# HOUSE COLOS



**SILENT DEATH**

# HOUSE COLOS ™

**The Next Millennium**

## Credits

**House Colos Author:** Sheldon Greaves

**Ship Design & Evil Genius Content Assurance:** Leland Erickson

**Original System Design:** Kevin Barrett

**Developed By:** Stephen Wilcoxon, Donald G. Dennis

**Cover Illustration:** Alan Fore

**Interior Illustrations:**
Matthew Plog, Alan Fore, Eric Pence, Alex Johns, Dan Smith, Paul Yeh,

**Ship Display Illustrations:** Dan Cruger

**Miniatures Sculptor:** Bob Naismith

**Series Editor:** Donald G. Dennis

**Managing Art Direction:**
Jessica Ney-Grimm

**Art Direction:** Jason O. Hawkins

**Assisting Art Direction:**
Donald G. Dennis

**Pagemaking:**
Sherry Robinson, Donald G. Dennis

**Cover Design**: Donald G. Dennis

**Cover Graphics**: Jessica Ney-Grimm, Pete Fenlon, Donald G. Dennis

**Ship Display Review:** Ted Kilsdonk

### ICE Staff:

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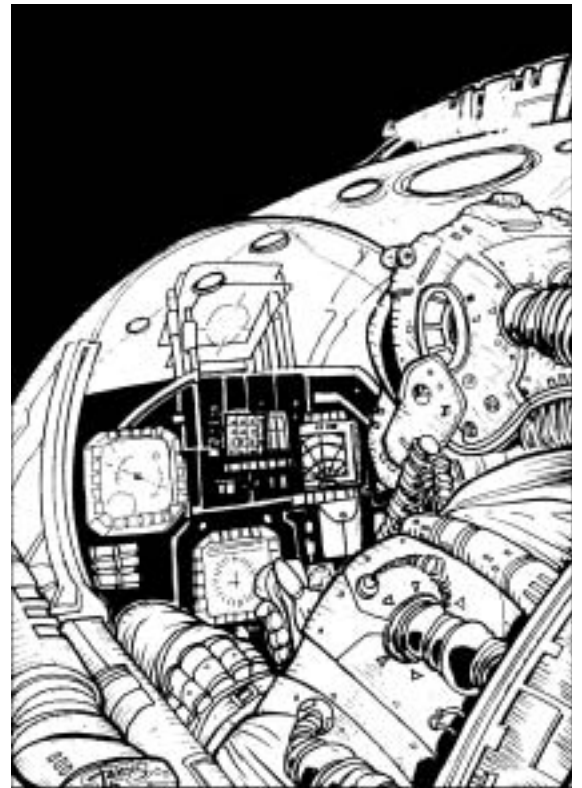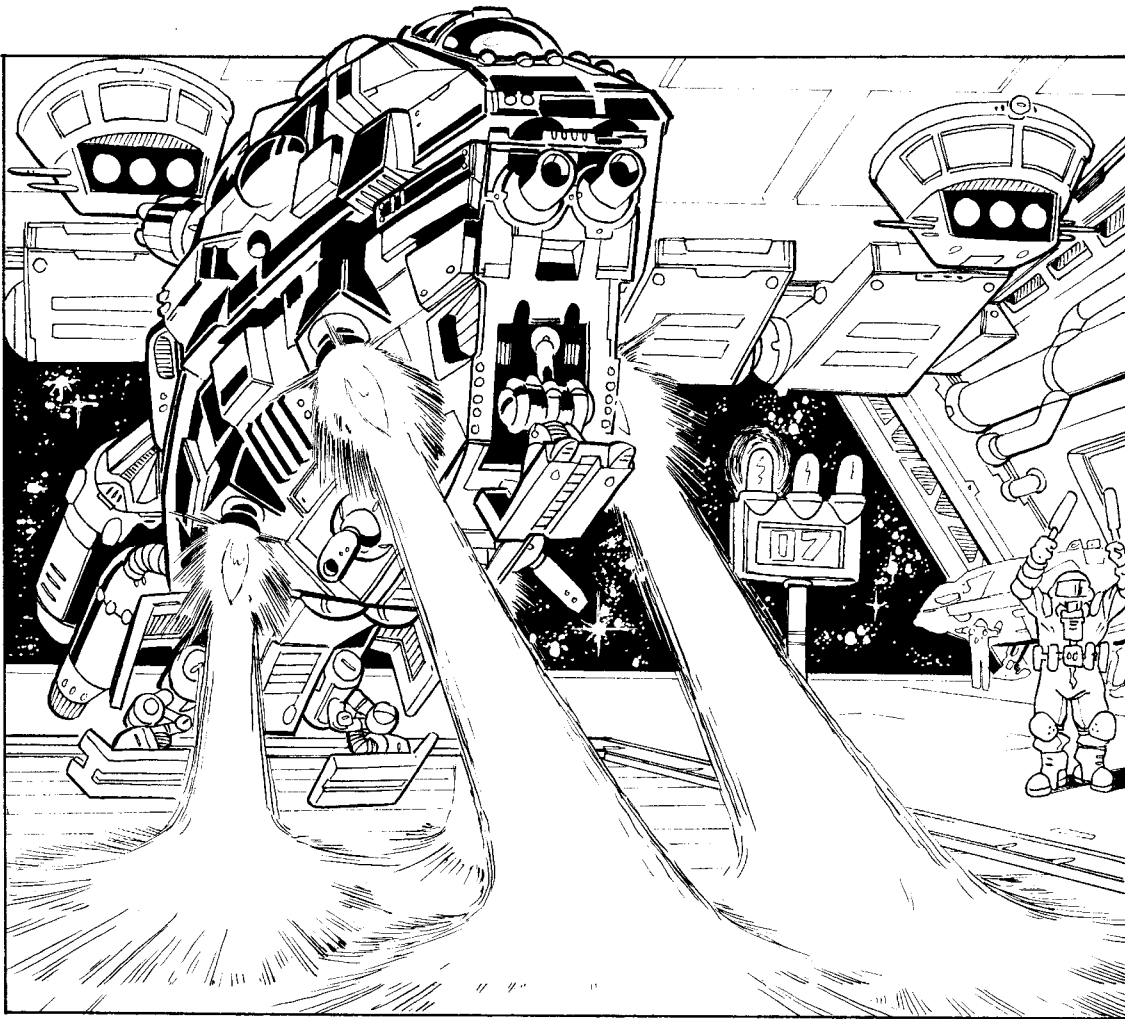Donald G. Dennis, Jason Hawkins, Brian Olson, Jessica Ney-Grimm, Sherry Robinson;

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### Dedication

To Denise, who is as just and true as these are subtle, false, and treacherous.

# Introduction

It has been noted that power corrupts, and that absolute power corrupts absolutely. It has also been theorized that absolute power draws those most susceptible to corruption. No matter the means or the method, this book is a thumbnail sketch of House Colos, where power and corruption are virtues, deliberately and lovingly nurtured into powerful tools of statecraft. The Colosian military machine represents a contradiction of cutthroat competition within its ranks, and cohesion in the face of enemies. In the days before the fall of the Empire, this was made possible by the overarching threat or promise of shifting imperial favor. Now times have changed and Colos must forge its own internal discipline against fratricidal conflict. The Emperor is dead. Without the imperial leash Colos is expanding. New enemies, old grudges, willing servants and sullen allies drive Colosian ambitions into the very maw of galactic hellfire.

The stakes? All or nothing. New Empire or oblivion. The Colosians wouldn't have it any other way.

## That's What Friends are For

First year cadet Albert Mordant swept his wooden knife in front of his body with a backhanded stroke, trying to block Alice's attack, and missed. He felt her wooden blade slide across his ribs and he sagged in frustration. They both straightened up and stepped back, facing each other across the training floor. Albert glanced down at his side and saw yet another red streak where Alice's training knife had left a mark on his cream-colored training sweats. She shot Albert a look of cool contempt, then casually walked over to a nearby table, picked up a piece of red chalk, and rubbed it along the edge of her knife, refreshing it as a marker. Her own sweats were absurdly clean.

# House Colos

## Past Glories, Present Ambitions

As one of the founding families of the original Terran Empire, House Colos has a long history of accomplishments made possible by two things: their willingness to do whatever was necessary to achieve their objectives, and the ability of the Emperor to shield House Colos from the outrage they provoked while doing Imperial business. In the post-Imperial universe, House Colos is on the cusp of a new age of challenge and ambition.

House Colos is steeped in tradition going back many centuries. Of all the "First Circle" houses of the original Empire, only Colos has survived more or less intact. They see this as indisputable proof that, as the sole remaining pillar of the Empire's original might, they have been chosen by destiny and natural selection to be the nucleus of a new Terran Empire, with House Colos as the new imperial family. With their deep traditions going back to their centuries of Imperial service, they also see themselves as the keepers of the flame of Imperial Terran majesty. The ultimate goal of House Colos is to reunite, by force if necessary, the scattered remnants of Humanity under Colosian rule. To this end, near the end of 12 AL, House Colos referred to itself in an important treaty with the Draconians as "The Colosian Empire" rather than "House Colos." Other houses are waiting to see if this change of nomenclature signals a new era of even greater Colosian aggression and conquest.

## Political Structure

The organization of House Colos is similar to an old aristocracy. Citizens of Colos fall into either the gentry class or the plebeian class. The gentry contains most of the members of the Colos family proper, along with many "houses minor" who at some point cast their lot with the Colosians through alliance or marriage. A house minor is generally ruled by someone of the rank of Marquis or equivalent. Houses minor have their own military forces which are used for their own ends and to serve House Colos. Most houses have a specialty, such as espionage, planetary assault, propaganda, static defenses, etc. They are also required to provide supporting levies to the military forces of House Colos proper. The relationship of a house minor to House Colos is similar to that of a feudal lord to their overlord.

The plebeians are the citizen workers and technicians of each house who do most of the ordinary tasks. Some of these people come from conquered planetary populations and have been granted citizenship, others are from old plebeian families ruled by Colos or a house minor's fiefdom for years beyond count. In any event, the two classes generally know their place and the divider between them is impermeable except under special circumstances. Slavery is an accepted institution among Colosian populations, with even some of the plebeian class holding slaves. Slaves are not citizens, and therefore have no rights except for a claim for minimal provisions of food, shelter, and basic medical care. As a group,

they are "invisible"; the slave population of House Colos is reported on no census or register, even during the days of the Empire.

Colos is remarkable for the politics of its military, and its militant politics. This is an outgrowth of internal tensions within the Colosian establishment. Simply put, there are two paths to power among the Colosians: inherited privilege and demonstrated ability. Frequently, the two are at odds. It is possible for an earl from a house minor to take command of a large warship because of his title, despite his having little combat experience. Worse, he may retain his command in spite of clear incompetence while more qualified officers languish in dead-end assignments because they lack a title. The frustration created by such situations also incites political manipulation, blackmail, duels of honor, and even assassination to circumvent the "old school" and advance military and political careers.

# Law and Society

The basis of Colosian law among the aristocracy is the principle of blood vengeance. When someone commits homicide, the victim's family is obligated to avenge the death of the family member, preferably by killing the offender. It is considered bad form simply to kill another member of the offending family, since this "tit-for-tat" approach escalates the cycle of vengeance into hopelessly complicated tangles of obligation and murder. If the person guilty of homicide is killed as an act of vengeance, then the matter is settled and no further retaliation is allowed. Likewise, if an offender dies before vengeance is exacted, the matter is considered closed.

