F)

**BPV:** 68

**Comments:** After the Terran-Hatchling War, the Tokugawa Defense Command took a long hard look at the performance of existing Imperial fighter designs and how these ships fared against the technologically superior Grub craft. The Tokugawans did not like what they saw, and immediately issued specifications for an entirely new series of indigenous fighter designs to all of the ship building companies under a Tokugawan contract. One of House Tokugawa's "Big Three" ship builders, Wing-Kurosawa produced the winning design for the 400 ton single seat fighter competition.

The A6M5 Samurai is a true warrior's machine: fast, maneuverable, carrying a good cannon battery and a lethal load of protobolts. Although the A6M5's damage control systems are superior to those found on the Hayabusa, the A6M5's systems are still hardly state-of-the-art. The Samurai's point defenses are excellent, however, compensating for the lack of any torpedo load. Built of lightweight construction to con-

serve strategic materials and emphasize maneuverability, the A6M5 is nonetheless a deadly opponent when flown by any competent pilot.

## Wing-Kurosawa A6M5-A1 Samurai Type 2

Drive 15; Defensive Value 15;  
Damage Reduction 1.

Point Defense 1-7(5); Decoys (1);  
Damage Control 1-4.

**Maneuvering Thrust:** 0.150 km/s/s

**Mass:** 400 tons

**Crew:** 1

**Translight capability:** None

**Armor:** Crystanium w/ belt

**Armaments:**

6 x Mk. 10 Pulse Lasers (F)

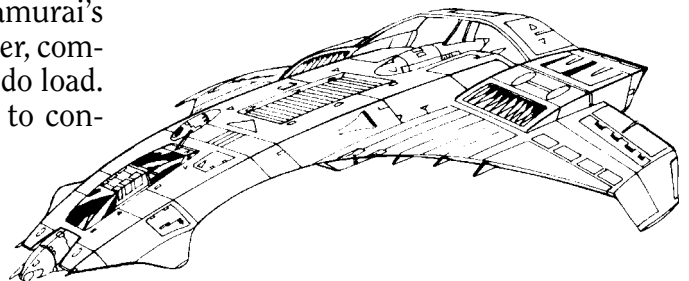
1 x Mk. 20 Meld Laser (F)

6 x Mk. 30 Torpedos

**BPV:** 75

**Comments:** Although the A6M5 is a potent design, many pilots complained about a lack of torpedo armament and long range weaponry. By replacing the bulky protobolt launcher with a cleverly designed rotary launcher rack system, the design bureau at Wing-Kurosawa created a powerful stablemate for the Samurai Type 1. The remaining space left over was neatly filled with a meld laser projector. The resulting refit has been eagerly accepted by Tokugawan pilots, often operating in mixed formations of both types.

Best of all, none of the Samurai's excellent point defenses were compromised by this refit, which only further enhanced the newer version's combat effectiveness. Both types are held in high regard by Tokugawan pilots as a powerful combat team capable of tackling many different threats. Understandably, House Tokugawa's enemies do not share this enthusiasm.







# Scenarios

## SCENARIO I: “One Man Wrecking Crew”

**Date:** AL 13:9

**Location:** 250,000km inside of the Red Star controlled system of Neuvaux Quebequa.

**Situation:** An anti-shipping strike against commercial craft by Luches mercenaries in ASP employ, was intercepted by Red Star ace Sqn. Chief Richard “Porkins” Dufault and his two wing-mates. The Luches mercenary flight was led by no less infamous a personage as Guards Lt. Alberto “Whacker” Borghessi.



### Forces

#### Red Star Crow Owner's Akicita 221st Independent Fighter Squadron:

Start within 5 hexes of edge 3

Seraph Experimental A:  
Crow Owners Ace  
Chief Richard “Porkins” Dufault  
(61 Confirmed Kills)  
Plt 9 Gnr 11  
Skills: Hangs Fire 3,  
Never a Useless Move 3,  
Sharpshooter 2  
Quirks: Counts Coup,  
Always Checks His Six

Salamander III A:  
Crow Owners Society Pilot:  
Plt 8 Gnr 8  
Skills (Pilot): Hangs Fire 1  
Quirks (Pilot): None  
Gunner: Gnr 9  
Skills (Gunner): Sharpshooter 1  
Quirks (Gunner): None

Salamander III B:  
Crow Owners Society Pilot:  
Plt 8 Gnr 7  
Skills (Pilot): Dodger 1  
Quirks (Pilot): None  
Gunner: Gnr 8  
Skills (Gunner): Good Shot 1  
Quirks (Gunner): None

#### Luches Utopia: 103rd Guards Fighter Regiment “Revolutionary Fervor,” 2nd Squadron, A Flight, 1st Element, and 4th Squadron, A Flight, 3rd Element.

Start within 5 hexes of edge 1

Shark II A Pilot (Plt 7, Gnr 6)  
Shark II B Pilot (Plt 8, Gnr 7)  
Shark II C Pilot (Plt 6, Gnr 7)

Sorenson IV A  
Pilot (Plt 5, Gnr 6)  
Gunner (Gnr 5)

Sorenson IV B  
Pilot (Plt 4, Gnr 5)  
Gunner (Gnr 6)

## Special Rules

- 1) Easing Speed Restriction in effect.
- 2) Luches player must exit at least one of his Sorenson IVs off of edge 3 with ALL of its torpedo load intact and Drive reduced to no lower than 12 to win. The Red Star player wins by preventing this.
- 3) Variable Speed Torpedoes.
- 4) Point Defense
- 5) Damage Control
- 6) Decoys

## Historical Outcome

When the Luches Utopia sided with the Draconians in their effort to oust the Red Stars from Neuveaux Quebequa in AL 13.9, House Red Star naturally rallied to defend this isolated system from invasion. The Drac-Luches forces began their campaign with strikes against vital commercial shipping in the Red Star system. The Red Star Crow Owners akicita had considerable in-

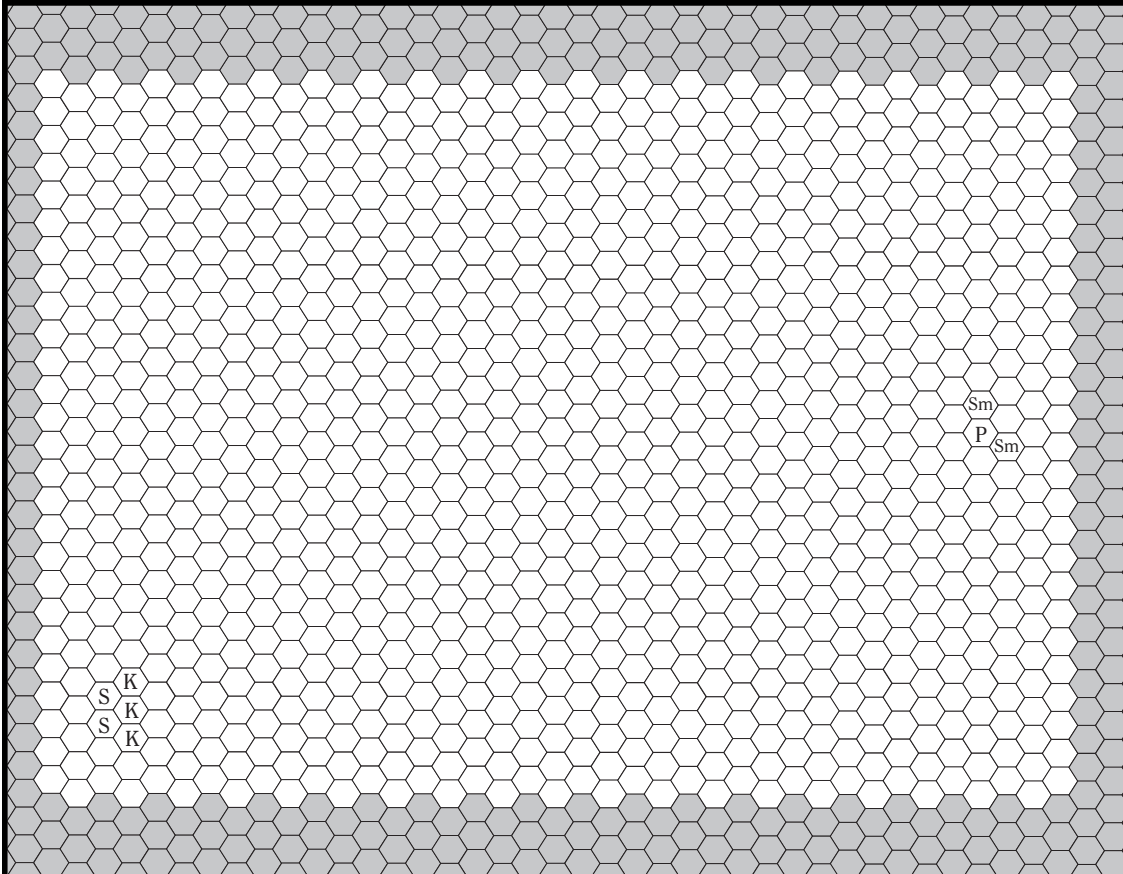
terests on Neuveaux Quebequa, and therefore took up the burden of defending the system.

Posting one of their best fighter units to the system, the Crow Owners also managed to post some of their best pilots including the (in)famous fighter ace Richard "Porkins" Dufault. In one memorable encounter during this conflict, "Prokins" Dufault and his two wingmates intercepted a Luches flight led by no less a personage as Alberto "Whacker" Borghessi.

In the wild "furball" that followed, Borghessi and Dufault traded several shots in a nerve-wracking duel. Clearly intimidated by Dufault's heavier Seraph Experimental, Borghessi "blinked" first and fled the battlefield with his surviving wingmate, abandoning the two Sorenson IV attack ships they were escorting. Dufault and his wingmates subsequently made short work of the two Luches attack craft.

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## SCENARIO 1: ONE MAN WRECKING CREW



S=Sorenson IV K=Shark

○ Standard Map

P=Porkins

Sm=Salamander III

◐ Geohex Cloth Starmap



## SCENARIO 2: “Claw and Switchblade”

**Date:** AL 14.02

**Location:** 250,000km inside of the ASP controlled system of Kanmuri.

**Situation:** During the recent Tokugawan attack on Kanmuri dubbed OPERATION KANSU, Tokugawan carrier forces staged numerous fighter strikes against ASP shipping as a diversion to the main operation. Taken aback by the scale and intensity of these sudden raids, ASP fighter units scrambled to intercept and these savage attacks.

During one such encounter, two of the Twelve’s most well known fighter aces clashed in a gruelling dogfight in the Kanmuri system.

### Forces

**House Tokugawa Combined Fleet,  
8th Carrier Battle Group  
“Kyofu” (“Mighty Wind”),  
13th Fighter Squadron, Yi Sun Sin  
Carrier Fighter Detachment**

Start within 5 hexes of edge 3

Samurai A:

Col. Jerry “Eagle” Tien  
(52 Confirmed Kills)  
Plt 10 Gnr 12  
Skills: Never a Useless  
Move 3, Marksman 3,  
Tough Guy 3  
Quirks:  
Always Supports His Wingman

Samurai B:

Pilot: Plt 8 Gnr 8  
Skills (Pilot): Hangs Fire 1  
Quirks (Pilot): None

Samurai C:

Pilot: Plt 8 Gnr 7  
Skills (Pilot): Dodger 1  
Quirks (Pilot): None

Samurai D:

Pilot: Plt 8 Gnr 8  
Skills (Pilot): Hangs Fire 1  
Quirks (Pilot): None

Samurai E

Pilot: Plt 8 Gnr 7  
Skills (Pilot): Dodger 1  
Quirks (Pilot): None

Samurai II A

Pilot: Plt 8 Gnr 8  
Skills (Pilot): Hangs Fire 1  
Quirks (Pilot): None

Samurai II B

Pilot: Plt 8 Gnr 7  
Skills (Pilot): Dodger 1  
Quirks (Pilot): None

**ASP Technocracy: 151st Fighter  
Regiment “Carnodemons”, 1st  
Composite Squadron, A Flight, 1st  
Element, B Flight, 3rd Element, C  
Flight, 2nd Element.**

Start within 5 hexes of edge 1

Binary A:

Col. Scott “Switchblade” Sigler  
(50 confirmed kills)  
Plt 10, Gnr 10  
Skills: Good Shot 3, Dodger 3,  
Aggressive Pilot 3  
Quirks: Always Checks His Six.  
Gunner A  
Flt. Sgt. Mookie “Flatliner” D’artan  
(23 confirmed kills)  
Gnr 9  
Skills: Quick Reflexes 1, Assassin 3.  
Quirks: none.