Bloodshed among the Colosians is not limited to blood vengeance. Slights of honor can be settled by duels, or in exceptional circumstances an offended party may resort to assassination. Duels are intended to allow participants to expunge slights to their honor, and a means for young officers or nobles to demonstrate their courage and fighting spirit. Public duels are a favorite spectator sport in Colosian society. Duels are preceded by a challenge, either written (known as a "cartel") or a verbal calling out in public. Verbal cartels are expressed in special "high language" both to make the intention clear and so that casual bravado or braggadocio is not misinterpreted as a challenge. Both parties then petition the local Marquis for a field on which to do battle. By granting a field, the Marquis acknowledges the legitimacy of the challenge, but reserves the right to oversee the combat. A field is nearly always granted.

On the day of the duel, the combatants and their representatives meet at the appointed place and time. Each combatant has an advocate and at least one second. The advocates from both sides meet to decide on the weapons to be used, and the terms of the combat. Then the seconds meet and examine the weapons and search both combatants for additional, hidden weapons. This is one of the very few instances in Colosian society in which "fairness" is expected. However, if a duelist manages to slip an extra weapon or "augmented" weapon past his opponent's seconds, there is no censure for using it in the duel. As with everything else in Colosian society, the crime is in getting caught. For this reason, duelists choose their seconds with care. Some expert seconds are available for hire on a consulting basis, though this is frowned upon by Old School traditionalists.

The duel begins at the command of the Marquis or whomever is overseeing the combat. The combat continues until one of the combatants is wounded, killed, is clearly at the mercy of the other, or until the magistrate declares the combat settled. Duels are also ended if the sun sets before any decision is arrived at. Duelists who kill their opponents are exempt from blood vengeance rules, and may not be attacked by the family members of their late opponent unless another, different capital grievance can be demonstrated.

The loser usually forfeits a percentage of his or her personal fortune to the winner. Colosians are also very adept at hiding their wealth and assets to avoid dueling penalties in the event of a loss. However, one interesting point about these combats is that no one loses honor in a duel. The winner's honor is intact or restored. The loser also gains honor for being willing to risk his or her life on the field

"I've seen better, Mr. Mordant," growled Capt. Anshar Malant, the instructor. Albert turned to face the knife master and could feel the blood rushing to his face.

"Sorry," mumbled Albert. "I missed the parry again. I guess I'm not fast enough."

"Speed," replied Malant, "is not the issue. You failed to avoid her attack because your parry was too wide, and your footwork is poor. Remember the pivot I showed you, dammit. The pivot naturally brings the parrying arm across while taking your body out of the line of attack."

Albert, still seething at his failure, nodded dumbly.

"You are also reaching out to engage Ms. Joen's knife arm. That is unnecessary, since, as the attacker, her

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blade will find its way to you. When the knife is close enough, it becomes easier to block, not harder."

"I guess I'm still a little creeped out by knife work, sir."

"And why, Mr. Mordant, is that? This is a training hall. Your very colorful clothing is mildly padded. The knives are wood. I am here to see that you do not needlessly injure yourselves or each other, something which your respective families are paying me a great deal of money to accomplish. Let's run through it again, slowly."

Albert and Alice again faced each other, knives at the ready. Their other arms were placed close to the chest, with their hands partly covering the throat. Albert stepped forward in a straight thrust at Alice's abdomen. Even at slow

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of honor for the sake of honor. Refusing a challenge, however, does not automatically translate into a loss of honor. In fact, by refusing to duel with an opponent, one implies that such a combat would be beneath one's dignity. This would be a great affront to the would-be challenger, especially if they were unable to demonstrate that the honor of both antagonists was at stake. This prevents minor officers or nobility from aiming above their station. It also saves higher ranking individuals from having to face an endless stream of challengers intent on bagging part of a count or marquis' fortune.

On some occasions, a challenge is prosecuted against someone who has no family or because of age or other special circumstances is unable to meet the challenge personally. In such cases, conceding without a fight would constitute a catastrophic loss of honor or fortune for this person. Under these circumstances, one may petition House Colos to appoint a Public Defender to meet the challenge as a proxy on the field of honor. Public Defenders are fearsome opponents, since they duel for a living. If a Public Defender kills their opponent, the agreed-upon piece of the victim's estate goes to the Public Defender. If the Public Defender is killed, a fixed sum (colloquially known as a "Dueler's Bounty") is paid by House Colos to the victor. This prevents most aristocracy from taking advantage of dueling regulations to prey on smaller houses or houses where the representative member is too old, too young, or recovering from illness or wounds received in combat.

Assassination is a far rarer method of settling scores, and has inherent disadvantages. First, if the person who commissioned the murder is ever discovered, they become subject to the blood vengeance regulations and there is no gain in honor for the victory. Moreover, if someone uses assassination to create a vacancy in the hierarchy for the sake of advancement, others in the organization might take preemptive action against a suspected assassin as a matter of self defense. Many who have tried to use assassination (or were suspected of doing so) as a means of advancement have themselves met with unfortunate accidents. The fact is that among the Colosians, assassination makes sense only in a very limited number of circumstances. Against enemies of Colos, however, assassination is a favorite method of intimidation and control.

## The Military

With very few exceptions, the only way for a plebeian to enter the privileged classes is through military service. Hereditary titles abound among the members of the older houses minor making up the Colosian military establishment. However, there are some individuals who have risen through the ranks by sheer ability. A few of these have even managed to obtain titles for themselves and risen to lead a house minor, or establish house minor status for their own families. Plebeians who join the military usually start in the ground forces or as technicians or menials aboard the space fleets. They might work their way up to non-com status, but if they demonstrate exceptional ability they can be invited to apply for officer training at the Colosian Military College.

Officer candidates are usually recruited and sponsored by their ruling house minor. If the candidate graduates, they then become an officer in the forces of the house minor that sponsored them. On rare occasions, a soldier might show such promise that more than one house minor will try to bring him or her into their officer cadre. Highly sought-after candidates are offered various incentives including money, property, servants, a choice assignment, and even a title should they complete their of-

ficer training. House Colos allows and encourages this kind of "raiding" between the houses minor to help ensure that the more capable houses have access to the most capable young officers.

## Colosian Officer Training

Like most other training programs, the Colosian system exposes new candidates to excessive hostility in order to mentally inoculate them against the hostility they will encounter in combat. Colosian training, however, goes beyond the usual limits of verbal hostility and demanding extremes of physical endurance. Candidates are sometimes brutally beaten by their trainers or exposed to pressures that go well beyond the needs of any training regimen. The early phase of the training program is intended to instill special camaraderie among the trainees through the mystique of shared suffering, encouraging cadets to avoid being singled out for rough treatment, and learning to cope with such treatment if they receive it.

But if the trainers exceed the bounds of what other programs would set, the trainees are likewise expected to break the rules. Food rations are not enough to sustain trainees through the rigors of their work, so trainees are expected to steal what they need. This policy of "steal or starve" has caused little controversy, except in the notable case of the 11th Trainee Battalion of the Academy Class of Imp 425. While on an extended field exercise during the final phase of their training, this training cadre killed, roasted, and ate their three drill instructors after the field rations ran out. After a lengthy and often heated debate among college officials, the class of 425 was allowed to graduate. In spite of their insubordination, they had shown precisely the kind of direct and ruthless problem-solving skills so admired by the Colosian hierarchy. In what amounted to a complete vindiction for the Cadets, they were even absolved from the blood vengence of the surviving relatives of the drill instructors by a special dispensation of the Duke himself. However, in order to save wear and tear on the instructor corps, future cadets



were specifically prohibited from eating instructional personnel, and the Colosian Officer Training Handbook was revised accordingly. The story of the 11th Trainees of the Class of 425 has long since passed into the folklore of the Colosian military. To this day, cadets refer to particularly onerous or wantonly cruel drill instructors as "kebabs."

Likewise in the classroom, cheating on exams is expected behavior and considered an important problem-solving skill. Oddly enough, the expected drop in academic achievement as a result of rampant cheating does not happen as much as one might think. Cadets who are smart enough to get along without cheating can sell or exchange their knowledge for favors from the other cadets, and a cadet can be taken down a notch by feeding him or her false answers. This means that cadets need to be able to verify the accuracy of their "cheat sheets" and thus end up learning the material anyway. As far as the authorities are concerned, cadets are punished for stealing food or cheating on tests only if they are caught. The ability to act surreptitiously is an important skill for every Colosian officer.

The lengths to which cadets will go to obtain answers to tests and outwit their teachers can be extraordinary. Highly sophisticated efforts have led to secret organizations and cabals among students, some being handed down for decades before being found out and disbanded. Part of the challenge of new cadets is to suss out and contact one of these groups, or be contacted by one. Some classes of Colosian cadets have been so adept at ferreting out infor-

speed Alice's pivot was fluid, almost magically taking her out of his line of thrust. Her own blade feinted towards the inside of his knife arm, then stroked quickly up to pass millimeters from his throat. Show-off, thought Albert.

"Stop," said the instructor. "Ms. Joen, you will attack this time. Slowly. Remember, Mr. Mordant, the left foot pivots back and away. Keep the pivot tight, your knife arm in closer. That's it." Alice's blade once again arrowed in toward his abdomen. This time he resisted the urge to reach out and swipe at it with his own blade, which he held closer to his chest in a forehand grip. He waited until the last second, and then pushed off with his right foot in a pivot that took him back

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and to his left. Alice's knife went smoothly past like a deadly fish, missing him by bare inches. His own knife swept down and stroked the inside of her forearm.

"Excellent," intoned Malant. The cut to the inside forearm would sever the tendons that allow your opponent to hold the knife. With such an injury, unless your opponent is ambidextrous or extraordinarily clever, the fight is yours.

"Captain, Mordant, sir, why are our families insisting we learn this?" asked Alice. "I don't plan to use a knife if I'm flying a fighter or directing the fire of a destroyer or a frigate."

Malant looked thoughtfully for a moment at his two students, then slowly began to unbotton his black uniform tunic.

mation that instructors have been horrified to find classified material appearing in answers to exam questions.

Although early phases of training are intended to build unity, later stages counter this tendency. Political maneuvering and skullduggery among trainees is encouraged in the latter phases of training because in the world of the Colosian military, sometimes your worst enemies are ostensibly on your side. Critics deride this practice as an exercise in applied social chaos, but this is not entirely accurate. The aims are more subtle. The emphasis on political undermining and back-stabbing is intended to help young officers develop an instinct for who they can trust. It is also good practical experience in creating and maintaining (and detecting) covert operations.

After a new officer graduates, he or she must serve with their sponsoring house minor for at least two years. At the end of this time, other houses may recruit the officer into their officer corps. Some officers seek more attractive opportunities, others are content to serve where they are. When an officer serves a particular house, he or she adds the name of that house to their personal name. Officers who have served with several houses have full names that constitute a brief employment history. A long full name accompanied by a respectably high rank is a mark of distinction among Colosian officers. At the same time, hereditary officers only have one last name and their title(s), which carries its own distinction.

The ultimate distinction for a Colosian officer is to be recruited into House Colos proper. Like the houses minor, House Colos recruits officers but does so very rarely. These officers may affix "Ad-Colos" to their names, which is short for the term *Adjunctus Colosii* ("Adjunct of Colos"), also sometimes used as a formal title.

House Colos keeps its houses minor in line by a carefully managed system of favors, punishments, resource allocation, and encouraging competition between houses. In this way, the Duke and his court—usually—keep the houses minor bickering, divided, and unable to depose House Colos proper. The political administration of House Colos is balanced between the court of Colos proper and the Golden Court, a

ruling body consisting of the heads of the houses minor or their representatives. The plebeian class is represented in the Golden Court by plebeian representatives appointed by the Court and granted special status and favors, although they do not have a vote. A plebeian representative is given the power to say whatever he or she may wish to while filling their duties without any fear of punishment or reprisal. Theoretically all members of the Golden Court have this privilege, but the gentry are usually too tradition-bound to exercise it indiscriminately. Usually the plebeian representatives have no such inhibitions.

## The Dukedom

House Colos is led by a single leader, usually known simply as "The Duke." Although the leadership of House Colos is hereditary, the house leadership is well aware that genetics are only one component of competent rulership. The nightmare of any hereditary ruling house is an incompetent heir to the throne with no viable alternates. The Colosian family has built up many sub-branches and alliances through marriages and adoptions to make sure that there are plenty of possible successors. These families fall into an incomprehensibly byzantine maze of political rankings and offices that can be manipulated at will to bring the best person into the line of succession. Extreme traditionalists speak with nostalgia about the "old days" long before the fall of the Empire when succession was decided by fratricidal conflict among those who were (or thought themselves) in the line of succession. This practice, though romantic in its way, was discontinued as the house leadership realized that the essence of Colos was more philosophical than hereditary.

## The Colosian Philosophy

The essence of Colosian thinking is to acquire enough power that you can withstand the fallout associated with getting that power. Winning is everything. Failure is, by definition, death. Noted Hibernian political analyst, Cyd McFane, quipped that "being Colosian means never having to say you're sorry."

In the Colosian mind, force is the solution to most problems. Those problems that do not lend themselves to forceful solutions require deceit, bribery, treachery, and subversion. Colosians are very nearly as good at these as they are at the application of excessive force. However, their emphasis on the use of force and their eagerness to snap at a possible prize makes them vulnerable to more devious foes who know how to think "out of the box." However, House Colos prides itself on its intelligence apparatus and depends on it to keep field units from falling into traps designed to take advantage of their impetuosity.

But Colosian philosophy is not all brute force and oafish diplomacy. The Colosian government goes to great lengths to portray itself as a protector of humanity and terran culture. The average Colosian diplomat would inform anyone willing to listen that were it not for Colosian diplomatic skill and military might, the Draconian race would have fallen upon humanity with at least as much bloodlust as the Brood. Draconian hard-liners beg to differ, claiming instead that they would merely have driven humanity into utter submission and slavery rather than exterminating them.

House Colos has also worked tirelessly to keep alive a carefully edited image of the past glories of the Terran Empire they served for so long. This is only natural since they see themselves as the natural heir apparent to the now-empty Imperial throne. They attempt to justify this ambition both from the standpoint of their "fitness to rule," and the belief that a single, united humanity under a single ruler is a harder target than a bunch of squabbling houses that could be turned against each other and gobbled up one by one. The fact that House Colos aims to achieve political dominance by precisely these methods only drives home the point to the astute observer.

One outgrowth of Colosian political propaganda is their support of Neo-Imperialist political parties who openly advocate the revival of the Terran Empire. These parties are only small minorities in every Great House (except Unkulunkulu, where they are non-existent) that are never strong enough or sufficiently united to be taken seriously.

## Scira Contessa Colos

In the days when fratricide determined the next ruling duke, Scira was born to one of the successors, Manquin. When the reigning duke died, the ensuing conflict saw her father killed by rival assassins. Her mother Dendra fled after hiding Scira, now aged 13, with Wannis, one of her husband's concubines. Before they parted, Scira's mother gave her daughter a bracelet with a hidden data chip containing the information necessary to prove her heritage and identify her as a ducal family member. Dendra was killed when her ship was ambushed trying to escape and Scira was presumed to have died with her.

Scira remained in the great Concubine's Palace, her true identity known only to Wannis. Scira herself became the companion of several notable ducal heirs, though she bore no children. When she was 25, House Colos was again rent by a battle of assassins when the Duke died under mysterious circumstances. The victor, Gavin Colos was the son of the man who had commissioned Manquin's murder. With his last rival dead on his dagger, Gavin retired to the Concubine's Palace to celebrate. With help from Wannis, Scira kidnapped Gavin's favorite concubine put herself in the room where Gavin's regular concubine lived. As he entered the darkened room, she strangled him from behind with the belt of her robe. When the Palace Eunuch Guards burst into the room demanding her surrender, she declared her true identity, presented them with the data from her bracelet and at the same time announced formal claim to the duchy of House Colos.

Scira's claim was solid from a hereditary standpoint, although the thought of sending a concubine to the throne was distasteful to many of the old school. However, the sheer audacity of her play for power endeared her to most of the other house members. Scira kept the title and was the first Duchess of Colos. She eventually married, and her son and two grandsons each took their place in turn as rulers of House Colos after she died at the age of 89.

He undid the cuffs, then to their astonishment pulled up the sleeve of his right hand where a long scar twisted from the heel of his thumb and down the wrist almost to the elbow. He traced the scar with a stocky finger. "One of my old academy drinking buddies gave me that with a broken bottle in a bar on Unkulunkulu Beta 5. Turns out he was interested in my recent promotion and thought he could get one of his own by eliminating me in a hastily conceived bar brawl. I blocked foolishly, exposing my inside arm and had to have some extensive tendon work as a result."

He pulled back the sleeve on the other arm where another ugly scar lay atop his forearm. Another one ran across the back of

his hand and wrist. "This one," he said pointing to the fore-arm scar, "was the price of a successful parry during a duel when I was 24. I say it was successful because the target of the thrust was my liver." The two students could only stare.

"This one on my hand was from an attack at night as I emerged from a pleasure house on Colosia Prime. I didn't know the attacker, just some youngster who thought to enhance his reputation by knifing down a recently decorated hero. Rather pathetic, really."

Finally, Malant pulled aside the halves of his unbuttoned tunic. Several other white scars glinted on his chest and abdomen. "Each of these scars is the epitaph of

# Political Information

## Sigurd Archdiocese

A well-known Hibernian political analyst once quipped that the Colosians and the Sigurd Archdioceses "have a love-hate relationship, without the love." Much of the driving force behinds the Sigurd's brand of religion is their complete contempt and hatred of the alien Draconian and Primate races. Since House Colos brought about the first contact between the Draconians and humanity, the Sigurds regard House Colos as one might regard a plague-bearing vermin.

Colosian leaders who pride themselves on a centuries-old tradition of military prowess outwardly demean the bluster and fanaticism of the "upstart" Sigurds as the rantings of lunatics that would be funny if it wasn't so serious. Privately, however, they consider their shared border with the Archdiocese to be a major potential flashpoint where incidents are commonplace. There is also grudging respect for the dedication and bravery of Sigurd military forces. The Colosian intelligence community feels that an all-out war with the Sigurds is inevitable and is quietly preparing for this by working to secure other border areas and obtain access to larger quantities of resources to support such a conflict.

The Sigurds are also in the midst of a slow, steady build-up with a similar aim in mind. They believe that they will one day sweep across space to destroy the Colosians and all other servants of evil.

## House Red Star

These galactic wanderers were no friends of the Colosians, but they were not at war with them. The reason for this was quite simply because House Red Star does not have many planets in its possession, and House Colos is interested in planetary conquests.

After the Grub War several planets that had been terraformed by Red Star engineers under contract remained in their possession because the Grubs had exterminated the houses that originally commissioned the job. Now that House Red Star has planetary assets, the Colosians are attempting to forcibly persuade Red Star to return to their nomadic ways. The relationship between Red Star and Colos could be best described as a low-intensity conflict. Combat between the two houses is frequent and intense.

Moreover, the Colosian policy towards worlds destroyed by Grubs has prompted Red Star to work behind the scenes to create political difficulties for Colosian expeditionary forces. Usually this is done by having small stealthy scout forces shadow Colosian recon forces and then report on their activities as they look for undefended, habitable planets. Red Star pilots also create havoc by occasionally "counting coup" on Colosian forces. This is done by slipping up on an unsuspecting Colosian ship and firing a torpedo with the fuse deactivated. Several Colosian pilots have felt a startling shock to their vessel and returned to find a telltale-and embarrassing-dent in their ship's hulls.
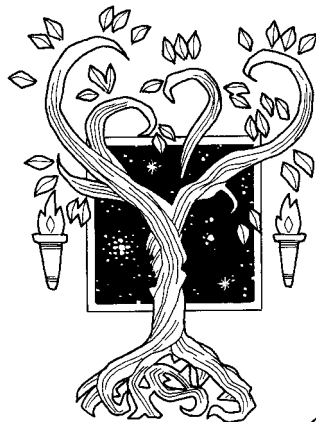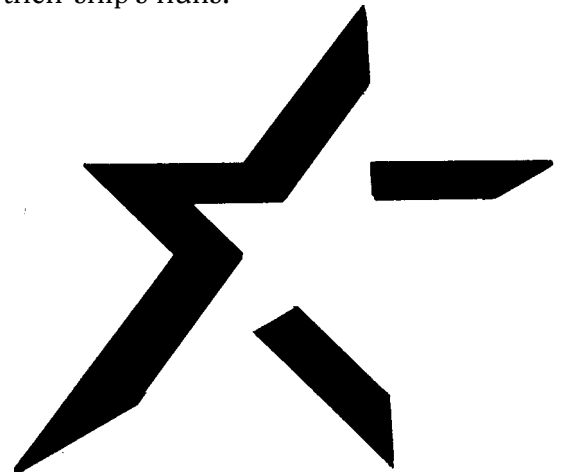
# House Tokugawa

If one wished to find a great house that was as un-Colosian as possible, House Tokugawa would be a good choice. Although both are very old houses each with long records of Imperial service, that is where the similarity ends. Tokugawa had eschewed the use of violence, deeming it unnecessary while they were in the service of the Emperor. They pride themselves on a just system of government and serving other houses by their matchless record of environmental engineering and preservation, as well as a diplomatic corps dedicated to finding peaceful solutions in many faraway hot spots.

Clearly, House Colos does not share that philosophy. House Tokugawa has not yet come to open war with House Colos, although there have been several incidents, some of them fairly significant. In the end, Tokugawa does not see any immediate or long-term advantage in a major struggle against Colos. More to the point, Tokugawan military forces are relearning the arts of war following the Hatchling invasion, and face a daunting challenge of militarizing a culture that has been at peace for thousands of years. Tokugawan authorities realize that unless or until their forces have sufficient depth of experience, a major shooting war with Colos w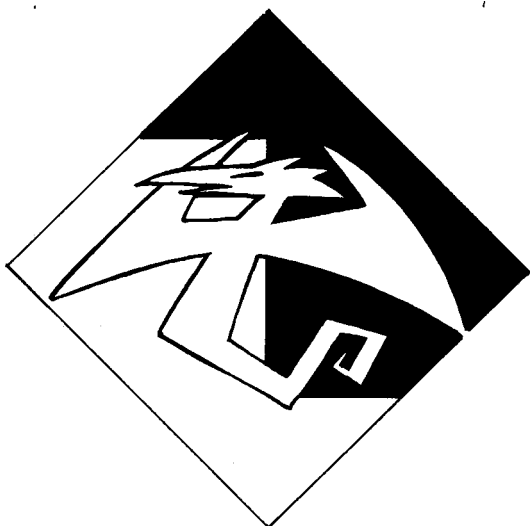ould not profit them unless Colos forced the issue. At this point, this does not seem likely anytime soon, especially since Tokugawan military resources are already stressed because of their shooting war with Luches Utopia.

# Yoka-Shan Warworld

The good fortune of galactic geography has kept Colos and Yoka-Shan from encountering each other on a large scale. However, the Yoka-Shan pay careful attention to what House Colos is doing because of their expansionist policies. Frequently their services are hired by planets trying to defend themselves from Colosian aggression. Yoka-Shan intelligence files contain enormous quantities of information on tactics, unit dispositions, combat performance, etc. which has been gathered by mercenary units and reported back to the home systems. This information is considered "added value" when systems hire Yoka-Shan military advisors to various other houses and smaller factions. As experts on the Colosian military, the Warworlders are rivaled only by the intelligence agencies of the Hibernian Freehold.