Gunner B

Flt. Sgt. Chris “Brain” Slovinsky  
(30 confirmed kills)  
Gunner B: Gnr 9  
Skills: Hangs Fire 2,  
Sharpshooter 2.  
Quirks: none.

Binary B:

Pilot: Plt 7, Gnr 6  
Gunner A: Gnr 6  
Gunner B: Gnr 5

Pulsar A:

Pilot: Plt 6, Gnr 3  
Gunner A: Gnr 4

Quark A Pilot: Plt 4, Gnr 4

Quark B Pilot: Plt 3, Gnr 4

Quark C Pilot: Plt 2, Gnr 3

Quark D Pilot: Plt 3, Gnr 2

Quark E Pilot: Plt 2, Gnr 4

Quark F Pilot: Plt 1, Gnr 3

### Special Rules

- 1) Easing Speed Restriction in effect.
- 2) Variable Speed Torpedoes.
- 3) Point Defense
- 4) Damage Control
- 5) Decoys



## Victory Conditions:

This is an all or nothing battle for the ASP. The Tokugawans are on a search and destroy mission. If the Tokugawan players lose four or more ships, then they must retreat off of their starting edge. The ASP player must fight until destroyed, or the Tokugawan player is defeated.

## Historical Outcome:

The ASP response was an uncoordinated fiasco despite the courageous efforts of Col. Sigler. The Quark pilots were in fact raw recruits from a fighter training academy rushed to Kanmuri only two days prior to their encounter with Col. Tien's flight. Lacking any combat experience and unprepared for so skilled a group of opponents as the elite Tokugawan carrier pilots, the Quark formation was horribly slaughtered in short order.

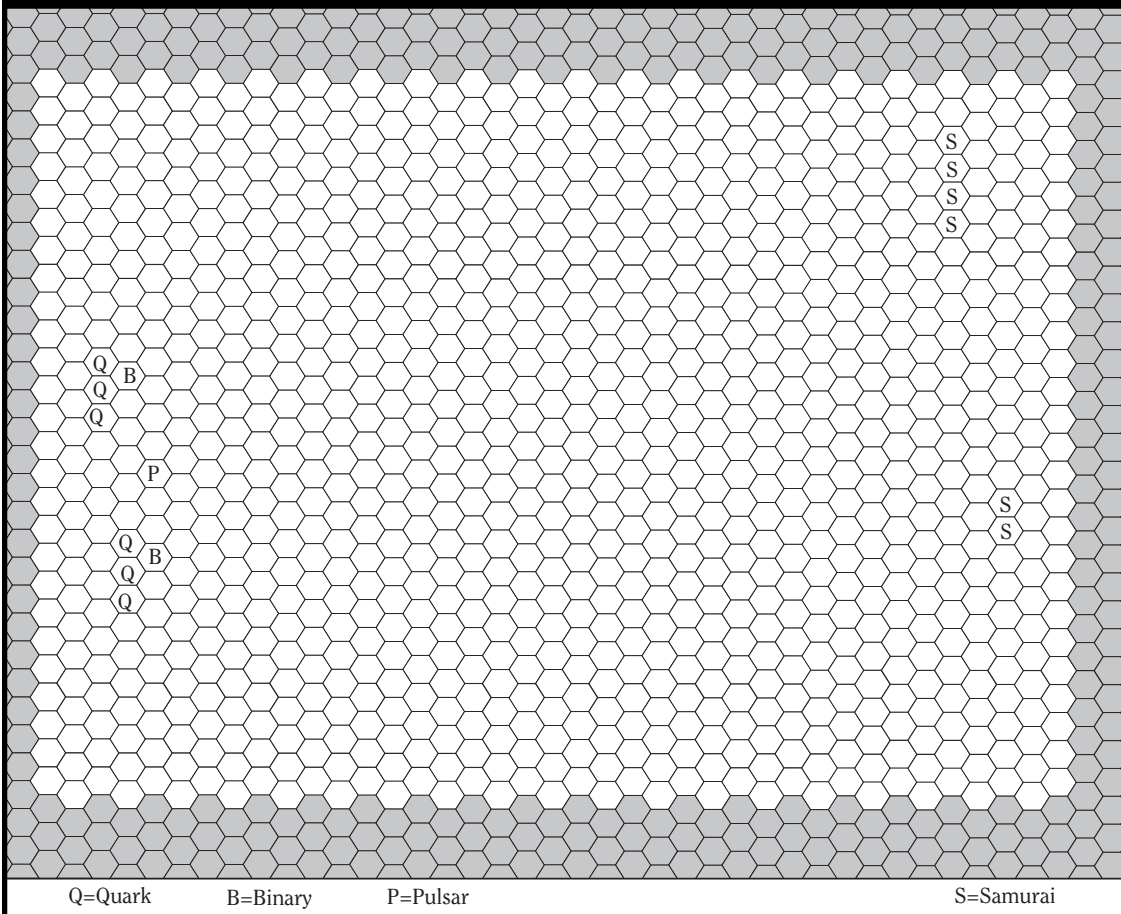
Sigler and his wingman repeatedly tried to intervene in the ensuing dogfight, but the superior performance of the Tokugawan Samurai fighter craft and the panicky behavior of the green Quark pilots made this

nearly impossible. The skilled Samurai pilots in fact easily evaded the slow moving parasite torpedoes, suffering only two losses to their formation. Both pilots ejected successfully and were later rescued by friendly forces.

The defeat was made all the more bitter for the ASP, as Sigler and his two gunners were captured by the victorious Tokugawans. Sigler's Binary was fatally crippled when Tien and his wingmate raked the slower craft with concentrated pulse laser fire, destabilizing its reactor. Sigler and his gunners barely escaped with their lives. They were later returned to the ASP in a prisoner exchange arranged by the Kashmere Commonwealth.

**Historical Footnote:** *Upon his return to the ASP Col. Sigler was asked by the media what he thought of his captivity, to which is only public comment was "By Darwin, I HATE congee!" Readers will note that congee is a Tokugawan rice gruel that Sigler and his fellow POWs were served several times daily by their captors.*

## SCENARIO 2: CLAW AND SWITCHBLADE



# Silent Death

## SCENARIO 3: “Grimmnar’s Saga”

**Date:** AL 9:100

**Location:** 50,000km inside of the Sigurd side of the border with the House Colos.

**Situation:** A Colosian incursion in AL 13.9 was single-handedly challenged by the Sigurd ace Jeff “Grimmnar” Spangler.

### Forces

#### Sigurd

Start within 5 hexes of edge 3

Dagger A	Viking Ace Jeff “Grimmnar” Spangler (69 Confirmed Kills) Plt 10 Gnr 11 Skills: Aggressive Pilot 3, Good Shot 3, Tough Guy 2 Quirks: Fanatic
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### House Colos:

111th Colos Fighter Regiment,  
House Minor Albrecht-Hausen  
1st Squadron

### “Liebstandart von Albrecht-Hausen”

Start as indicated in diagram below

Hellbender A	Pilot (Plt 7, Gnr 6)
Hellbender B	Pilot (Plt 5, Gnr 5)
Hellbender C	Pilot (Plt 3, Gnr 4)
Hellbender D	Pilot (Plt 6, Gnr 6)
Hellbender E	Pilot (Plt 5, Gnr 3)
Hellbender F	Pilot (Plt 4, Gnr 5)
Hellbender G	Pilot (Plt 5, Gnr 7)
Hellbender H	Pilot (Plt 4, Gnr 5)
Hellbender I	Pilot (Plt 4, Gnr 4)

### Special Rules

- 1) Easing Speed Restriction in effect.
- 2) Colos formation is surprised on the first turn if Sigurd player wins initiative. If the Colos player loses initiative on the first turn, he must move all of his ships straight ahead while keeping the starting formation as shown in the setup diagram below. If the Colos player wins initiative he may move as normal.

### Historical Outcome

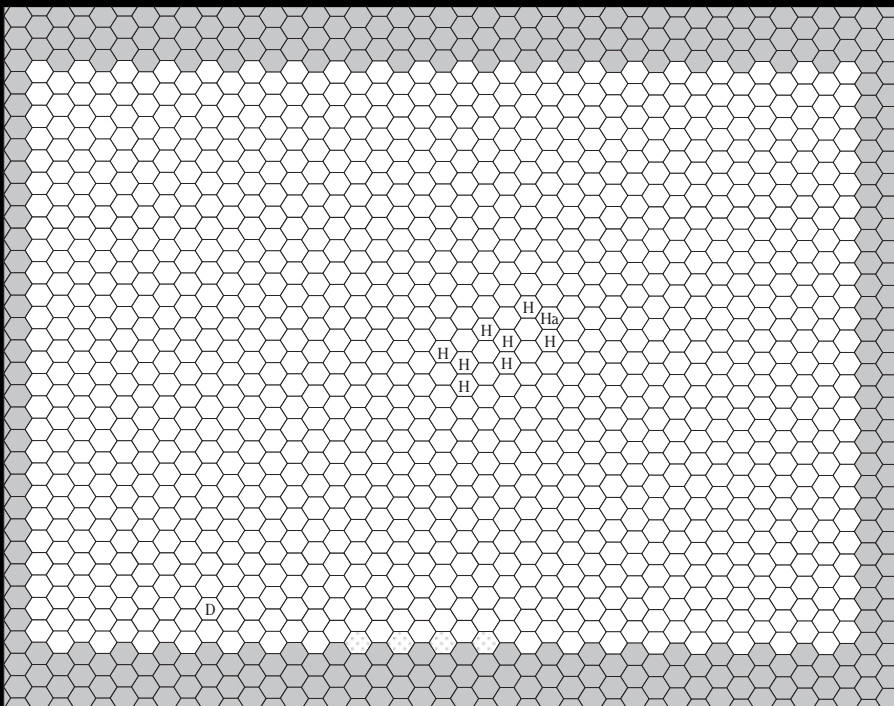
A true Sigurdite, Spangler’s attack caught the overconfident Colosian formation off guard. Ambushing the arrogant Colos flight as it flew past a local nebula in parade ground perfect order, Spangler blasted two Hellbenders to pieces before the Colosians realized what had hit them.

A swirling dogfight erupted between Spangler and the larger Colos flight. In a manner reminiscent of the ancient Norse sagas, Spangler fought a protracted battle against the determined Colosian squadron.

Spangler destroyed two more Hellbenders before being overwhelmed by a blizzard of Mk. 30 torpedoes. Exhausted and embarrassed by Spangler’s lone Dagger, the Colosian formation aborted their intrusion and returned to their own territory.

Spangler’s final battle left his confirmed victory tally at 69 Colosian and Draconian craft destroyed. Spangler’s heroic stand against overwhelming odds has since resulted in Guttman’s official praise of his heroic deed, and the Sigurd bards have made popular the newly composed “Grimmnar’s Saga” praising his courageous action against the Colosian unbelievers.

## SCENARIO 2: CLAW AND SWITCHBLADE



D=Grimmnar’s Dagger      Ha=Hell Bender A      H=Hell Bender  
 ◻ Standard Map      Hell Benders are following Hellbender A      ◻ Geohex Cloth Starmap

# Optional Rules Checklist

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For an online version of this checklist including “defaults” and sanity checking, see <http://www.citilink.com/~wilcoxon/rpg/sd/options.html>.