For the present, however, Yoka-Shan is trying to avoid an open conflict with Colos in order to help maintain the fragile alliance that defines the Universal Night Watch, which was formed to help humanity deal with the Hatchling menace.
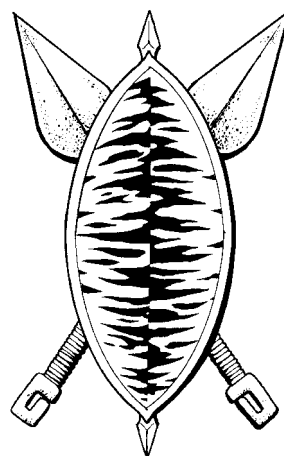
some former comrade in arms who sought to enhance his or her position at my expense."

Alice and Albert looked quizically at their teacher. "I don't think," ventured Albert, "that you've exactly answered Alice's question."

"Well, let me put it another way," replied Malant. "Your lasers, missiles, torpedoes and warships... all of them you will learn to use in combat against the enemies of House Colos—enemies who will eventually be destroyed. But the knife is different. Your knife is not intended for the enemies of Colos. It is special. We Colosians kill our enemies with technically advanced distance weapons and political cunning. We kill our friends with knives. The knife is for your friends."

## Kashmere Commonwealth

The Kashmere Commonwealth has been a major player in Imperial politics for nearly as long as House Colos. For the most part, they co-existed with only minimal friction. If the Colosians didn't try to meddle in Kashmeri financial policies, the Kashmeris would stay out of military affairs.

The fall of the Empire required both houses to readjust. Kashmere has had to defend its interests, and Colos held its nose and learned the art of finance to manage its own affairs. The overlap of interests has bred some friction and ill-will, but neither side is willing to break the fragile surface tension that defines their relationship of mutual need. House Colos needs Kashmeri goods, and Kashmere needs Colosian cash. So far, no conflict has emerged between these two houses with sufficiently high stakes to endanger that arrangement. Colosian military fleets were one of the first to use the Kashmere Ushas bulk freighter as their standard resupply ship and military transport.
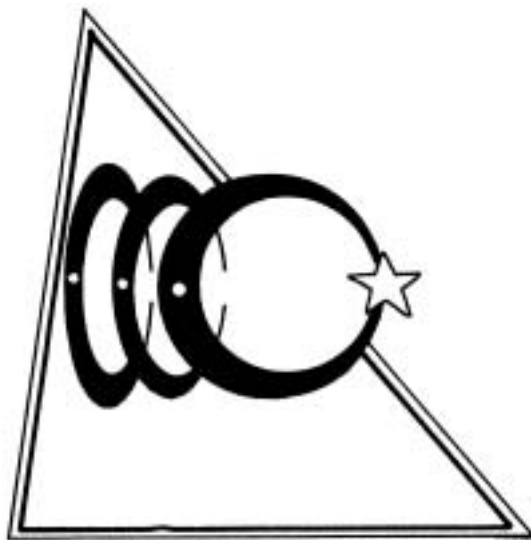
## Hibernian Freehold

Small, economically fragile in the wake of the Grub War, the Freehold would offer little as a deterrent to Colosian aggression except for their superb intelligence community. The HIA (Hibernian Intelligence Agency) has frequently forestalled many attempts by Colosian agents to obtain critical information on Hibernian attempts to rebuild their military. For this reason the Colosians know next to nothing about emerging Hibernian technology, ship designs, fleet strength, budgets, or any of the other facts needed to launch an effective invasion of Hibernian space.

One notable round of particularly aggressive Colosian saber-rattling was silenced when the Hibernians convinced the Colosians that they had broken Cassiopeia, a high-level Colosian diplomatic cipher in use since the end of the Grub War. Most of the other houses had piles of Cassiopeia intercepts containing priceless information if they could only read them. When a Colosian envoy arrived to present the Hibernian Joint Chiefs with an ultimatum, they in turn presented him with a decrypted copy of his own orders instructing him to deliver the ultimatum! They then told him that if Colos did not cease its provocations, they would disclose the method of decrypting Cassiopeia to anyone who wanted it. The Hibernians have enjoyed relative quiet since then. However, the Colosians were so shocked that the pride of their crypto labs had been cracked that the fact was kept from other Colosian military factions for about six months. It is not known whether HIA can read the new cipher (code-named Inanna) developed to replace Cassiopeia.

## ASP Technocracy

House Colos and the ASP share an almost pathological arrogance with respect to "outsiders." This makes relations between the two houses difficult, but there are benefits that outweigh the pressures of interaction. The ASP has managed to parlay their superb technical skills into influence with many houses, and the Colosians are no exception. Colosian "pinpoint laser" technology, now standard on many Colosian military vessels, was the result of a technical collaboration between Colos and the ASP.

Both houses share strong enmity toward common enemies, such as the Q'raj Void Protectorate. By contrast, the Draconians are allies of both houses, and they do what they can to help them see the benefits of maintaining relations. This, of course, serves Draconian interests by keeping their own allies more or less on the same side.
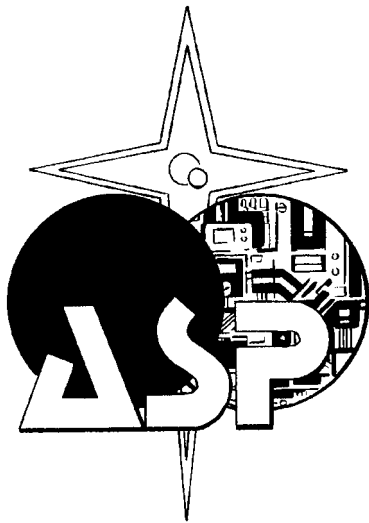


## Data Sphere

In the wake of the Hatchling War, Data Sphere has done its best to try and be a good friend to its human neighbors. A race of advanced artificial intelligence androids and machines, Data Sphere has helped many houses and planets rebuild after the war despite some mistrust among human societies. This helped restore some of the goodwill that had been lost over the years. However, the process of building trust among humans means that any ally of Colos is not likely to be trusted by anyone else.

The Colosian relationship with Data Sphere is part of ongoing efforts to expands its already considerable technology base. While Colos has not seen fit to participate in the Data Sphere's systematic pogroms against the "Spawn" artificial life forms, they have managed to be good neighbors to the Data Sphere by using their influence and diplomatic skills (loosely defined) to help Data Sphere forces pursue Spawn colonies into parts of space where they might otherwise be denied access.

Colos has also helped to moderate tensions between Data Sphere and certain Colosian allies, notably the Luches Utopia. Although fighting between the Utopia and Data Sphere forces has been going on for some time, House Colos has managed to reduce that conflict somewhat. However, there is a growing body of evidence that this merely represents a shift in policy for both Luches Utopia and House Colos, since many of the criminal enterprises that prey on the Data Sphere appear to be Luches operations supported and funded in part through Colosian front companies. If this proves to be the case, it is likely that some of the profits of these operations are finding their way into Colosian war chests at the expense of their Data Sphere "allies."

Section 95.7 Conduct of Cadets

"... in the event that officer training cadets are subjected to circumstances in which regular sources of food are unavailable, they are not allowed to consume instructional personnel, either in whole or in part, for the purposes of nourishment. Cadets who violate this statute will not be allowed to graduate as officers."

*– Colosian Military College Officer Training Handbook*

## Unkulunkulu Archipelago

The military of the Unkulunkulu represent an impossible contradiction in the minds of the Colosian military. How this rag-tag, unwashed, undisciplined, ganja-toking band of slackers ever managed to fend off the Grubs is one of the deep dark mysteries Colosian cadets are encouraged not to consider lest madness ensue. In short, the Colosians consider the Unkulunkulus to be more or less incomprehensible.

The Archipelago maintains a stalwart lack of interest in galactic affairs. Since they do not interfere in Colosian plots, they are thus a non-problem for House Colos. By the same token, the Archipelago does not have anything that the Colosians really value, so they are left alone. One Colosian business concern tried to exploit what they considered the low standard of living on an Unkulunkulu world by building a factory that would employ locals. They were sorely disappointed when in spite of offering relatively high wages, nobody signed up to work at the plant, preferring instead their status as "privileged poor."
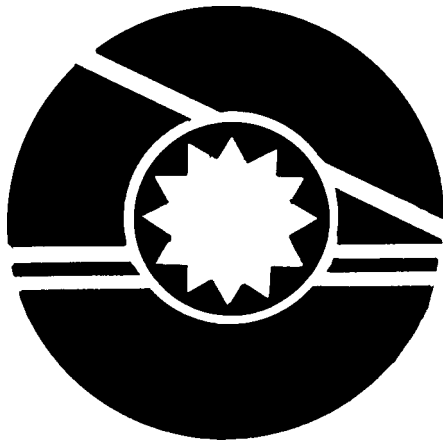
## Q'raj Void Protectorate

Although a sizable tract of space separates them, The QVP and House Colos are neighbors, after a fashion. While they do not share a border in the traditional sense, the current conflict that began with the Coridian Crisis could best be described as a border conflict. Essentially it boils down to differing views of what constitutes a secure border. For House Colos, a secure border means a border solely under their control. The QVP begs to differ.

Moreover, the Colosians are preparing themselves for at least one protracted future conflict involving another great house. In order to be properly prepared, they need to secure sources of raw materials to feed their military hardware production. This explains their interest in the mineral-rich Coridian system. Again, having a secure source is a matter of interpretation. Most governments would be satisfied with a signed contract with the Kashmere Commonwealth or other corporation. The Colosians do not feel bound by paper treaties and do not expect others to behave likewise.

Finally, there is the matter of the Draconians, which were introduced to Terran space by House Colos. Shortly thereafter, the Draconians were badly stung by the QVP in the Dinar War. One result of this war is that Colos secured the eternal enmity of the QVP for introducing the Lizards to humanity.
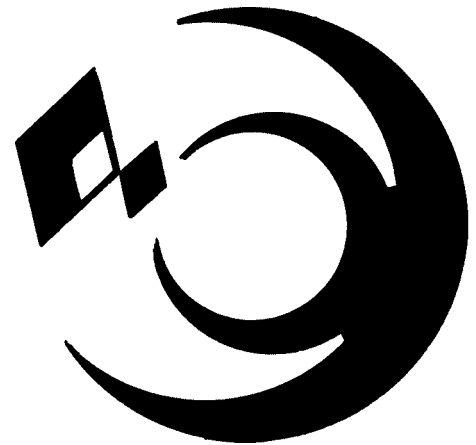
# Luches Utopia

The Colosians consider the Luches Utopia as their poorer cousins who secretly aspire to the levels of competence, success, and subtlety that Colos enjoys. If it were not for the Luches lack of resources, technical expertise, organization, loyalty, bravery, intelligence, manners, breeding, savoir-faire, and so forth, they might be a respectable ally.

However, Colosians try to hide their disdain (not always successfully) when dealing with the Utopia because what the Utopians lack in nearly every other area, they make up for in the scope of their criminal connections and fixation on their own interests. Colosians often use Luches smugglers for special missions and act as advisors to help improve the fighting capabilities of Luches guard units. They have several common enemies making them useful after a fashion. Colosian money has frequently served to help create front companies for Luches interests elsewhere, with Colos taking both a share of the profits and a piece of any intelligence information gathered along the way.

But the Luches Utopia serves another purpose as well; since House Colos is hated and reviled by so many other houses and systems throughout Terran Space, it is refreshing that there is still the Utopia who is willing to openly and consistently refer to themselves as friends and allies of House Colos.
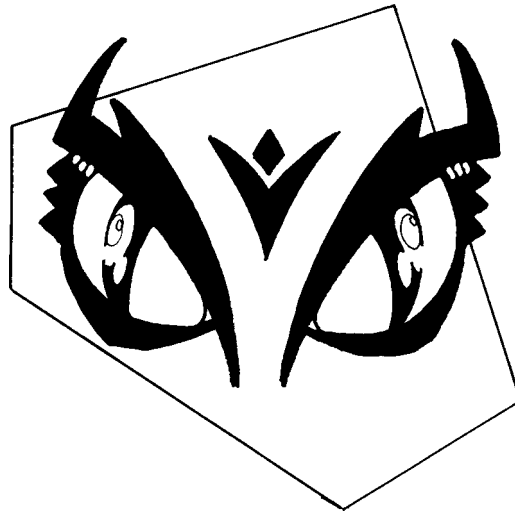


# Prometheans

The two promethean races are the lizard-like Draconians and the homonid Primates. These races hold an implacable hatred towards each other, and they have partially polarized the Terrans in their attempts to win support from different human factions. Their mutual conflict continues at a lower level mostly through their human surrogates.

The Draconians were introduced to humanity by House Colos. There exists an alliance between the two, although it is based as much on mutual distrust as it is on respect. Colosians work with Draconians, fight alongside them, and share similar goals and philosophy, but they do not particularly like the Draconians (or "Ratcatchers" as they sometimes call them).

The Primates, as former slaves of the Draconians, are held in contempt by House Colos partly because of their past servitude to the Draconians, and partly because it smoothes things with their Draconian allies. However, the Primates have found ready allies with other Great Houses, where their character and technological brilliance is appreciated and welcome.

## Silent Order

A collective of powers that stood beyond the Imperial throne still stand as powers. Yes, they still exists in Terran space. These are not the weak popular figures easily culled by rebellion or assassins but a hidden, silent order. It is said that even though the Emperor died, the Empire still lives on. Who but this Silent Order could keep House Colos from a bloody unbridled campaign of expansion? Nobody but this Silent Order shields mankind from the complete collapse of civilization. Neither the Galandar Confederation nor Yakkaton Empire have spanned even half the space that Terran Star Empire governed in

# Colosian Technology

its prime and now, as refugees, they suckle nourishment from the old sow that was once a flourishing collection of civilizations.

With the players in place, the Silent Order seeks to re-establish an empire of man. The strings this Silent Order pull reach far beyond the boundries of house and petty border politics.

They pull strings throughought the sphere of Terran influence - directing a Kashmeri shipment here, or inciting a Luches pirate raid there...

-excerpt from the *Shadow Politics of Post Imperial Terran Space* by K.A. Hite (unpublished due to author death)

As the military darlings of the erstwhile Imperial Terran Government, the Colosians were privy to many military secrets, both with and without the approval of the Imperial Court. One of the policies of the Emperors was that patents on military technology be independently tested by its own agents. This was both to ensure quality — the reason given publicly — and to assess the capabilities of any weapons that might also find their way into the hands of insurgents.

The Imperial Office of Technology Assessment was that branch of the imperial bureaucracy with the mandate for weapons testing. It was also famous for having more Colosian agents and sympathizers per capita insinuated into its ranks than any other non-Colosian body. The reason for this was simple. House Colos had (and still has) an excellent Special Technology Development Office, but they saw nothing wrong with acquiring technology the old-fashioned way — stealing it.

Every new weapon system with a patent application was thoroughly tested, appraised, analyzed, and documented by the IOTA, and copies of these test results invariably found their way to Colosian weapons labs. Sometimes the quality of the surreptitious reports was better than the ones made for the Emperor's lackeys, as there was no need to gloss the results to please some Imperial official with an interest in this or that weapons manufacturer. Although the Emperors certainly knew of the Colosian skullduggery, they looked the other way, knowing that this would help strengthen a house unswervingly dedicated to making the Emperor's interests coincide with theirs. Meanwhile, the Emperor could keep his own hands clean and strengthen his admittedly weak argument that he did not show favoritism to houses such as Colos.

The practical upshot of this extended campaign of espionage was that House Colos had (and continues to have) access to every weapon system used on standard fighters, gunboats and warhounds. They do not have access to specialized house weapons that have been developed since the end of Imperial rule, but no matter. They have developed surprises of their own.

## The Maxim Laser

As the Grubs descended on a hapless humanity, the Colosians fled Terran space in huge arcs specially built for such an eventuality. During their absence from known space, they encountered the Draconians, whom they eventually introduced to humanity. In addition to their "pet Prometheans," many Colosian ships sported a new kind of beam weapon never seen before. Captured and stolen examples indicate that the so-called "Maxim Laser" is built much like a conventional laser in which a material is stimulated with high-energy photons to produce a stream of coherent light. The Maxim uses an unusual core material that emits energy (or "lases") only when subjected to extremely unusual energy configurations, at least compared to conventional laser technology. It is unclear whether House Colos developed this technology on their own, or obtained it from the Draconians, honestly or otherwise. Neither side is talking, although the scuttlebutt is that the Colosians plundered it from a third alien race which had been subjugated by the Draconians and hence no longer needed its military technology.

The Maxim Laser comes in small, medium, large, and escort variants, known as the Stiletto, Epee, Rapier, and Sabre respectively. The construction costs and damage of this weapon are as follows:

The Maxim Laser causes extra damage for every 2 points the To Hit total is over the target's Defensive Value.

**Example 1:** *Fred fires his Triple Stiletto at Bernie's Lance Electra (DV 12). Fred gets a +2 for multiple weapons, and +1 because he is firing at close range. He rolls 4, 6, 7, plus 3 for a To Hit total of 20. His damage is Low (4) plus 4, since his total roll exceeded the DV of the target by 8 points. His total damage to the target is 8.*

**Example 2:** *Fred fires his Twin Rapier at Bernie's Lance Electra (DV 12, Drive 12). Fred gets a +1 for multiple weapons, a +1 because he is firing at close range, and -4 for Speed Restriction (using Easing Speed Restrictions). He rolls 4, 6, 7, minus 2 for a total of 15. His damage is High (7) plus 3, since his total roll exceeded the DV of the target by 3 points (which is only one multiple of 2 over the target's DV). His total damage to the target is 10.*

# Maxim Laser Specs

| Weapon | Points | Slots | Attack Dice | Damage | Notes |
|--------|--------|-------|-------------|--------|-------|
| Stiletto | 2 | 1 | 2D8 | Low + 1 per 2 points over DV | |
| Twin Stiletto | 3 | 1 | 2D8+1 | Low + 1 per 2 points over DV | |
| Triple Stiletto | 4 | 2 | 2D8+2 | Low +1 per 2 points over DV | |
| Quad Stiletto | 5 | 3 | 2D8+3 | Low +1 per 2 points over DV | |
| Epee | 5 | 3 | 2D8 | Med + 2 per 2 points over DV | SR ≤ 12 |
| Twin Epee | 6 | 4 | 2D8+1 | Med + 2 per 2 points over DV | SR ≤ 12 |
| Triple Epee | 8 | 6 | 2D8+2 | Med + 2 per 2 points over DV | SR ≤ 12 |
| Rapier | 7 | 5 | 2D8 | High + 3 per 2 points over DV | SR ≤ 8 |
| Twin Rapier | 10 | 8 | 2D8+1 | High + 3 per 2 points over DV | SR ≤ 8 |
| Sabre | 40 | 25 | 2D10 | High x 2 + 4 per 2 points over DV | SR ≤ 7 Crew: 3 |
| Twin Sabre | 80 | 50 | 2D10+2 | (High+1)x2 +4 per 2 points over DV | SR ≤ 6 Crew: 3 |

# Range Effects

| | Standard Range Increments | | |
|--------|--------|--------|--------|
| | **Short** | **Medium** | **Long** |
| **Weapon** | **(+1)** | **(0)** | **(-1)** |
| Stiletto | 1-3 | 4-9 | 10 |
| Epee | 1-6 | 7-18 | 19-20 |
| Rapier | 1-9 | 10-25 | 26-30 |
| Sabre | 1-9 | 10-18 | 19-36 |

| | Alternate Range Increments | | | | |
|--------|--------|--------|--------|--------|--------|
| | **Point Blank** | **Short** | **Medium** | **Long** | **Very Long** | **Extreme** |
| **Weapon** | **(+2)** | **(+1)** | **(0)** | **(-1)** | **(-2)** | **(-4)** |
| Stiletto | 1-2 | 3 | 4-8 | 9 | 10 | – |
| Epee | 1 | 2-6 | 7-15 | 16-17 | 18-19 | 20 |
| Rapier | 1 | 2-9 | 10-19 | 20-25 | 26-28 | 29-30 |

# Colos Holdings

## System Listings

The following pieces describe primary Colos star systems. Each system is rendered as an easy-to-read graphic. The stars are labeled by spectral class (A-S), relative temperature (0-9) and stellar type (i-v). Planets and asteroid belts are depicted in their orbits' order and are labeled by type:

● - A planet that has a solid mantle of rock. The planet's environment may vary from habitable to non-existent.

● - A gas giant, typically a celestial mass of various gases that with a bit more mass may have become a small star.

⁂ - Asteroid belt, This is an area of celestial debris, in some cases it may be material that never collected together to form a planet or an errant moon that was torn asunder by the gravitational flux of the other planets.

| PLANETARY KEY | | | |
|---|---|---|---|
| | ⁂ | ● | ● |
| # | Belt width (km) | diameter (km) | diameter(km) |
| 0 | 10000-20000 | 30000-40000 | 1-1000 |
| 1 | 20001-30000 | 40001-50000 | 1001-2000 |
| 2 | 30001-40000 | 50001-60000 | 2001-3000 |
| 3 | 40001-50000 | 60001-70000 | 3001-4000 |
| 4 | 50001-70000 | 70001-80000 | 4001-5000 |
| 5 | 70001-90000 | 80001-90000 | 5001-6000 |
| 6 | 90001-120000 | 90001-100000 | 6001-7000 |
| 7 | 120001-150000 | 100001-110000 | 7001-8000 |
| 8 | 150001-200000 | 110001-125000 | 8001-9000 |
| 9 | 200001-300000 | 125001-150000 | 9001-10000 |

**COLOSIA PRIME**

G7u  ● ⁂ ● ● ● ● ● ⁂
3  4  6  8  6  5  2  1
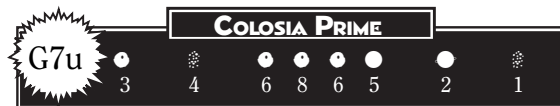
**Habitable Worlds:** Colosia Prime Gamma
**Resource Worlds:** Colosia Prime, Asteriods
**Notes:** No Colosian is likely to tell you the exact limits of their empire because of their ongoing efforts to expand it. But there is little doubt where House Colos begins. In spite of the temporary absence of House Colos during the Grub War, Colosia Prime is, has been, and always will be the heart and soul (to the extent that they have one) of House Colos.

Deeply developed and surrounded by unthinkably powerful defenses, the center of the empire is the home of the ruling elite. The Golden Court is here, along with the vast holdings of House Colos proper. The renowned Colosian Military Academy is also located here, where new officers can receive the most careful monitoring and indoctrination before they become part of the Colosian military machine. Despite some resources, most of what Colos Prime requires is shipped in from vassal worlds as very nearly the entire local population of the system is dedicated to the prosecution of Colosian expansionist policy. The Ducal Court has long felt that too many people engaged in peaceful persuits such as farming or mining might dilute the atmosphere of esprit that seems to permeate every molecule of Colosia Prime.