## Campaign Options

- Ammo as Cargo:** Allows carrying of ammunition for escorts in cargo bays. (*Warhounds*, page 21)
- Experience:** Crewmembers may be able to raise a skill or gain an ability.
- Simplistic System** (*Silent Death Rulebook*, page 66)
- More Complete System** (*More Than Valor*, page 36)
- Replenishment Points:** Allows expending RPs to permanently repair fighters. as Repair Points (*Warhounds*, page 23)
- Replenishment Points as Cargo:** Allows carrying of RPs in cargo bays. (*Warhounds*, page 23)
- Salvage:** Allows victor to attempt salvage on ships that did not explode. (*Warhounds*, page 23)
- Shield Spots:** Squadrons and individuals can gain “experience” spots. (*Yoka-Shan Warworld*, page 21)
- Unreplenished Fighters:** Fighters must be replenished after each mission. (*Warhounds*, page 24)

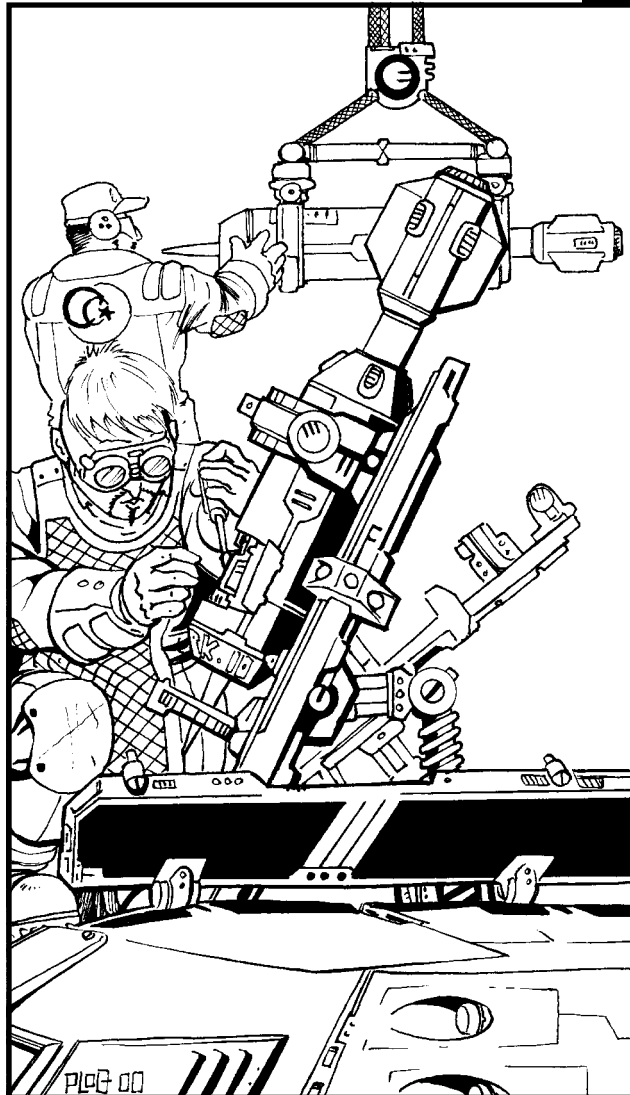
## Defensive Options

- Damage Control:** A ship may repair hits if it has not fired or been damaged this turn. (*Silent Death Rulebook*, page 77)
- Decoys:** Ships can launch one decoy each turn instead of attempting to jam. (*Silent Death Rulebook*, page 74)
- Point Defense Systems vs. Torps:** A ship with point-defense weapons can fire them at torps in its hex. (*Silent Death Rulebook*, page 74)
- Point Defense vs. Missiles:** Ships can use PD against incoming missiles instead of torps. (*Silent Death Rulebook*, page 74)

- PD Battery Rollback:** Escort PD-B are temporarily reduced by large numbers of targets. (*Warhounds*, page 24)
- PD Battery Screening:** When an escort is screened, its PD-B operates at half efficiency. (*Warhounds*, page 24)
- Tractor Shielding:** Tractor Beams have no effect and should be replaced with other weapons. (*Hostile Takeover*, p. 15)

## Electronic Warfare Options

- ECM Range Increments:** Adds range modifiers to ECM attempts. (*Warhounds*, page 21)
- Enlarging Scan Area:** Each successful scan increases the area being affected. (*Universal Night Watch*, page 20)



## Attack Options

- ❑ **Automatic Hits:** If both Base Attack Dice come up as their highest value, the attack hits. (*Silent Death Rulebook*, page 76)
- ❑ **Automatic Misses:** If both Base Attack Dice come up as 1s, the attack misses. (*Silent Death Rulebook*, page 76)
- ❑ **Deflection:** Use modifiers To Hit based on how the target and attacker are moving. (*Silent Death Rulebook*, page 76)
- ❑ **Easing Target Speed Restrictions:** A weapon may fire on faster targets than its Speed Restriction. (*Silent Death Rulebook*, page 77)
- ❑ **Firing Multiple Missile:** A crewmember can fire up to 4 missile launchers by suffering a -2 penalty. (*Silent Death Mailing List*, Don Dennis)
- ❑ **Firing Multiple Weapon Systems:** A crewmember can fire up to 4 cannons by suffering a -2 penalty. (*Silent Death Rulebook*, page 77)
- ❑ **Range Increments:** Use the more comprehensive Alternate Range Effects Table. (*Silent Death Rulebook*, page 76)

### DAMAGE BONUS/ PENALTIES

- ❑ **Attacker Chooses Crew Hit:** The attacker chooses which crew is hit on filled in crew hits. (*Operation Dry Dock*, page 2)
- ❑ **Bonus Type I:** Apply excess rolled above the DV to the damage on a 1-for-1 basis. (*Universal Night Watch*, page 20)
- ❑ **Bonus Type II:** Apply excess rolled above the DV to the damage on a variable scale. (*Universal Night Watch*, page 20)
- ❑ **Gunnery Duels:** A ship may attempt to get a shot off before its attacker can. (*Silent Death Rulebook*, page 75)
- ❑ **Penalties:** Apply any To Hit penalties to damage as well. (*Universal Night Watch*, page 20)

## Movement Options

- ❑ **Drift:** At the start of each movement phase, starcraft drift a random distance. (*Silent Death Rulebook*, page 69)
- ❑ **Drive 0 Turns:** A ship with Drive 0 can turn 1 hexside. (*Silent Death Rulebook*, page 69)
- ❑ **Escort Half Moves:** Escorts split movement, moving half before and half after fighters. (*Warhounds*, page 22)
- ❑ **Escort Plotted Movement:** Players plot escort movement on paper but move after fighters. (*Warhounds*, page 22)
- ❑ **Minimal Tight Turns:** If a ship attempts a tight turn, but fails, turn the ship one hexside. (*Sunrunners*, page 74)
- ❑ **Ramming:** When ramming, the attack is based on the classes of the ships involved. (*Silent Death Rulebook*, page 71)
- ❑ **Ramming Escorts:** The same general procedure applies to escorts (with a few additions). (*Warhounds*, page 23)
- ❑ **Set Cost Turns:** Instead of rolling for a tight turn's cost, it has a fixed cost. (*Silent Death Rulebook*, page 69)
- ❑ **Sideslips:** Ships or torps can move into the front right or left hex for 2 points. (*Silent Death Rulebook*, page 70)
- ❑ **Slingshotting:** A starcraft can ride the gravity wells of large spacegoing objects. (*Silent Death Rulebook*, page 70)
- ❑ **Turning Restrictions:** Ships with enough movement must enter a new hex before turning. (*Silent Death Rulebook*, page 69)

## Minefield Options

- ❑ **Minefields:** Mines can be placed during scenario setup. (*Space Junk*, page 10)
- ❑ **Mine Laying:** Mines can be laid by ships equipped to do so. (*Space Junk*, page 10)
- ❑ **Mine Sweeping:** Mines may be cleared by ships with a mine sweeper. (*Space Junk*, page 11)



## Crew Options

- ❑ **Alternate Control Gunnery Positions:** Allow changing gunner positions at the start of the turn. (*Sunrunners*, page 74)
- ❑ **Damage Control Gunnery:** A player may voluntarily sacrifice Damage Control to recrew weapons. (*Warhounds*, page 21)
- ❑ **Ottawa Redshirt Crew Allocation:** Use a fixed pool of crew values for the crew in your fleet. (ORCA) (*Rules of Warfare II*, page 11)
- ❑ **Pilot as Copilot:** The Pilot and Copilot can choose which weapons to fire if one is dead. (*Universal Night Watch*, page 20)

### PILOT LUCK

- ❑ **Earned:** Pilots can gather Luck points by destroying foes. (*Silent Death Rulebook*, page 66)
- ❑ **Purchased:** Pilots can purchase Luck points as a normal skill. (*Silent Death Rulebook*, page 67)
- ❑ **Quirks and Special Skills:** Crew members may have special abilities and limitations. (*More Than Valor*)

## Play Options

- ❑ **Alternate Initiative System:** Roll a die based on your Pilot skill instead of 1D10 to determine initiative. (*More Than Valor*, page 36)
- ❑ **Concealed Weapons:** The players must tell the hull type of ships each is flying (and that's it). (*Kashmere Commonwealth*, page 25)
- ❑ **Multi-player Games:** There are more than two sides in the game. (*Silent Death Rulebook*, page 68)
- ❑ **Secrecy:** Starcraft displays are kept hidden from opponents. (*Silent Death Rulebook*, page 78)
- ❑ **Steel Hull Structural Weakness:** All ships which start with DR 0 roll 1D(X\*2) for the crit instead of 2DX. (*More Than Valor*, page 36)
- ❑ **Three-D:** The game is played entirely in 3-D. (*Silent Death Rulebook*, page 81)

- ❑ **Time Limits:** Players have 30 seconds to move each ship. (*Silent Death Rulebook*, page 68)

## Escape Options

- ❑ **Emergency Launch:** When a tender is destroyed, docked fighters may be able to escape. (*Warhounds*, page 21)
- ❑ **Life Pods:** When the craft is destroyed, the life pod may deploy. (*Silent Death Rulebook*, page 68)
- ❑ **Lifeboats:** Similar to Life Pods, but has lower survival. (*Warhounds*, page 22)





# Silent Death

*“These Karelians are not humans; they’re devils! We outnumbered them twenty to one and they attacked us! It is impossible to beat such opponents with mere numbers...”*

— Squadron Leader J.W. Meese, Galban Fighter Forces, on why his entire squadron was decimated by a flight of four Karelian Thunderbirds. Meese was later executed for cowardice under fire along with all of the survivors of his squadron.



## Miscellaneous Options

- ❑ **Destroyed Starcraft Debris:** When a ship is destroyed, replace it with a marker. (*Silent Death Rulebook*, page 69)
- ❑ **Escort Explosion and Debris:** Similar to above, plus ships near an exploding escort may be damaged. (*Warhounds*, page 22)
- ❑ **Escort Satellites:** An escorts drive is replaced with additional crew and weapons. (*Warhounds*, page 22)
- ❑ **Poor Mechanical Reliability:** A ship takes a critical when it first takes damage. (*Silent Death Rulebook*, page 78)

## Torp Options

### TORP SPEED/MANEUVERABILITY

- ❑ **Variable Speed Torps:** Bigger torps move slower than smaller ones. (*Silent Death Rulebook*, page 72)
- ❑ **Maneuverable Torps:** Torps pay 0 points to make any turn. (*Silent Death Rulebook*, page 72)
- ❑ **Buying Torp Speed:** No one may gain the above advantages without paying points for them. Variations (*Fighter Tactics Manual*, page 54)
- ❑ **Parasite Torps as Speed 10:** Parasite Torps have a speed 10 instead of speed 8. (*Silent Death Mailing List*, Don Dennis)
- ❑ **Side Slip Limitations:** Parasite Torps may sideslip, but others may not. (*Silent Death Mailing List*, Don Dennis)
- ❑ **Sequential Resolution of Torp Attacks:** The damage from each torp is resolved separately. (*Silent Death Rulebook*, page 72)

### NEW TORP TYPES

- ❑ **New Types:** Standard torps can be exchanged for new torps of the same Mk. load. (*Silent Death Rulebook*, page 72)
- ❑ **Missile Torpedoes:** These torps can fire missiles at the target after launch. (*Silent Death Rulebook*, page 73)
- ❑ **Stinger Torpedoes:** Stingers ignore DR, do High/2 damage, and may do extra criticals. (*Sunrunners*, page 22)

- ❑ **Venter Torpedoes:** Venters detonate in empty space and release flak clouds. 1/2 cost. (*Sunrunners*, page 22)
- ❑ **Wormhole Blocker Torps:** Causes a wormhole to temporarily collapse. (*Space Junk*, page 20)