## Colos Fleet Composition

| Starcraft | Basic Point Value | Crew | VSPV | SMPV | VSSMPV |
|---|---|---|---|---|---|
| Death Wind | 60 | 2 | 70 | 74 | 90 |
| Death Wind HCR | 68 | 2 | 78 | 82 | 98 |
| Dracula | 90 | 3 | 90 | 90 | 90 |
| Drakar | 121 | 5 | 125 | 125 | 131 |
| Glaive | 106 | 2 | 106 | 120 | 120 |
| Hell Bender | 32 | 1 | 35 | 37 | 40 |
| Lance Electra | 60 | 2 | 67 | 75 | 86 |
| Night Hawk | 47 | 1 | 47 | 47 | 47 |
| Pharsii II | 120 | 3 | 126 | 128 | 137 |
| Predator | 131 | 4 | 143 | 142 | 161 |
| Revenge | 120 | 2 | 100 | 210 | 170 |
| Salamander | 66 | 2 | 76 | 77 | 93 |
| Salamander HCR | 68 | 2 | 80 | 86 | 105 |
| Sentry | 80 | 3 | 80 | 80 | 80 |
| Seraph | 121 | 2 | 127 | 137 | 146 |
| Spectre | 55 | 1 | 69 | 77 | 99 |
| Spectre II | 57 | 1 | 71 | 79 | 101 |
| Spirit Rider | 17 | 1 | 22 | 22 | 28 |
| Star Raven | 125 | 4 | 131 | 157 | 165 |
| Stinger | 18 | 1 | 18 | 32 | 32 |
| Strella | 10 | 1 | 10 | 10 | 10 |
| Strella II | 10 | 1 | 10 | 10 | 10 |
| Talon | 33 | 2 | 35 | 35 | 38 |
| Teal Hawk | 43 | 2 | 45 | 45 | 48 |
| Thunder Bird | 25 | 1 | 35 | 36 | 52 |
| Thunder Bird II | 24 | 2 | 32 | 31 | 44 |
| **Warhounds** | | | | | |
| Aosho | 764 | 42 | 762 | 1034 | 962 |
| Constellation | 806 | 35 | 768 | 1040 | 930 |
| Fletcher | 894 | 37 | 918 | 1038 | 1018 |
| Fletcher HCR | 902 | 37 | 902 | 902 | 902 |
| Megafortress | 482 | 22 | 526 | 536 | 606 |
| Narwhal Mk. II | 623 | 27 | 682 | 731 | 828 |
| Stingray | 551 | 27 | 599 | 623 | 699 |
| Totenkopf | 1191 | 36 | 1191 | 1191 | 1191 |
| Totenkopf II | 1204 | 34 | 1204 | 1204 | 1204 |

VSPV=Variable Speed Point Value   SMPV= Super Maneuverable Point Value
VSSMPV= Variable Speed Super Maneuverable Point Value

# Silent Death
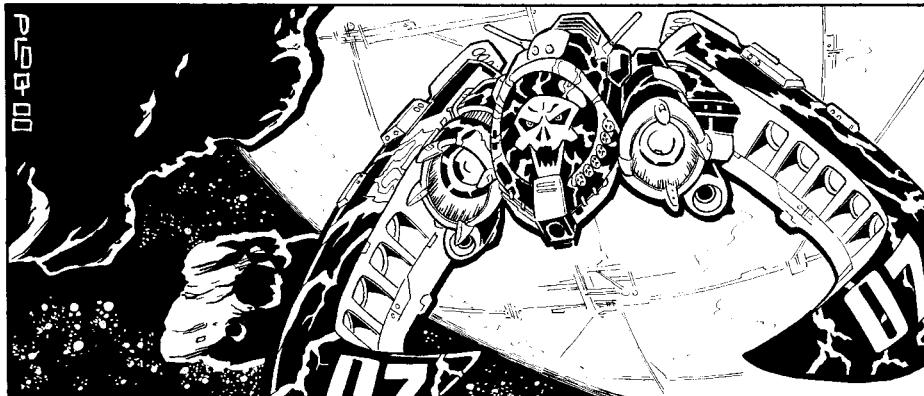
# House Colos Scenarios

The scenarios in this section use ships from *Silent Death: The Next Millennium, House Colos, Sigurd Archdiocese,* and *Q'raj Void Protectorate*.

These scenarios include maps showing the ideal setup for game play. Run the scenarios determining your own initial setup using guidelines provided in the scenarios.

All scenarios should use the following optional rules:
- Damage Control
- Decoys
- Destroyed Starcraft Debris
- Easing Target Speed Restrictions
- Point Defense Anti-Torpedo Weapon System
- Point Defense Weapon System vs. Missiles
- Side Slip
- Time Limit
- Variable Speed Torpe-

## SCENARIO 1: SPECTRE'S OF MAR



S=Spectre II     ☄=Asteroids     N=Nighthawk

⬡ Standard Map     ⬡ Geohex Cloth Starmap
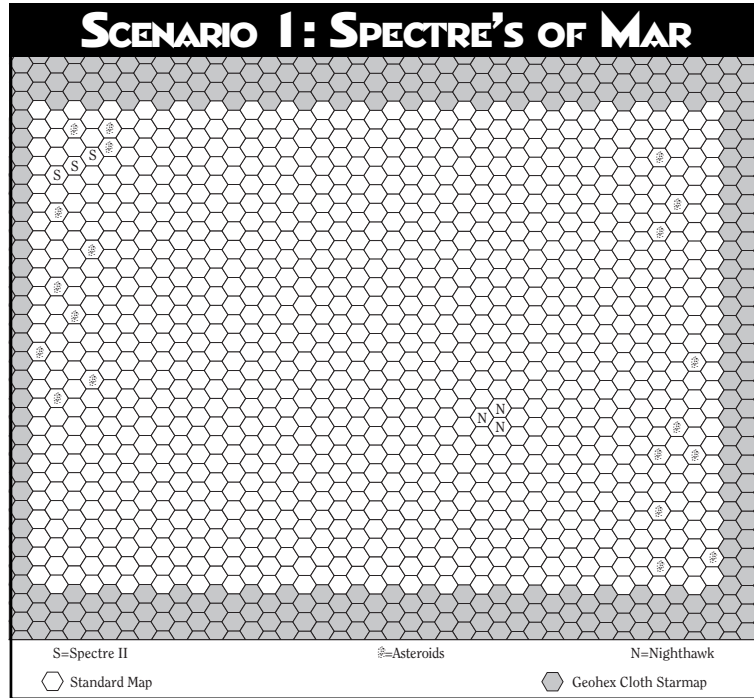
# Scenario 1: Spectre's of Mar

**Date:** AL11
**Play Time:** 1 Hour
**Setup:** Standard Map
**Location**: Near Sigurd-Colos frontier
**Situation**: Satan's Fulcrum was Patroling the Stellar asteroid zone between the Sigurd Archdiocese and House Colos. Detecting an unauthorized presence, a small force was dispatched for reconisance and to test the interloper's strength.

## Forces:

### Element of 139th Colosian Carrier Wing's Jade Squadron

Set up first within eight hexes of edge 1

| | |
|---|---|
| Spectre II A | Pilot(Plt 7, Gnr 6) |
| Spectre II B | Pilot(Plt 7, Gnr 5) |
| Spectre II C | Pilot(Plt 7, Gnr 5) |

### *122 Sentry Patrol Squadron Sigurd Archdiocese*

Set up second in either quadrant E or F

| | |
|---|---|
| Night Hawk A | Pilot(Plt 8, Gnr 7) |
| Night Hawk B | Pilot(Plt 6, Gnr 6) |
| Night Hawk C | Pilot(Plt 6, Gnr 4) |

## Special Rules:

Asteroids: Place 10 asteroids within 6 hexes of edge 1, and 10 asteroids within 6 hexes of edge 3.

Colos gets initiative on the first turn.

## Victory Conditions:

Victory or Death. Nobody leaves till the other side is dead.

## Battlefield Report:

The Spectre's swept in from the darkness on their unsuspecting foes. The battle was short and victory was sweet.

# Scenario 2:
# Sassy Little Fleas

**Date:** AL 7
**Play Time:** 1 Hour
**Setup:** Standard Map
**Location:** Near Lyra Beta Tertius, a planet under terraforming by House Red Star
**Situation:** A Betafortress assigned to protect a House Red Star terraforming operation has become separated from the rest of its fleet. A group of Colosian fighters housed in a Wolf's Lair platform are launched to take advantage of this opportunity and nibble the Betafort to death before it can rejoin its fellows and report the platforms exact location..

## Forces:

### 1217th Wolf's Lair Squadron
### House Colos

Set up first along edge 1

| | |
|---|---|
| Strella A | Pilot(Plt 7, Gnr 8) |
| Strella B | Pilot(Plt 7, Gnr 7) |
| Strella C | Pilot(Plt 7, Gnr 6) |
| Strella D | Pilot(Plt 6, Gnr 5) |
| Strella E | Pilot(Plt 5, Gnr 5) |
| Strella F | Pilot(Plt 5, Gnr 4) |

### Terraforming Escort Element
### House Red Star

Set up second in quadrant E or F

| | |
|---|---|
| Betafortress | Pilot(Plt 8, Gnr 7) |
| | Gunner A (Gnr 10) |
| | Gunner B (Gnr 9) |
| | Gunner C (Gnr 8) |
| | Gunner D (Gnr 7) |

## Special Rules:

None

## Victory Conditions:

The Colosians know they have five turns before Red Star pinpoints the exact location of the beleagued Betafortress. If they destroy the Betafort in five turns, it is a Colosian victory. If they do not, it is a victory for House Red Star.

## Battlefield Report:

The Betafortress was not destroyed outright by the Colosian fighters. After a hard fight in which three Strellas were destroyed and one moderately damaged, the Colosians broke off. However, when help arrived it was determined that the Betafort was too badly damaged to be worth salvaging. It was scuttled at the scene of the battle.

## The Next Millennium



### SCENARIO 2: SASSY LITTLE FLEAS

S=Strella                    B=Betafortress

◯ Standard Map          ⬡ Geohex Cloth Starmap

# Silent Death

# Scenario 3 Gunboat Battle Royale

**Date:** AL 4
**Play Time:** 1 Hour
**Setup:** Standard Map
**Location:** Near the frontier of the Sigurd Archdiocese
**Situation:** A three-ship element of heavy Colosian MPAC warcraft was detected near the Sigurd border. Observers all agree that the Colosians were there to provoke a fight based on two circumstances. The first was that this was the first time the new Predator gunboat had been tested against Sigurd hardware. The second was the broadcast by the Colosians of a stream of invectives alleging the dubious parentage and untidy personal habits of Sigurd leader and founder Günter Gutmann. A nearby Sigurd patrol responded at once.

## Forces:

### *Colosians:*

Set up along edge 2

| | |
|---|---|
| Predator A | Pilot(Plt 7, Gnr 7) |
| | Gunner A (Gnr 9) |
| | Gunner B (Gnr 8) |
| | Gunner C (Gnr 8) |
| Predator B | Pilot(Plt 5, Gnr 5) |
| | Gunner A (Gnr 7) |
| | Gunner B (Gnr 7) |
| | Gunner C (Gnr 5) |
| Dracula A | Pilot(Plt 9, Gnr 8) |
| | Gunner A (Gnr 10) |
| | Gunner B (Gnr 6) |
| Dracula B | Pilot(Plt 7, Gnr 6) |
| | Gunner A (Gnr 8) |
| | Gunner B (Gnr 6) |

### *Sigurd Archdiocese*

Set up along edge 4

| | |
|---|---|
| Iceberg | Pilot (Plt 8, Gnr 8) |
| | Gunner A (Gnr 10) |
| | Gunner B (Gnr 9) |
| | Gunner C (Gnr 8) |
| | Gunner D (Gnr 7) |
| | Gunner E (Gnr 7) |
| Storm II A | Pilot(Plt 8, Gnr 9) |
| | Gunner A (Gnr 9) |
| | Gunner B (Gnr 8) |
| Storm II B | Pilot(Plt 7, Gnr 8) |
| | Gunner A (Gnr 8) |
| | Gunner B (Gnr 6) |

## Special Rules:
None.

## Victory Conditions:
Since this is a matter of blood and honor between to irreconcilable groups of complete fanatics, under usual circumstances the only victory is the utter annihilation of one side by the other. The Colosians, however, have test data to compile on their new gunboat.