## Terrain Options

### ASTEROIDS

- ❑ **Asteroids:** Asteroids are scattered across the playing surface drifting 1 hex per turn. (*Silent Death Rulebook*, page 79)
- ❑ **Asteroid Demolition:** To destroy an asteroid (DV 5), you must do 30 hits in a single shot. (*Warhounds*, page 21)
- ❑ **Asteroid Dodging:** Pilots will have a chance of dodging asteroids. (*Space Junk*, page 13)
- ❑ **Destroyed Asteroid:** Debris acts as flak for 2 turns.
- ❑ **Large Asteroids:** 1D12 asteroids will occupy multiple hexes. (*Space Junk*, page 14)
- ❑ **Micro-Asteroid Fields:** 2D6 radius micro-fields are treated as flak. (*Space Junk*, page 16)
- ❑ **Narrow Asteroid Belts:** 1D4+1 bands of 1D4+1 width with all asteroids drifting along belts. (*Space Junk*, page 14)
- ❑ **Radioactive Asteroids:** 1D6 asteroids will interfere with electronic systems. (*Space Junk*, page 15)
- ❑ **Rogue Asteroids:** 2D10 asteroids will drift in random directions. (*Space Junk*, page 15)
- ❑ **Variable Speed Asteroids:** 1/3 of asteroids will move faster than normal. (*Space Junk*, page 14)

### DUST CLOUD

- ❑ **Type I:** Impairs maneuverability and tracking systems. (*Space Junk*, page 27)
- ❑ **Type II:** Restricts ranges and impairs defenses. (*Space Junk*, page 27)
- ❑ **Type III:** Impairs maneuverability, tracking systems, and missile systems. (*Space Junk*, page 27)

## GRAVITIC EFFECTS

- ❑ **Black Hole:** 1D12 radius hole draws ships towards its center. (*Silent Death Rulebook*, page 80)
- ❑ **Bipolar (Disgorging) Holes:** A black hole that reverses polarity 1/3 of the time. (*Space Junk*, page 18)
- ❑ **Gravity Waves:** Gravitational anomaly buffets ships. (*Space Junk*, page 18)
- ❑ **Gravity Wells:** Group of weak black holes clustered together. (*Space Junk*, page 18)
- ❑ **Scylla and Charibdis Holes:** A pair of black holes orbiting a mid-point. (*Space Junk*, page 16)
- ❑ **White Holes:** 1D12 radius hole pushes ships away from its center. (*Space Junk*, page 17)

## NEBULA

- ❑ **Blue Nebula (Type I):** Impairs defensive screens and energy weapons. (*Space Junk*, page 21)
- ❑ **Pink Nebula (Type II):** Heavily impairs tracking systems. (*Space Junk*, page 21)
- ❑ **Green Nebula (Type III):** Impairs maneuverability and highly restricts weapon usage. (*Space Junk*, page 22)

## PLANETOID EFFECTS

- ❑ **Planet/Atmosphere:** Various restrictions on maneuverability and weapons. (*Space Junk*, page 30)
- ❑ **Planetary Rings:** Reduced debris and asteroid effects. (*Space Junk*, page 29)
- ❑ **Inside Moon/Asteroid:** Highly restricts maneuverability. (*Space Junk*, page 29)

## STAR EFFECTS

- ❑ **Pulsar:** Impairs tracking systems and damages ships. (*Space Junk*, page 25)
- ❑ **Solar Flare:** Random Heavy Plazgun attack each turn. (*Space Junk*, page 26)
- ❑ **Sunspots:** Impairs tracking systems, screens, and communications. (*Space Junk*, page 26)

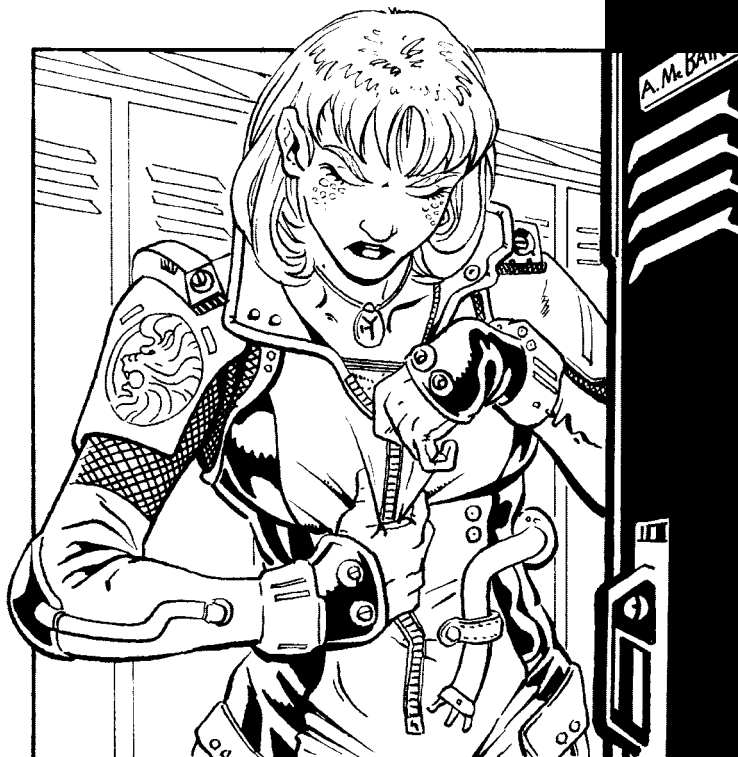
## NOVA/SUPERNOVA

- ❑ **Wave – Dramatic:** Wave races across board at speed 25. (*Space Junk*, page 25)

- ❑ **Wave – Realistic:** Destroys everything on board. (*Space Junk*, page 25)
- ❑ **Aftereffects:** As Heat Zone, Asteroids, Radiation Zone, and Dust Cloud III. (*Space Junk*, page 26)

## STELLAR AREAS

- ❑ **Heat Zone:** Damages damaged ships. (*Space Junk*, page 28)
- ❑ **Radiation Zone:** Damages anything in the zone. (*Space Junk*, page 28)
- ❑ **Wormholes:** Ships that enter a wormhole are transported to corresponding wormhole. (*Silent Death Rulebook*, page 79)
- ❑ **Interfering Wormholes:** Torps and missiles can be confused by the dramatic shift of transition. (*Space Junk*, page 19)
- ❑ **Shifting Wormholes:** There is a non-1-to-1 ratio between wormholes. (*Space Junk*, page 20)
- ❑ **Unstable Wormholes:** 1D6 wormholes are unstable and may collapse at any time. (*Space Junk*, page 19)
- ❑ **Comet's Tail:** Impairs tracking systems and acts as debris. (*Space Junk*, page 23)
- ❑ **Incoming Stellar Mass:** Destroys everything in its path, then acts as Comet's Tail. (*Space Junk*, page 24)



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## Errata, Changes, and Updates

For an online version of this errata, see <http://www.citilink.com/~wilcoxon/rpg/sd/errata.html>.

This errata is compiled from the following products from *Iron Crown Enterprises* ([www.ironcrown.com](http://www.ironcrown.com)):

Source (Stock #)	Source Description	Type of Errata
7201	Silent Death: The Next Millennium Rulebook .....	Ships
7210	Renegades: The Espan Rebellion .....	Ships, Other
7211	Sunrunners .....	Ships, Other
7212	Warhounds (1st printing) .....	Ships, Other
7213	Night Brood: First Contact .....	Ships
7214	Universal Night Watch .....	Ships, Other
7215	Operation: Dry Dock .....	Ships, Other
7216	Sigurd Archdiocese .....	Ships, Other
7217	Kashmere Commonwealth .....	Ships, Other
7218	Rules of Warfare .....	Ships
7219	Space Junk.....	Ships, Other
7220	Fighter Tactics Manual .....	Ships
7221	Hostile Takeover .....	Ships, Other
7222	ASP Technocracy .....	Ships, Other
7223	Yoka-Shan Warworld.....	Ships, Other
7225	Rules of Warfare II .....	Ships, Other



## Ship Errata, Changes, and Updates

Source	Ship	Errata
7201	Epping .....	Front DR hits: boxes 3, 11, 19, and 27 Side DR hits: boxes 3, 13, and 25 Rear DR hits: boxes 8 and 30
7210	Crescent .....	Drive = 16 Pulse Laser B To Hit: 2D8+ADB DR 4 in box 11 should be DR 1 & remove DR 1 in box 22
	Scorpion .....	Drive = 11 Right Side Critical Hits 2, 3, & 6 affect Gunner B, not Gunner A Pilot Salvage Claws Damage: Medium+1‡
	Eagle .....	Plazgun A is actually Impulsegun A, 2D8+ADB High Right Side Critical Hit affects Gunner C, not Gunner B
	Conestoga .....	Railrepeater Damage: High
7211	Crescent .....	Critical hits: boxes 8 and 20 First Critical Hit 9 should be 7
	Epping .....	Rear DR hits: boxes 8 and 30
	Scorpion .....	Pilot Salvage Claws Damage: Medium+1‡
7212	Aosho .....	Rear Left Critical Hit 5 affects Gunner C, not Gunner D
	Constellation .....	Missile Launcher A & Disruptorgun A arcs: (BRQL) (BFQL) (F) Missile Launcher B & Disruptorgun B arcs: (F) (BRQR) (BFQR) Triple Laztube E arcs: (BRQL) (BFQL) (F) (BFQR) (BRQR)
	Fletcher .....	Dual Ion Cannon E Long Range: 30 Keel Cannon F arcs: (KF)
	Megafortress .....	Blatgun A damage: High+6 Heavy Plazgun B arcs: (BRQL) (BFQL) (F) (BFQR) (BRQR) Heavy Plazgun C arcs: (BRQL) (BFQL) (F) (BFQR) (BRQR) Triple Blast Cannon F arcs: (BFQL) (F) (BFQR) Triple Blast Cannon F Speed Restriction: 7 Rear (both) Critical Hit 6: Reduce Defensive Value by 2.
	Narwhal .....	Additional Rear (both) Drive hits: boxes 25 and 62 Quint Pulse Laser A arcs: (BRQL) (BFQL) (F) Quint Pulse Laser C To Hit: 2D8+ADB+4
	Stingray .....	Missile Launcher A and Splattergun A arcs: (BFQL) (F) (BFQR) Front (both) Critical Hit 6: -3 Defensive Value Front (both) Critical Hit 8: affects Twin Splattergun A
7213	Dragonfly .....	Drone Mover 4
7214	Betafortress NW .....	Right Critical Hit 6 affects Gunner B, not Gunner D
7215	Epping Prime .....	Missing 10 x Mk 10 Torps
	Glaive II .....	Ion Ram To Hit: 2D8+ADB
	Kosmos .....	Minigun Specs: ranges are wrong
	Lance Electra II .....	Mass: 420 tons Critical 9: remove "Pilot's Projector loses 2 Protobolts"
	Night Hawk II .....	Damage Control: 1-4
	Salamander .....	Pulse Laser To Hit: 2D8+ADB
	Salamander II .....	Triple Pulse Lasers To Hit: 2D8+ADB+2
	Sentry II .....	Disintegrator To Hit: 2D8+ADB Critical Hit 9 affects Disintegrator not Blatgun
	Seraph .....	Damage Track box 56 should be a DR 1 hit, not a Drive 1 hit
	Seraph II .....	Damage Track box 56 should be a DR 1 hit, not a Drive 1 hit

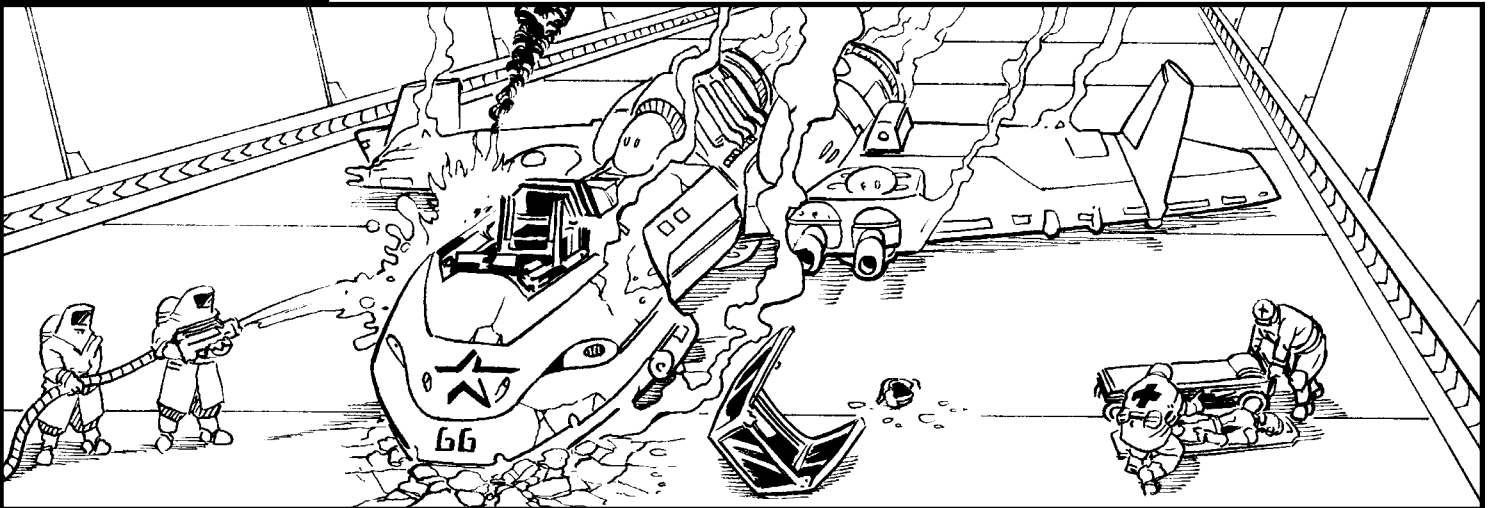


Source	Ship	Errata
	Shryak Shuttle II ...	Critical Hit 8 affects Impulsegun, not Pulse Laser
	Star Raven .....	All Pulse Laser ranges: 3/9/10
	Star Raven Alpha....	All Pulse Laser ranges: 3/9/10
	Megafortress .....	Triple Blast Cannon Speed Restriction: 7
7216	Storm II .....	Additional weapon (w) hit: box 32
	Glaive III.....	Remove weapon (w) hit: box 19
	Longboat .....	Splattergun D & E To Hit: 2D6+1 ECM: 1-4 [4] Front (both) Critical Hit 12 should be "until after next turn"
7217	Usha .....	May only hold 1 Ushas class Battle Pod Per Cargo Bay, not 2
	Battle Pod VY6 .....	Pulse Laser 6B Damage: Low+3
7218	Snarling Badger .....	Keel Cannon Ammo: 6 Keel Cannon Damage: Allx3 Every other crew hit should be filled in. Front Right Critical Hits 7 & 10 affect Gunner B, not Gunner A Front Right Critical Hit 5 affects Keel Cannon, not Repeating Blaster G Front Right Critical Hit 6 affects Repeating Blaster G, not Sext Blatguns ECM: 1-5 [5]
7219	Dauntless .....	Torp room arcs: (360°)
	Octopus .....	All Pulse Laser ranges: 3/9/10
	TBD Platform .....	Crew box should have entries for Captain and Pilot
	Wakazashi .....	Torp room arcs: (360°) TOC: +2
	Whisper .....	Bridge box should include Captain entry
7220	Bat .....	Critical Hit 2: Bat may not move nor fire Pilot's Splatterguns. Reduce DV to 5.
7221	Kali .....	Remove Crew F and H Gunner D arcs: (SFQL)(SRQL)(R) Gunner E arcs: (R)(SRQR)(SFQR)
	Scorpion .....	Pilot Salvage Claws Damage: Medium+1‡
	Scorpion Beta.....	Pilot Salvage Claws Damage: Medium+1‡ Plazgun C is actually Twin Plexar Guns C, 2D10+ADB High+2
7222	Nova.....	All weapons have an additional +1 To Hit from Artificiance Intelligence
	Nebula II.....	Every other crew hit should be filled in. Rear (both) Damage Track box 15: DR3 (not Drive 5) Front (both) Damage Tracks: last 'w' should be 'W'
	Quark.....	Meld Laser Speed Restriction: missing £
7223	Jii .....	Plasma Missile Specs: High+ / should be High+2/
	Kraal .....	Heavy Plazgun A Damage: missing ¥ Pilot Triple Pulse Laser To Hit and Damage: +2 (not +3)
	Kraal ECM .....	Remove Gunner A Plasma Missile Launchers C & D are normal Missile Launchers. Pilot Triple Pulse Laser To Hit and Damage: +2 (not +3)
	Death Wind YS .....	Plasma Missile Specs: High=2/ should be High+2/
7225	Orca Alpha.....	Pilot Disintegrator Speed Restriction: 11



## Other Errata, Changes, and Updates

Source	Where	Errata
7210	p. 76, Weapon Table .....	£ in Speed Restrictions should be ≤ Heavy Plazgun damage: Allx2 ¥ Salvage Claws To Hit: 2D6+ADB Salvage Claws Damage: Medium ‡
7211	Page ,Ventors,..... Game Play, 2 <sup>nd</sup> para	Replace “after drive 0 turns, but before ships” with “after drift, but before non-escorts”.
7212	Integrated Escort .....	Hyper Cannon Target Speed Restriction 11 Twin Hyper Cannon Target Speed Restriction 10 Triple Hyper Cannon Target Speed Restriction 9 Quad Hyper Cannon Target Speed Restriction 8 Plazprojector Medium Range 1-5, not Long Range
	Weapon Table	
	Turn Sequence .....	Move Drift and Ventors below Move Warhounds.
	p. 15, Game Mechanics, .....	Delete the word enemy. line 4
	p. 25, 7000-ton .....	Damage Reduction 1 slots: 15 Frigate Template
	p. 33, Escort Expanded .....	Quad Minigun Slots: 2 Magazine Cost Table      Protobolt Ammo Added: 1
	p. 36, Special Equipment ...	300-ton RP points: 15 Cost Table
7214	Consolidated Master .....	Tachyon Cannon Damage: All Weapon Table              Tachyon Ram Damage: High
7215	p. 6, Betafortress .....	Translight Capability: None Alpha and Beta
	p. 58, Shryak Shuttle II .....	Translight Capability: None
	p. 64, Spirit Rider II .....	Armaments: 2 x Mk 10 Torps should be 1 x Mk 20 Torp
	p. 67, Star Raven Alpha .....	Armaments: 2 x Mk 50 Torps should be 2 x Mk 30 Torps
	p. 76, Thunder Bird II .....	Armaments: remove 1 x Mk 20 Torp
7216	Consolidated Master .....	Tachyon Cannon Damage: All Weapon Table              Tachyon Ram Damage: High



Source	Where	Errata
7217	p. 28, Damage Reduction ... Template	Use costs from similar sized ships in previous books
	Consolidated Master ..... Weapon Table	Tachyon Cannon Damage: All Tachyon Ram Damage: High
7219	p. 7, Outpost ECM..... Summary	1-7[6] and 1-8[5]: 50 slots, not 40 Requires crewmembers equal to the number of tries (as Escort ECM)
	p. 17, White Hole .....	Radius 12, 1/4 radius: 3, not 4
	p. 27, Dust Cloud Type II ....	Spore Moles are reduced to a 4 hex range Hammerhead Missiles are -2/hex beyond 6 hexes
	p. 27, Dust Cloud Type III...	PD 10 hit also affects Spore Moles
7221	p. 17, Kali .....	Armaments: 8 x Splatterguns should be 6 x Splatterguns
	p. 20, Eagle Alpha .....	Should be Eagle Beta
	p. 21, column 1, line 1 .....	Eagle II should be Eagle Beta
	p. 23, Scorpion Alpha .....	Should be Scorpion Beta
7222	Consolidated Master ..... Weapon Table	Tachyon Cannon Damage: All Tachyon Ram Damage: High
	p. 39, C-torps.....	Pilot skill = 5
	p. 40 Parasite torps .....	Pilot Skill = 8, Drive 10
7223	Consolidated Master ..... Cannon Table	Plaz Shell Cannon damage: ¥ should be y Tachyon Cannon Damage: All Tachyon Ram Damage: High
	p. 37, Plasma Defense System	PDS Systems work against Parasite Torps as if they were normal Torps
7225	p. 7, Time Limits, ..... 2 <sup>nd</sup> paragraph	“the sixth game turn” should be “the eighth game turn”
	p. 10, Setup Diagram .....	Move asteroids one hex down
	House Smash Chart .....	“Roll 1D4” should be “Roll 1D6”
	House Lists,..... ASP Technocracy	Add Fletcher to the Escorts list
	House Lists, Data Sphere, .. Mercenary	“3 – Bay” should be “3 – Bat”
	House Forces Worksheet ....	House Forces only is lines 5-9 House Forces or “Pre-Brood Imperium” is lines 10-14
	Optional Rules, ..... Setup Diagram	Move asteroids down one hex.
	p. 14, Orca II .....	Should be Orca Alpha.
	p. 17, Winning Battles .....	Delete first sentence up until the colon ‘:’.
	p. 18, Setup Diagram .....	Move everything down one hex. Remove the far left row of the top block of gray hexes.





# BLACK WIDOW II

I.D. ■

BPV: 162

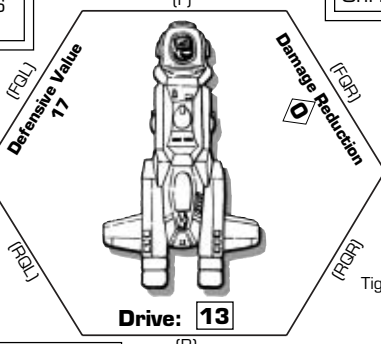
TPV

**Pilot**  
**5 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+4  
 Damage: Low+4  
 Range: 3/9/10

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

Decoys: ○○○○  
 P-D: 1-6 (4)  
 Dmg Con: 1-6  
 Tons: 1000

**Mk. 10 Torps**  
 ○○  
 ○○  
 ○○  
 ○○  
 ○○  
 ○○



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

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

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

**Gunner A**  
**6 Splatterguns (360°)**  
 To Hit: 2D6+ADB+5  
 Damage: Medium+10  
 Range: 2/6/10

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

DAMAGE TRACK

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

# BLACK WIDOW II

I.D. ■

BPV: 162

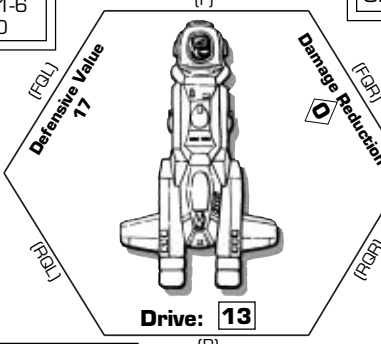
TPV

**Pilot**  
**5 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+4  
 Damage: Low+4  
 Range: 3/9/10

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

Decoys: ○○○○  
 P-D: 1-6 (4)  
 Dmg Con: 1-6  
 Tons: 1000

**Mk. 10 Torps**  
 ○○  
 ○○  
 ○○  
 ○○  
 ○○  
 ○○



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

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

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

**Gunner A**  
**6 Splatterguns (360°)**  
 To Hit: 2D6+ADB+5  
 Damage: Medium+10  
 Range: 2/6/10

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

DAMAGE TRACK

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

## CRITICAL HITS

- 2 — **Pilot killed.** Black Widow may not move or fire pilot weapons. Reduce Defensive Value to 5.
- 3 — **Engines sputter momentarily.** Black Widow's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Black Widow may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Targeting damaged.** Reduce a random Gunner's chance To Hit by 4.
- 6 — **Shields damaged.** Reduce Defensive Value by 4. Point Defense system is destroyed.
- 7 — **Gunner dazed.** One random gunner may not fire his weapons until after the next game turn.
- 8 — **Gunner A killed.** Gunner A's weapons may not fire.
- 9 — **Power Feed malfunctions.** Randomly Reduce Splattergun's damage rating to Low+5, or Pulse Lasers Damage to Low.
- 10 — **Gunner B killed.** Gunner B's weapons may not fire.
- 11 — **Torp load explosion.** Take 1D12 more hits for each remaining torp.
- 12 — **Massive structural collapse.** Black Widow buckles and explodes.

## SPLATTERGUN SPECS

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

I.D.