- Complete destruction of any three Colosian ships is a Sigurd victory.
- Destruction of the Iceberg and one Storm II, and the return of both Predators back across edge 2 is a Colosian victory.
- Any other outcome is "inconclusive."

## Battlefield Report:
Both sides claimed victory; nearly all of the members of the Sigurd force were welcomed into the arms of Odin, and the Predator managed to limp back to Colosian space, minus its escorting heavy fighters. The Sigurds took futher solace in that the broadcast unit aboard the Predator was silenced near the end of the battle.

## SCENARIO 3: GUNBOAT BATTLE ROYAL

P=Predator    D=Dracula                    I=Iceberg            S=Storm II
◯ Standard Map                              ◯ Geohex Cloth Starmap
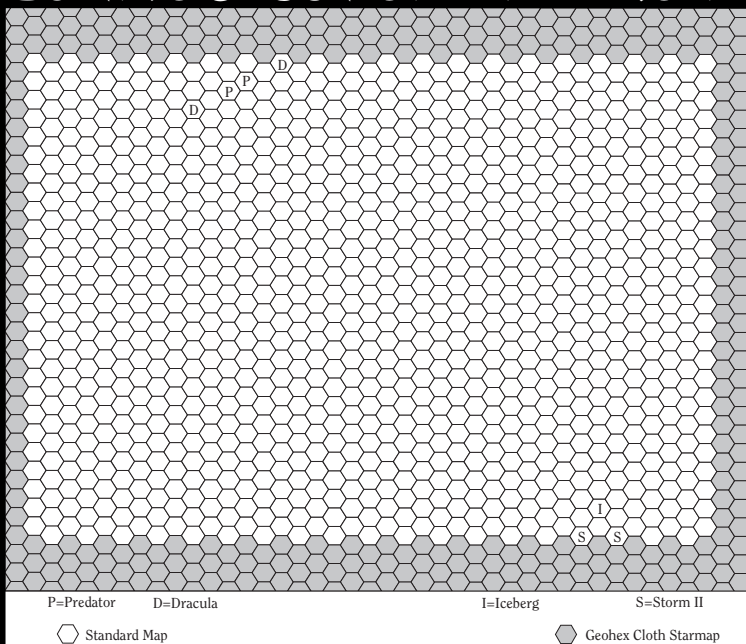
# ALTERNATE RANGE EFFECTS TABLE

| | Point Blank +2 | Short (+1) | Medium (0) | Long (-1) | Very Long (-2) | Extreme (-4) |
|---|---|---|---|---|---|---|
| **Range Increments** (To Hit Modifiers) | | | | | | |
| **Terran Weapons** | | | | | | |
| *Mass Driver Cannons* | | | | | | |
| Minigun | 1 | 2 | 3-5 | 6-10 | 11-12 | — |
| Autocannon | 1 | 2-3 | 4-10 | 11-20 | 21-22 | 23-24 |
| Railrepeator | 1 | 2-4 | 5-15 | 16-30 | 31-33 | 34-36 |
| *Laser Cannons* | | | | | | |
| Pulse Laser | 1-2 | 3 | 4-8 | 9 | 10 | — |
| Meld Laser | 1 | 2-6 | 7-15 | 16-17 | 18-19 | 20 |
| Turbo Laser | 1 | 2-9 | 10-19 | 20-25 | 26-28 | 29-30 |
| *Blast Cannons* | | | | | | |
| Splattergun | 1 | 2 | 3-4 | 5-6 | 7-10 | — |
| Blatgun | 1 | 2-4 | 5-7 | 8-10 | 11-13 | 14-15 |
| *Disruptor Cannons* | | | | | | |
| Disruptorgun | — | 1 | 2 | 3-4 | 5-6 | — |
| Disintegrator | — | 1 | 2-3 | 4-6 | 7-12 | — |
| *Ion Cannons* | | | | | | |
| Impulsegun | 1 | 2-3 | 4-6 | 7-8 | 9-10 | — |
| Ion Ram | 1 | 2-5 | 6-13 | 14 | 15 | — |
| *Plasma Cannons* | | | | | | |
| Plazgun Cannon | 1 | 2 | 3-4 | 5-6 | 7-8 | 9-10 |
| Heavy Plazgun | 1 | 2-4 | 5-8 | 9-10 | 11-12 | 13-15 |
| *Plasma Shell Cannons* | | | | | | |
| Plaz Shell Cannon | 1 | 2 | 3-4 | 5-6 | 7-8 | 9-10 |
| *Energy Bolt Projectors* | | | | | | |
| Protobolt | — | 5-8 | 9-12 | 13-16 | — | — |
| *EMP Cannons* | | | | | | |
| EMP Ray | 1 | 2 | 3-4 | 5-6 | 7 | 8 |
| EMP Beam | 1 | 2-3 | 4-6 | 7-10 | 11-14 | 15 |
| *Gaus Field Generators* | | | | | | |
| Mjölnir | 1 | 2-3 | 4-7 | 8 | 9 | 10 |
| Gungnir | 1-2 | 3-5 | 6-10 | 11-13 | 14-15 | 16 |
| *Entropy Cannons* | | | | | | |
| Entropic Accelerator | 1 | 3-4 | 5-7 | 8-9 | 10-11 | 12 |
| *Proton Arc Cannons* | | | | | | |
| Khanjar | 1-2 | 3 | 4-8 | 9 | 10 | |
| Sayf ad-Din | 1-3 | 4-6 | 7-14 | 15-16 | 17 | 18 |
| *Maxim Lasers* | | | | | | |
| Stiletto | 1-2 | 3 | 4-8 | 9 | 10 | — |
| Epee | 1 | 2-6 | 7-15 | 16-17 | 18-19 | 20 |
| Rapier | 1 | 2-9 | 10-19 | 20-25 | 26-28 | 29-30 |
| *Beam Cannons* | | | | | | |
| X-Beam | 1 | 2-3 | 4-14 | 15 | 16 | — |
| Y-Beam | 1 | 2-3 | 4-16 | 17 | 18 | — |
| Z-Beam | 1 | 2-3 | 4-20 | 21 | 22 | — |
| *Leech Cannons* | | | | | | |
| Drive Leech | — | 1 | 2 | 3 | 4 | — |
| *Plexar  Cannons* | | | | | | |
| Plexar Gun | 1 | 3-4 | 5-8 | 9 | 10-11 | 12 |

## Damage Track Codes

| 1 | =Reduce the vessel's current Drive number to the highest unmarked, boxed number currently on the damage track. |
|---|---|
| -1 | =Reduce the vessel's Damage Reduction number to the highest unmarked diamond value currently on the damage track. On a gunboat or escort, reduce vessel's drive by one. |
| ◇1 | = Reduce the vessel's Damage Reduction to the highest unmarked diamond value on the damage track. |
| ◆ | =Escorts reduce the vessel's Point-Defense Battery spread by 1 for the damage track quadrant in which it appears. |
| w | =Eliminate a cannon weapon system or missile launcher of the defender's choice. |
| W | =Eliminate a cannon weapon system or missile launcher of the attacker's choice. |
| t | =Eliminate one remaining torp of the defender's choice. |
| T | =Eliminate one remaining torp of the attacker's choice. |
| ✳ | =Roll 2D6 on the target vessel's Critical Hits Table. Apply the critical damage effect immediately. |
| ☒ | =This is the last box on the fighter's damage track. If it is marked off, the vessel is destroyed and removed from the map. A gunboat or escort is destroyed if two of these boxes are marked off. |
| ☐ | =Escorts, box has additional point of damage reduction. |
| ☖ | =Escorts, eliminate a crew of the defender's choice. |
| ☗ | =Escorts, eliminate a crew of the attacker's choice. |
| C | = Some of this vessel's cargo is lost. |

## Missile Torpedo Table

| Torpedo Class | Number of Missiles |
|---|---|
| Mk. 10 | 2 |
| Mk. 20 | 4 |
| Mk. 30 | 6 |
| Mk. 40 | 8 |
| Mk. 50 | 10 |
| Mk. 60 | 12 |
| Mk. 70 | 14 |
| Mk. 80 | 16 |
| Mk. 90 | 18 |
| Mk. 100 | 20 |

## Drift Table

| Current Drive | Drift Die |
|---|---|
| 0–5 | — |
| 6–10 | 1D4 |
| 11–15 | 1D6 |
| 16–19 | 1D8 |
| 20+ | 1D10 |
| Escorts do not drift. | |

## Variable Speed Torpedo Table

| Torpedo | Drive |
|---|---|
| Mk. 10 | 18 |
| Mk. 20 | 16 |
| Mk. 30 | 14 |
| Mk. 40 | 12 |
| Mk. 50 | 10 |
| Mk. 60+ | 8 |

## Basic Cargo Data

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

## Captain's Die

| Cost | Die |
|---|---|
| 5 | D4 |
| 10 | D6 |
| 20 | D8 |
| 40 | D10 |

## Skill Level Effects Table

| Piloting Skill (Plt) | Tight Turn Cost | Gunnery Skill (Gnr) | Attack Die Bonus (ADB) |
|---|---|---|---|
| 1 | 1D10 | 1 | 1D4 |
| 2 | 1D10 | 2 | 1D4 |
| 3 | 1D8 | 3 | 1D4 |
| 4 | 1D8 | 4 | 1D4 |
| 5 | 1D6 | 5 | 1D6 |
| 6 | 1D6 | 6 | 1D6 |
| 7 | 1D4 | 7 | 1D8 |
| 8 | 1D4 | 8 | 1D8 |
| 9 | 1D4 | 9 | 1D10 |
| 10 | 1D4 | 10 | 1D10 |

## Deflection To Hit Modifiers Table

| Defender is in this Firing Arc of the Attacker | Attacker is in this Arc of the Defender | | | | | | Target Has |
|---|---|---|---|---|---|---|---|
| | F | FQL | FQR | R | RQL | RQR | Drive 0 |
| Front | 0 | –2 | –2 | +1 | 0 | 0 | +2 |
| Front Quarter Left | –2 | –1 | +1 | +1 | –1 | +1 | +1 |
| Front Quarter Right | –2 | +1 | –1 | +1 | +1 | –1 | +1 |
| Rear | +1 | 0 | 0 | 0 | –1 | –1 | +2 |
| Rear Quarter Left | 0 | –1 | +1 | 0 | –1 | –1 | +1 |
| Rear Quarter Right | 0 | +1 | –1 | 0 | –1 | –1 | +2 |

### Firing Arcs

Forward

Rear Quarter Left

Rear Quarter Right

### Bow Firing Arcs

Forward

Bow Rear Quarter Left

Bow Rear Quarter Right

### Escort Class P-DB Quadrant Diagram

Forward Quadrant Left

Forward Quadrant Right

Rear Quadrant Left

Rear Quadrant Right

⬡ Overlapping quadrants

⬡ Point-Defense Battery Coverage

---

Front Quarter Left

Front Quarter Right

Rear

---

Bow Front Quarter Left

Bow Front Quarter Right

---

### Gunboat Quadrant Diagram

Forward

Left Side

Right Side

Rear

### Stern Firing Arcs

Stern Front Quarter Left

Stern Front Quarter Right

Rear

### Gunboat vs. Missiles Table

| Roll | Side Attacked |
|------|---------------|
| 1 | Front |
| 2 | Left |
| 3 | Right |
| 4–6 | Rear |

---

### Life Pod Table

| Roll | Result |
|------|--------|
| 1 | Crew member dies of injuries. |
| 2 | Crew member is injured and must miss next scenario while recuperating. |
| 3–6 | Crewman is unscathed and is immediately available for the next scenario. |