BPV: 61

**TPV**

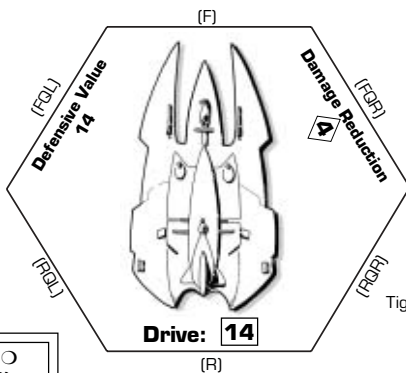
**Mk. 20 Torps**



**Pilot**  
**1 Ion Ram (F)**  
To Hit: 2D8+ADB  
Damage: All  
Range: 5/13/15  
Target SR ≤15

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

**Crew**  
**PILOT**  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
**GUNNER**  
Gnr: \_\_\_\_\_



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

Decoys: ○ ○  
P-D: 1-4 (2)  
Dmg Con: 1-5  
Tons: 400

**Gunner**  
**1 Impulsegun**  
(RQL) (R) (RQR)  
To Hit: 2D8+ADB  
Damage: High  
Range: 3/8/10

**DAMAGE TRACK**

→	4		t	3	*	14		W	
13							2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

# DEATH WIND III

I.D.

BPV: 61

**TPV**

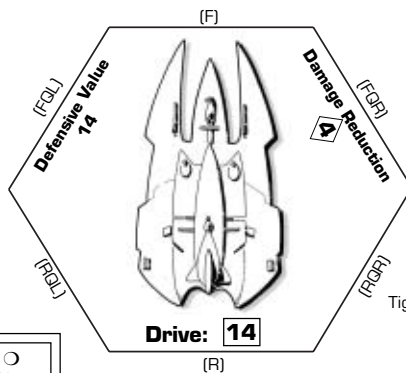
**Mk. 20 Torps**



**Pilot**  
**1 Ion Ram (F)**  
To Hit: 2D8+ADB  
Damage: All  
Range: 5/13/15  
Target SR ≤15

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

**Crew**  
**PILOT**  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
**GUNNER**  
Gnr: \_\_\_\_\_



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

Decoys: ○ ○  
P-D: 1-4 (2)  
Dmg Con: 1-5  
Tons: 400

**Gunner**  
**1 Impulsegun**  
(RQL) (R) (RQR)  
To Hit: 2D8+ADB  
Damage: High  
Range: 3/8/10

**DAMAGE TRACK**

→	4		t	3	*	14		W	
13							2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

## CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot Impulsegun short.** reduce Damage to Medium.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Gunner Impulsegun cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

## IMPULSEGUN SPECS

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

## ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).  
Medium Range: 6-13 hexes.  
Long Range: 14-15 hexes (-1 To Hit).  
Target Speed Restriction: Target's Drive value must be ≤15.

## GAME TURN RECORD TRACK

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

I.D.

BPV: 31

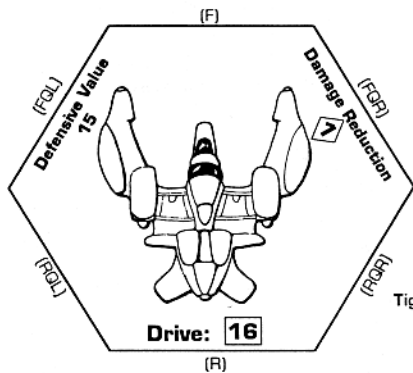
TPV

**Pilot**  
**5 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+4  
 Damage: Low+4  
 Range: 3/9/10

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

Mk. 40  
 Torp

Mk. 10  
 Torps



Decoys: ○  
 P-D: -  
 Dmg Con: 1-2  
 Tons: 200

### DAMAGE TRACK

→	t		16	t	*	14	◇	12	T	10	
	t	8	w	6	*	4	3	t	2	1	×

# HAYABUSA

I.D.

BPV: 31

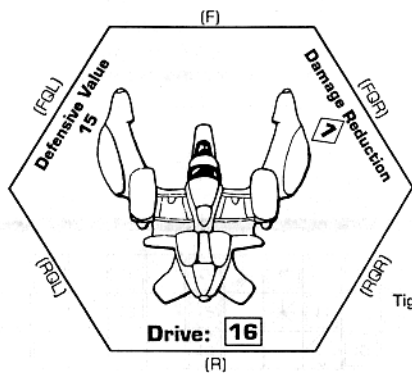
TPV

**Pilot**  
**5 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+4  
 Damage: Low+4  
 Range: 3/9/10

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

Mk. 40  
 Torp

Mk. 10  
 Torps



Decoys: ○  
 P-D: -  
 Dmg Con: 1-2  
 Tons: 200

### DAMAGE TRACK

→	t		16	t	*	14	◇	12	T	10	
	t	8	w	6	*	4	3	t	2	1	×

## CRITICAL HITS

- 2 — **Pilot killed.** Hayabusa may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Hayabusa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Pulse Laser Targeters knocked off-line.** Hayabusa may not fire Pulse Lasers until after next game turn.
- 6 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 7 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 8 — **Maneuver Thrusters destroyed.** Hayabusa may no longer perform tight turns.
- 9 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 10 — **Torpedo Rack compromise.** Mark off all remaining Torps.
- 11 — **Pilot dazed.** Hayabusa may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Hayabusa will hunt no more.

## 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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

**CREW INFORMATION**

**Squadron Leader :**  
**Craig "Blindspot" O'Brien**

**Pilot Stats:**

- Pilot 12,
- Gunner 9

**Skills:**

- Hangs Fire 2,
- Marksman 3.

**Quirks:**

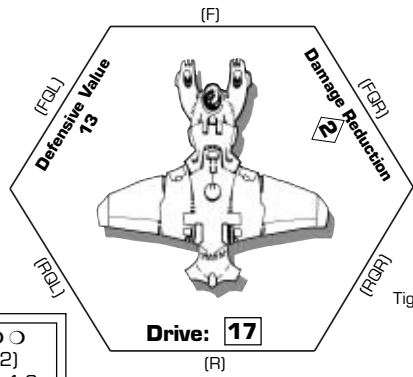
- Always Checks His Six.

**BPV: 64 I.D. NIGHT HAWK EX**

**TPV**

**Pilot**  
**6 Splatterguns (F)**  
 To Hit: 2D6+ADB+5  
 Damage: Medium+10  
 Range: 2/6/10

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



Decoys: ○ ○  
 P-D: 1-6 (2)  
 Dmg Con: 1-3  
 Tons: 300

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

**DAMAGE TRACK**

→			17			16			2	15	*		
		14	1	13		12	*	11		10	W		
	9		7		6		5		4		3	1	X

**CRITICAL HITS**

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

**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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

# I.D. ■ SALAMANDER III

BPV: 64

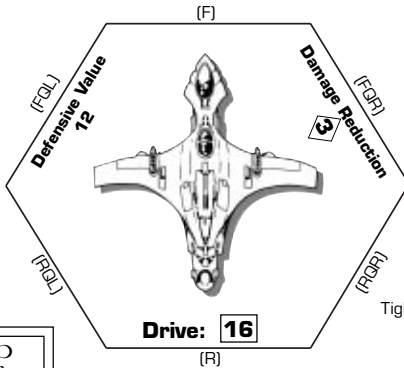
TPV

Mk. 40  
Torp

Mk. 10  
Torps

**Pilot**  
**1 Meld Laser (F)**  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR≤12

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



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

Decoys: ○ ○  
P-D: 1-7 (2)  
Dmg Con: 1-6  
Tons: 400

**Gunner**  
**2 Splatterguns**  
(RQL) (R) (RQR)  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**DAMAGE TRACK**

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

**Crew**  
**PILOT**  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
**GUNNER**  
Gnr: \_\_\_\_\_

# I.D. ■ SALAMANDER III

BPV: 64

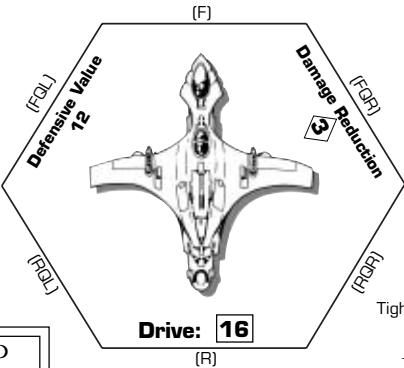
TPV

Mk. 40  
Torp

Mk. 10  
Torps

**Pilot**  
**1 Meld Laser (F)**  
To Hit: 2D8+ADB  
Damage: Medium  
Range: 6/18/20  
Target SR≤12

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



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

Decoys: ○ ○  
P-D: 1-7 (2)  
Dmg Con: 1-6  
Tons: 400

**Gunner**  
**2 Splatterguns**  
(RQL) (R) (RQR)  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**DAMAGE TRACK**

		16		15	3	w	14	*	13	t	2	12
W		11		1	t	10	*	T	9		8	w
7	6		5	t	4		3	2	1	t		×

**Crew**  
**PILOT**  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
**GUNNER**  
Gnr: \_\_\_\_\_

## CRITICAL HITS

- 2 — Crew killed. Salamander may perform no further actions. Defensive Value drops to 5.
- 3 — Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- 4 — Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Meld Lasers hit. It may not fire until after next game turn
- 8 — Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- 9 — Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- 10 — Gunner killed. Salamander may no longer use the Splatterguns.
- 11 — Pilot dazed. Salamander may not move or fire the Meld or Pulse Lasers until after the next game turn.
- 12 — Reactor hit. Salamander explodes into oblivion.

## 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 SR: ≤ 12

## SPLATTERGUN SPECS

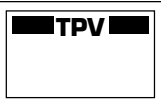
Short Range: 1-2 hexes (+1 To Hit).  
Medium Range: 3-6 hexes.  
Long Range: 7-10 hexes (-1 To Hit).

## 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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----



**Crew**

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

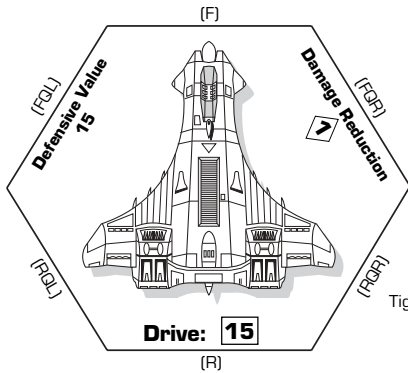
**GUNNER**  
Gnr: \_\_\_\_\_

**Pilot**

**1 Protobolt Projector (F)**  
To Hit: 2D6+ADB  
Damage: 10/8/6  
Range: 5-8/12/16  
Target SR ≤14  
○○○○○○

**Pilot**

**4 Pulse Lasers (F)**  
To Hit: 2D8+ADB+4  
Damage: Low  
Range: 3/9/10

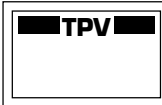


Tight Turn Cost: \_\_\_\_\_+3

Decoys: ○  
P-D: 1-7 (5)  
Dmg Con: 1-4  
Tons: 400

### DAMAGE TRACK

→	15			14					12
	*		1		10		W		
	9	*				8		W	
	7			6	5	4	2	×	



**Crew**

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

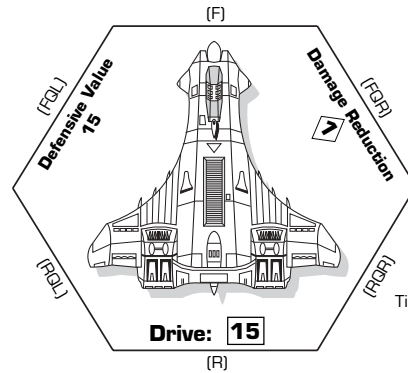
**GUNNER**  
Gnr: \_\_\_\_\_

**Pilot**

**1 Protobolt Projector (F)**  
To Hit: 2D6+ADB  
Damage: 10/8/6  
Range: 5-8/12/16  
Target SR ≤14  
○○○○○○

**Pilot**

**4 Pulse Lasers (F)**  
To Hit: 2D8+ADB+4  
Damage: Low  
Range: 3/9/10



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

Decoys: ○  
P-D: 1-7 (5)  
Dmg Con: 1-4  
Tons: 400

### DAMAGE TRACK

→	15			14					12
	*		1		10		W		
	9	*				8		W	
	7			6	5	4	2	×	

## CRITICAL HITS

- 2 — **Pilot dazed.** Samurai may not move or fire until after next game turn.
- 3 — **Engines sputter momentarily.** Samurai Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Samurai may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Protobolter hit.** Lose half its remaining ammo.
- 8 — **Maneuver Thrusters destroyed.** Samurai may no longer perform tight turns.
- 9 — **Hull buckles.** Protobolt Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — **Targeting System knocked off-line.** Samurai may not fire until after next game turn.
- 11 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 12 — **Massive structural collapse.** Samurai breaks up into chunks of useless scrap metal.

## PROTOBOLT SPECS

Short Range: 5-8 hexes (+1 To Hit).  
Medium Range: 9-12 hexes.  
Long Range: 13-16 hexes (-1 To Hit).  
Target Speed Restriction: Target's Drive value must be ≤14.

## PULSE LASER SPECS

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

**TPV**

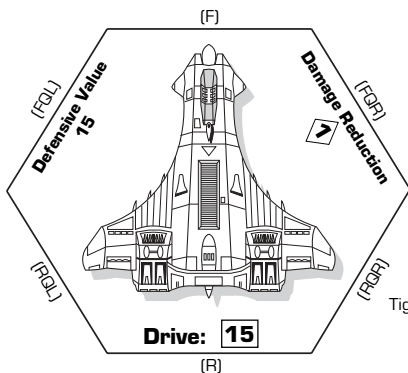
**Mk. 30 Torps**

**Pilot**

**Meld Laser (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium  
 Range: 6/18/20  
 Target SR ≤12

**Pilot**

**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low+5  
 Range: 3/9/10



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

Decoys:

P-D: 1-7 (5)  
 Dmg Con: 1-4  
 Tons: 400

**DAMAGE TRACK**

→	15	t	14	t	12
	*	1	t	10	w
	9	*	t	8	t
	7	t	6	5	4
				2	×

**Crew**

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

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

**TPV**

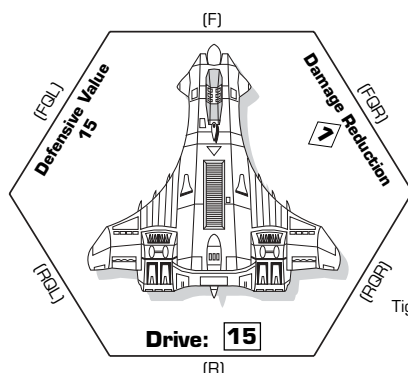
**Mk. 30 Torps**

**Pilot**

**Meld Laser (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium  
 Range: 6/18/20  
 Target SR ≤12

**Pilot**

**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low+5  
 Range: 3/9/10



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

Decoys:

P-D: 1-7 (5)  
 Dmg Con: 1-4  
 Tons: 400

**DAMAGE TRACK**

→	15	t	14	t	12
	*	1	t	10	w
	9	*	t	8	t
	7	t	6	5	4
				2	×

**Crew**

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

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

**CRITICAL HITS**

- 2 — **Pilot dazed.** Samurai may not move or fire until after next game turn.
- 3 — **Engines sputter momentarily.** Samurai Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Samurai may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Meld Laser Damaged.** Change Meld Laser Damage to Low.
- 8 — **Maneuver Thrusters destroyed.** Samurai may no longer perform tight turns.
- 9 — **Hull buckles.** Mark off all remaining Torps. Reduce Defensive Value by 3.
- 10 — **Targeting System knocked off-line.** Samurai may not fire until after next game turn.
- 11 — **Pulse Laser Targeters damaged.** All further Pulse Laser To Hit and Damage suffer a -4 modifier.
- 12 — **Massive structural collapse.** Samurai breaks up into chunks of useless scrap metal.

**MELD LASER SPECS**

**Short Range:** 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.

**PULSE LASER SPECS**

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



**CREW INFORMATION**

**Squadron Chief :**  
**Richard "Porkins" Dufault**

**Pilot Stats:**

- Pilot 9,
- Gunner 11

**Skills:**

- Never a Useless Move 3,
- Hangs Fire 3,
- Sharpshooter 2.

**Quirks:**

- Counts Coup,
- Always Checks His Six.

**MK 20 Launch Table**

When Launching MK 20 torpedoes, roll a D8 for each target, then consult the table below:

- 1 — Torpedo(s) fires F as normal
- 2 — Torpedo(s) fires FQR
- 3 — Torpedo(s) fires RQR
- 4 — Torpedo(s) fires R
- 5 — Torpedo(s) fires RQL
- 6 — Torpedo(s) fires FQL
- 7 — **Misfire!** No torpedos launch this turn. Player must make a successful damage control roll to restore system to operation before a new launch attempt can be made.
- 8 — **Gangfire!** All remaining torpedos in the launcher gangfire at the originally designated target. Talk about overkill...

**SERAPH EX**

**I.D.**

**BPV: 149**

**TPV**

Decoys: ○ ○ ○  
 ○ ○  
 P-D: 1-7 (5)  
 Dmg Con: 1-6  
 Tons: 800

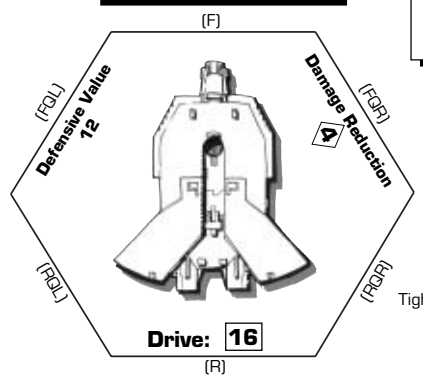
**Crew**  
**PILOT**  
 Plt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

**Mk. 50**  
**Torp**  
 ○

**Pilot**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low+5  
 Range: 3/9/10

**Mk. 20**  
**Torps**  
 ○ ○  
 ○ ○  
 ○ ○  
 ○ ○  
 ○ ○

**Mk. 10**  
**Torps**  
 ○  
 ○  
 ○  
 ○



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

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

**CRITICAL HITS**

- 2 — **Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn.
- 3 — **Missile Launcher jam.** Random Missile Launcher may not be fired until after the next game turn.
- 4 — **Electronic Warfare knocked out.** Seraph may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Decoys blown away.** Seraph loses all its decoys.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Torp Discharger malfunction.** Lose 1D4 remaining torps of the pilot's choice. Reduce Defensive Value by 2.
- 10 — **Pilot dazed.** Seraph may not move or fire the pilot's weapons until after the next game turn.
- 11 — **Pulse Laser performance impeded.** Reduce Damage rating to Low +1.
- 12 — **Reactor hit.** Sadly, the Seraph is no more.

**PULSE LASER SPECS**

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

**DAMAGE TRACK**

	t		16			15	T		14	t	
w			13	*	t		12				
11	t	4			10	3	t		9	T W	
2	8			7	*	T		1	6		
T			t		5			t		4	T
w					3	*	t			2	
		T		t	1		X				

# SHARK II

I.D.

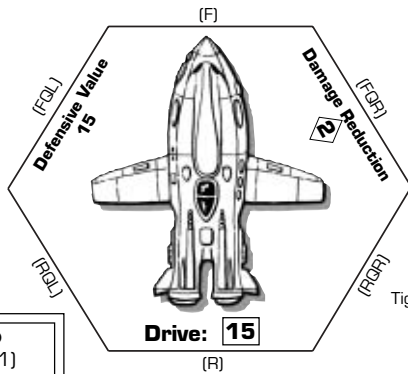
BPV: 39

**TPV**

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

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

**Pilot**  
**1 Ion Ram (F)**  
 To Hit: 2D8+ADB  
 Damage: All  
 Range: 5/13/15  
 Target SR ≤15



Decoys: ○  
 P-D: 1-3 (1)  
 Dmg Con: 1-2  
 Tons: 300

**DAMAGE TRACK**

→				15	2			14		W
	*	12	1		10			8		W
	6	*		4				2		×

# SHARK II

I.D.

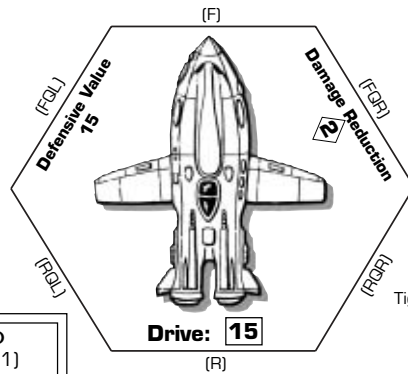
BPV: 39

**TPV**

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

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

**Pilot**  
**1 Ion Ram (F)**  
 To Hit: 2D8+ADB  
 Damage: All  
 Range: 5/13/15  
 Target SR ≤15



Decoys: ○  
 P-D: 1-3 (1)  
 Dmg Con: 1-2  
 Tons: 300

**DAMAGE TRACK**

→				15	2			14		W
	*	12	1		10			8		W
	6	*		4				2		×

## CRITICAL HITS

- 2 — **Pilot killed.** Shark may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Shark may only use 3 movement points next turn. Reduce Defensive Value by 5.
- 4 — **Electronic Warfare knocked out.** Shark may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ion Ram damaged.** Reduce Damage to High.
- 8 — **Impulsegun Targeting damaged.** Reduce chance To Hit by 3.
- 9 — **Hull compromised.** Reduce Defensive Value by 3.
- 10 — **Severe structural damage.** Reduce Defensive Value by 5. Modify Shark's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Shark may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Shark is destroyed.

## IMPULSEGUN SPECS

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

## ION RAM SPECS

Short Range: 1-5 hexes (+1 To Hit).  
 Medium Range: 6-13 hexes.  
 Long Range: 14-15 hexes (-1 To Hit).  
 Target Speed Restriction: Target's Drive value must be ≤15.

## GAME TURN RECORD TRACK

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

# SORENSEN IV

I.D.

BPV: 68

TPV

Mk. 10 Torps

○  
○  
○  
○

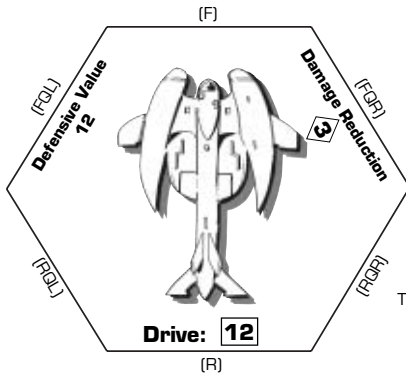
Mk. 40 Torps

○  
○

Decoys: ○○○○  
P-D: 1-4 (2)  
Dmg Con: 1-6  
Tons: 600

**Pilot**  
**4 Autocannons (F)**  
To Hit: 2D6+ADB+3  
Damage: Med+3†  
Range: 3/10/24  
Target SR ≤12  
○○○○

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



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

**Gunner**  
**4 Miniguns (360°)**  
To Hit: 2D6+ADB+3  
Damage: Low+3†  
Range: 2/5/12  
○○○○○○

**DAMAGE TRACK**

			t	3		*		12		T		t	
W		11	*		t	10		2		9		8	T
	7			6	w	5		t	4	*	1	3	
	2				1							t	

# SORENSEN IV

I.D.

BPV: 68

TPV

Mk. 10 Torps

○  
○  
○  
○

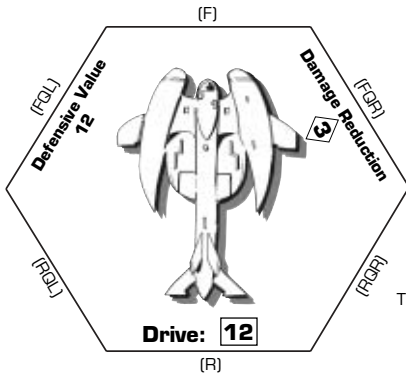
Mk. 40 Torps

○  
○

Decoys: ○○○○  
P-D: 1-4 (2)  
Dmg Con: 1-6  
Tons: 600

**Pilot**  
**4 Autocannons (F)**  
To Hit: 2D6+ADB+3  
Damage: Med+3†  
Range: 3/10/24  
Target SR ≤12  
○○○○

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



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

**Gunner**  
**4 Miniguns (360°)**  
To Hit: 2D6+ADB+3  
Damage: Low+3†  
Range: 2/5/12  
○○○○○○

**DAMAGE TRACK**

			t	3		*		12		T		t	
W		11	*		t	10		2		9		8	T
	7			6	w	5		t	4	*	1	3	
	2				1							t	

## CRITICAL HITS

- 2 — **Crew killed.** Sorenson may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Sorenson may only use 2 movement points next game turn. Reduce Defensive Value by 3 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Sorenson may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters damaged.** All turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Weapon system damaged.** Randomly reduce chance To Hit by 2 on Minigun or Autocannon.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull breached.** Reduce Defensive Value by 3 and lose two torps of the pilot's choice.
- 10 — **Gunner killed.** Gunner Miniguns may no longer be fired.
- 11 — **Pilot dazed.** Sorenson may not move or fire the Autocannons until after the next game turn. The gunner may still fire while the pilot is dazed.
- 12 — **Reactor hit.** Sorenson bursts into an array of dust and space junk.

## AUTOCANNON SPECS

**Short Range:** 1-3 hexes (+1 To Hit).  
**Medium Range:** 4-10 hexes.  
**Long Range:** 11-24 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤12.

## MINIGUN SPECS

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-5 hexes.  
**Long Range:** 6-12 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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

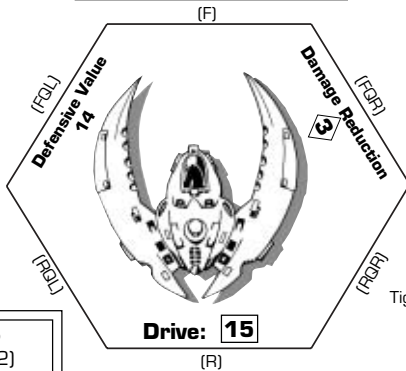
**TPV**

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

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

**Mk. 10**  
**Torp**

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



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

Decoys: ○  
 P-D: 1-5 (2)  
 Dmg Con: 1-3  
 Tons: 270

### DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

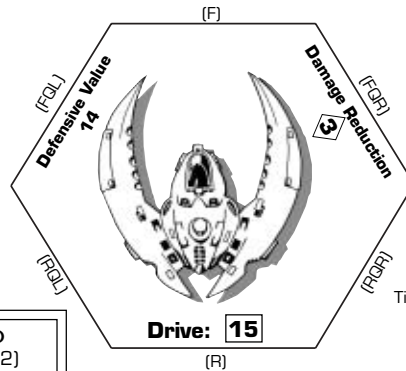
**TPV**

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

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

**Mk. 10**  
**Torp**

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



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

Decoys: ○  
 P-D: 1-5 (2)  
 Dmg Con: 1-3  
 Tons: 270

### DAMAGE TRACK

→	3		2	15	*	1	14	13	12	11	
		W	10	*		9		w		8	
			7		6	5	3	1	t		×

### CRITICAL HITS

- 2 — **Pilot killed.** Talon may perform no further actions. Defensive Value drops to 5.
- 3 — **Hull breached.** Reduce Talon's Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Talon may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers damaged.** All turns cost 1 extra movement point.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 2.
- 9 — **Disruptorgun Targeters damaged.** All further Disruptorgun To Hit attempts suffer a -2 modifier.
- 10 — **Engines momentarily lose power.** Reduce current Drive value to 4 until after next game turn.
- 11 — **Pilot dazed.** Talon may not move or discharge any weapon until after the next game turn.
- 12 — **Reactor hit.** Talon explodes into a ball of molten slag.

### DISRUPTORGUN SPECS

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

**CREW INFORMATION**

**Squadron Leader:**  
**18U "Spam" Model 240**

**Pilot Stats:**

- Pilot 10,
- Gunner 12

**Skills:**

- Assassin 3,
- Hangs Fire 3,
- Sharpshooter 2.

**Quirks:**

- Flies by the Book,
- Natural Pilot.

**TEAL HAWK EX**

**BPV: 73 I.D.**

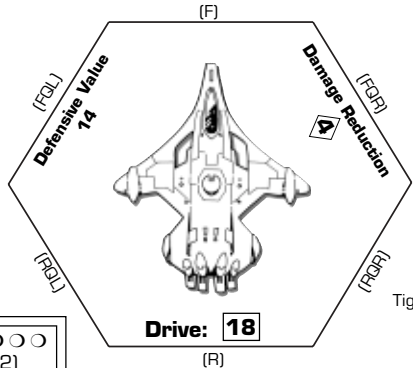
**TPV**

**Pilot**  
**Ion Ram (F)**  
 To Hit: 2D8+ADB  
 Damage: All  
 Range: 5/13/15  
 Target SR ≤15

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

**Mk. 10**  
**Torp**

**Pilot**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low+5  
 Range: 3/9/10



Decoys: ○○○○  
 P-D: 1-6 (2)  
 Dmg Con: 1-2  
 Tons: 300

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

**DAMAGE TRACK**

→	18	4	*	17	16	3	t		
	15	2	14	1	13	*	w	12	
	11		10	9	8	7	6	5	4
	3	2	1	×					

**CRITICAL HITS**

- 2 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ion capacitors Short.** Reduce Ion Ram Damage to High.
- 8 — **Pulse laser Targeters damaged.** Lower Pulse lasers may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Gunner killed.** Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

**ION RAM SPECS**

**Short Range:** 1-5 hexes (+1 To Hit).  
**Medium Range:** 6-13 hexes.  
**Long Range:** 14-15 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤15.

**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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# CONSOLIDATED MASTER CANNON TABLE

Weapon Type	Base Attack Dice	To Hit Modifiers			Target Speed Restrictions	Damage
		Short (+1)	Mid (0)	Long (-1)		
<b>Terran Weapons</b>						
<i>Mass Driver Cannons</i>						
<b>Minigun</b>	2D6+ADB	1-2	3-5	6-12	None	Low †
<b>Autocannon</b>	2D6+ADB	1-3	4-10	11-24	Drive ≤10	Medium †
<b>Railrepeater</b>	2D6+ADB	1-4	5-15	16-36	Drive ≤6	High †
<i>Laser Cannons</i>						
<b>Pulse Laser</b>	2D8+ADB	1-3	4-9	10	None	Low
<b>Meld Laser</b>	2D8+ADB	1-6	7-18	19-20	Drive ≤12	Medium
<b>Turbo Laser</b>	2D8+ADB	1-9	10-25	26-30	Drive ≤8	High
<i>Blast Cannons</i>						
<b>Splattergun</b>	2D6+ADB	1-2	3-6	7-10	None	Medium
<b>Blatgun</b>	2D6+ADB	1-4	5-10	11-15	Drive ≤13	High
<i>Disruptor Cannons</i>						
<b>Disruptorgun</b>	2D8+ADB	1	2	3-6	None	Medium §
<b>Disintegrator</b>	2D8+ADB	1	2-3	4-12	Drive ≤11	High §
<i>Ion Cannons</i>						
<b>Impulsegun</b>	2D8+ADB	1-3	4-8	9-10	None	High
<b>Ion Ram</b>	2D8+ADB	1-5	6-13	14-15	Drive ≤15	All
<i>Plasma Cannons</i>						
<b>Plazgun</b>	2D6+ADB	1-2	3-4	5-10	None	All ¥
<b>Heavy Plazgun</b>	2D6+ADB	1-4	5-8	9-15	Drive ≤11	All x 2 ¥
<i>Plasma Shell Cannons</i>						
<b>Plaz Shell Cannon</b>	2D6+ADB	1-2	3-4	5-10	None	All ¥
<i>Energy Bolt Projectors</i>						
<b>Protobolt</b>	2D6+ADB	5-8	9-12	13-16	Drive ≤14	s.10/m.8/l.6
<i>EMP Cannons</i>						
<b>EMP Ray</b>	2D8+ADB	1-2	3-4	5-8	None	Medium/2□
<b>EMP Beam</b>	2D8+ADB	1-3	4-6	7-15	Drive ≤14	High/2□
<i>Tachyon Conveyers</i>						
<b>Tachyon Cannon</b>	2D10+ADB	1-5	6-15	16-19	Drive≤14	High
<b>Tachyon Ram</b>	2D10+ADB	1-3	4-11	12-17	Drive≤15	All
<i>Gauss Field Generators</i>						
<b>Mjölnir</b>	2D8+6+ADB	1-3	4-7	8-10		Low+3 ∂
<b>Gungnir</b>	2D8+6+ADB	1-5	6-10	11-16	Drive≤13	Med+2 ∂
<i>Plexar Cannons</i>						
<b>Plexar Gun</b>	2D10+ADB	1-4	5-10	11-12	Drive ≤14	High ∞
<i>Entropy Cannons</i>						
<b>Entropic Accelerator</b>	2D8+ADB	1-4	5-7	8-12	Drive ≤12	High Ω
<i>Proton Arc Cannons</i>						
<b>Khanjar</b>	2D8+ADB	1-3	4-8	9-10	None	Low x 1D4▶
<b>Sayf ad-Din</b>	2D8+ADB	1-6	7-14	15-18	Drive≤14	Medium x 1D4▶
<b>Hatchling Weapons</b>						
<i>Beam Cannons</i>						
<b>X-Beam</b>	2D8+ADB	1-3	4-14	15-16	None	Low x 3
<b>Y-Beam</b>	2D8+ADB	1-3	4-16	17-18	Drive ≤13	Medium x 2
<b>Z-Beam</b>	2D8+ADB	1-3	4-20	21-22	Drive ≤10	High x 2
<i>Leech Cannons</i>						
<b>Drive Leech</b>	2D6+ADB	1	2	3-4	None	Low ‡

## Notes

- †—Whenever two of the attack dice roll doubles, multiply base damage delivered by 2.
- §—If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Ignore target's Damage Reduction when resolving a hit.
- ¥—If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.
- If the attack dice roll doubles or triples, the target takes an additional critical. Also, completely ignore target's Damage Reduction when resolving a hit.
- ‡—Low damage is distributed only to the target's Drive damage boxes, ignoring Damage Reduction value.
- ∂—May hit all torps in one hex targeting one ship, if at short range.
- ∞—If the To Hit roll for the Plexar Gun is triples, the firing ship's Defensive Value is reduced by 2.
- Ω—Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.
- ▶—If the Attack Dice roll triples, weapon may not fire next turn.
- ▶—The 1D4 multiplier is not included on triples, or doubles that affect damage.

## WARHEAD LAUNCH PHASE

- Entropic Accelerator damage
- Missile/spore mole lock-on attempts
- Launch missiles/spore moles
- Launch torpedoes
- Tractor Beam lock-on

## MOVEMENT PHASE

- Make drive 0 turns
- Move scanner assisted DLT torps targeted on stationary objects
- Roll initiative if using escorts
- Move escorts
- Drift
- Ventors move & detonate
- Roll initiative if not using escorts
- Starcraft movement:
  - Mine Layers deploy mines during movement
  - Hatchlings deploy drones, attach grappling tubes & tow claws, and engage jump pods during movement
  - Torpedoes targeted at moving objects move after target moves
- Activate drones laid this phase
- Operate drone movers
- Torpedoes fired at stationary objects move
- Mine Crews may attempt mine field activation

## TORPEDO RESULTS PHASE

- Activate plasma defense system
- Point-defense or dodging attempts
- Resolve torpedo attacks
- Deploy decoy or attempt jamming

## CANNON FIRE PHASE

- Gun Crews fire in skill order
- Gunners/Hatchlings and Pilots with BioLink fire in skill order
- Pilots fire in skill order

## MISSILE/SPORE MOLE RESULTS PHASE

- Point-defense/Plasma-defense against missiles/spore moles
- Resolve missiles/spore moles

## END TURN PHASE

- Asteroids drift
- Resolve grap tube usage
- Attempt damage control
- Dispersal:
  - ink clouds (1 on a D6)
  - flak (4 on a D4)
- Mines dropped last turn activate
- Update Order of Fire

## ELECTRONIC WARFARE PHASE

- Designate targets and number of attempts for scanning
- Attempt scanning

## Alternative Torpedo Ship Costs

Starcraft	Basic Point Value	Crew	VSPV	SMPV	VSSMPV
Black Widow II	162	3	182	180	212
Death Wind III	61	2	71	75	91
Drakar EX	165	7	183	229	274
Hayabusa	31	1	39	38	51
Nighthawk EX	64	1	64	64	64
Samurai	68	1	68	68	68
Samurai II	75	1	84	107	124
Salamander III	64	2	72	78	91
Seraph EX	149	1	179	201	248
Shark II	39	1	39	39	39
Sorenson IV	68	2	76	89	102
Talon	33	1	35	35	38
Teal Hawk	73	1	81	80	93



**...beyond demand or foresight...**

*The Fighter Tactics Manual bounced off the desk in an explosion of paper that finally careened to a stop at the feet of "Blindspot" O'Brien. "Rough night, Strack?" he said, addressing the rookie who had launched the book. "My answers matched the manual, word for blasted word! Instructor Waite failed me anyway!" Blindspot sighed. "You just don't get it, do you? There's more to being an ace than the ability to quote the FTM."*



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