Stern Rear Quarter Left

Stern Rear Quarter Right

### Escorts vs. Missiles Table

| Roll | Damage Track |
|------|--------------|
| 1 | Front Left |
| 2 | Front Right |
| 3 | Rear Right |
| 4 | Rear Left |

# Integrated Escort Weapon Table

| Weapon Type | Base Attack Dice | To Hit Modifiers Short (+1) | Mid (0) | Long (-1) | Target Speed Restrictions | Damage |
|---|---|---|---|---|---|---|
| **Ion Weapons** | | | | | | |
| Ion Cannon | 2D8 | 1-8 | 9-16 | 17-30 | Drive ≤ 7 | All x 2 |
| Twin Ion Cannon | 2D8+1 | | | | Drive ≤ 6 | (All+2) x 2 |
| Triple Ion Cannon | 2D8+3 | | | | Drive ≤ 5 | (All+4) x 2 |
| Quad Ion Cannon | 2D8+5 | | | | Drive ≤ 4 | (All+6) x 2 |
| Impulse Cannon | 2D8 | 1-3 | 4-5 | 6-11 | Drive ≤ 9 | High x 2 |
| Twin Impulse Cannon | 2D8+1 | | | | Drive ≤ 8 | (High+2) x 2 |
| Triple Impulse Cannon | 2D8+3 | | | | Drive ≤ 7 | (High+4) x 2 |
| Quad Impulse Cannon | 2D8+5 | | | | Drive ≤ 6 | (High+6) x 2 |
| **Blast Weapons** | | | | | | |
| Blast Cannon | 2D6 | 1-8 | 9-20 | 21-25 | Drive ≤ 9 | Medium x 2 |
| Twin Blast Cannon | 2D6+1 | | | | Drive ≤ 8 | (Medium+2)x2 |
| Triple Blast Cannon | 2D6+2 | | | | Drive ≤ 7 | (Medium+4)x 2 |
| Quad Blast Cannon | 2D6+3 | | | | Drive ≤ 6 | (Medium+6)x 2 |
| Repeating Blaster | 2D6 | 1-3 | 4-8 | 9-15 | None | High x 2 |
| Twin Repeating Blaster | 2D6+1 | | | | | (High+2) x 2 |
| Triple Repeating Blaster | 2D6+2 | | | | | (High+4) x 2 |
| Quad Repeating Blaster | 2D6+3 | | | | | (High+6) x 2 |
| **Laser Weapons** | | | | | | |
| Laztube | 2D10 | 1-10 | 11-20 | 21-40 | Drive ≤ 8 | High x 2 |
| Twin Laztube | 2D10+2 | | | | Drive ≤ 7 | (High+1) x 2 |
| Triple Laztube | 2D10+4 | | | | Drive ≤ 6 | (High+2) x 2 |
| Quad Laztube | 2D10+6 | | | | Drive ≤ 5 | (High+3) x 2 |
| **Mass Drivers†** | | | | | | |
| Gatling Cannon | 2D6 | 1-4 | 5-8 | 9-16 | Drive ≤15 | Low x 2= |
| Twin Gatling Cannon | 2D6+1 | | | | Drive ≤15 | (Low+1) x 2= |
| Triple Gatling Cannon | 2D6+3 | | | | Drive ≤15 | (Low+2) x 2= |
| Quad Gatling Cannon | 2D6+5 | | | | Drive ≤15 | (Low+3) x 2= |
| Hyper Cannon | 2D6 | 1-8 | 9-15 | 16-30 | Drive ≤11 | High x 2= |
| Twin Hyper Cannon | 2D6+1 | | | | Drive ≤10 | (High+1) x 2= |
| Triple Hyper Cannon | 2D6+3 | | | | Drive ≤9 | (High+2) x 2= |
| Quad Hyper Cannon | 2D6+5 | | | | Drive ≤8 | (High+3) x 2= |
| **Graviton Weapon** | | | | | | |
| Graviton Cannon | 2D8+2 | 6-22 | 23-34 | 35-40 | Drive ≤13* | All x 2 |
| **Plazprojectors**\*\* | | | | | | |
| Corvette | XD8 | | 1-5 | | None | All |
| Frigate | XD10 | | 1-5 | | None | All |
| Destroyer | XD12 | | 1-5 | | None | All |
| **Maxim Weapons** | | | | | | |
| Sabre | 2D10 | 1-9 | 10-18 | 19-36 | Drive ≤ 7 | High x 2 |
| Twin Sabre | 2D10+2 | | | | Drive ≤ 6 | (High+1) x 2 |

## Keel Weapons

| Weapon Type | Base Attack Dice | Short (+1) | Mid (0) | Long (-1) | Target Speed Restrictions | Damage |
|---|---|---|---|---|---|---|
| **Mass Driver** | | | | | | |
| Keel Cannon | 2D8 | 1-10 | 11-15 | 16-20 | None | All x 3= |
| **Gauss Field Generator** ∂ | | | | | | |
| Bifrost Cannon | 2D10 | 1-10 | 11-20 | 21-30 | None | All x 2 |
| **Proton Arc** (3K ARC) | | | | | | |
| Evil Eye | 2D10 | 1-8 | 9-17 | 17-25 | None | All x 1D4 |

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

## 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 |

# Order of Fire

| GUNNER Skill | SHIP ID | GNR ID | Attack Dice/Lock-on | Ammo | ARCs | Damage |
|---|---|---|---|---|---|---|
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |
| 12,11,10,9,8,7,6,5,4,3,2,1 | | | | | (FQL)(F)(FQR) (RQL)(R)(RQR) | |

List Gun Crews first, then Gunners, then Pilots. Mark off unused arcs. Escorts designate Bow(B) or Stern(S) to the left of the given arcs. If weapon is destroyed, mark off Attack Dice for that weapon. If a crewman is killed, make a note next to that Gunner ID. Update this form between turns.
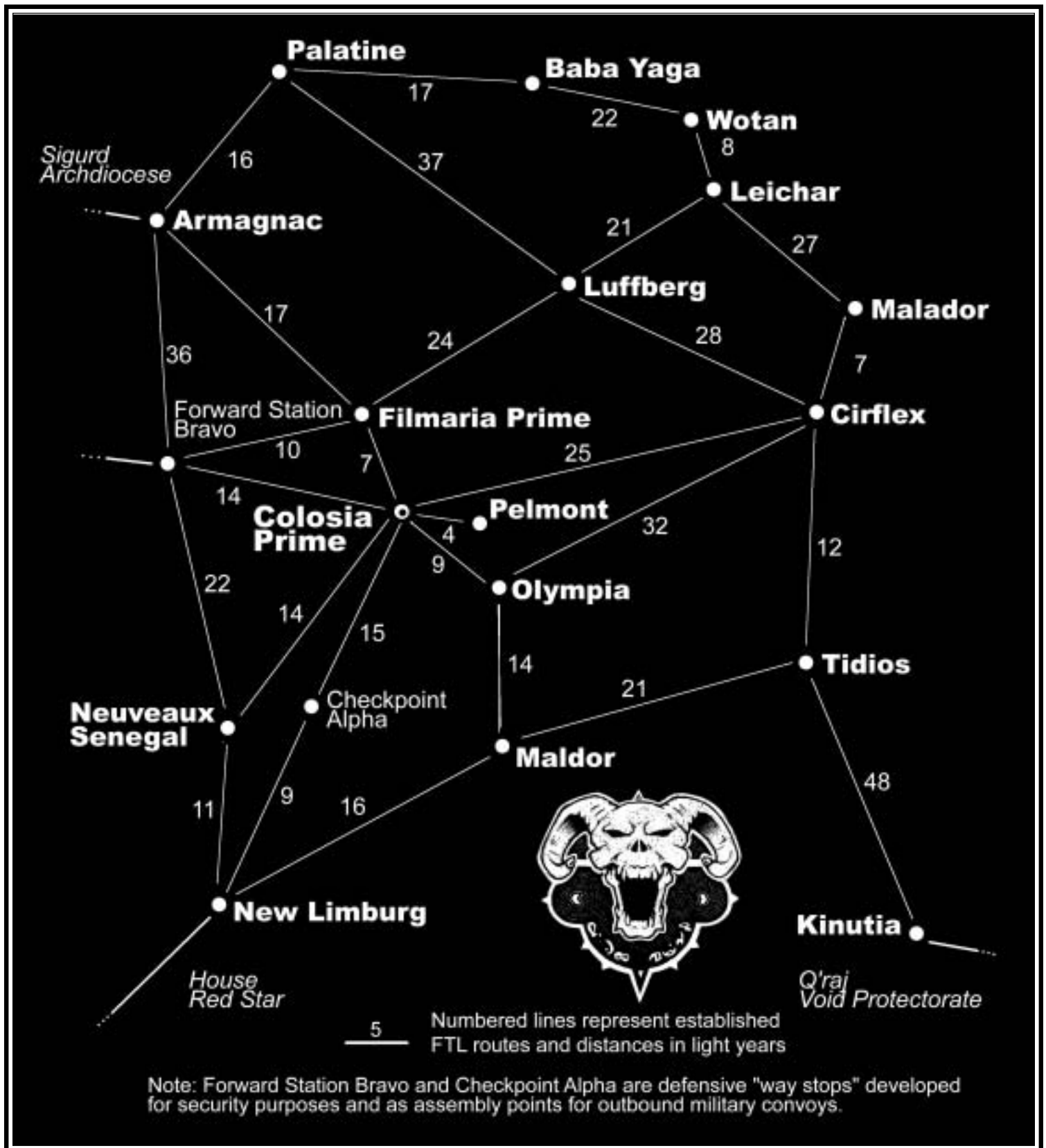
# CONSOLIDATED MASTER CANNON TABLE

| Weapon Type | Base Attack Dice | To Hit Modifiers Short (+1) | Mid (0) | Long (-1) | Target Speed Restrictions | Damage |
|---|---|---|---|---|---|---|
| **Terran Weapons** | | | | | | |
| *Mass Driver Cannons* | | | | | | |
| **Minigun** | 2D6+ADB | 1-2 | 3-5 | 6-12 | None | Low † |
| **Autocannon** | 2D6+ADB | 1-3 | 4-10 | 11-24 | Drive ≤10 | Medium † |
| **Railrepeator** | 2D6+ADB | 1-4 | 5-15 | 16-36 | Drive ≤6 | High † |
| *Laser Cannons* | | | | | | |
| **Pulse Laser** | 2D8+ADB | 1-3 | 4-9 | 10 | None | Low |
| **Meld Laser** | 2D8+ADB | 1-6 | 7-18 | 19-20 | Drive ≤12 | Medium |
| **Turbo Laser** | 2D8+ADB | 1-9 | 10-25 | 26-30 | Drive ≤8 | High |
| *Blast Cannons* | | | | | | |
| **Splattergun** | 2D6+ADB | 1-2 | 3-6 | 7-10 | None | Medium |
| **Blatgun** | 2D6+ADB | 1-4 | 5-10 | 11-15 | Drive ≤13 | High |
| *Disruptor Cannons* | | | | | | |
| **Disruptorgun** | 2D8+ADB | 1 | 2 | 3-6 | None | Medium § |
| **Disintegrator** | 2D8+ADB | 1 | 2-3 | 4-12 | Drive ≤11 | High § |
| *Ion Cannons* | | | | | | |
| **Impulsegun** | 2D8+ADB | 1-3 | 4-8 | 9-10 | None | High |
| **Ion Ram** | 2D8+ADB | 1-5 | 6-13 | 14-15 | Drive ≤15 | All |
| *Plasma Cannons* | | | | | | |
| **Plazgun** | 2D6+ADB | 1-2 | 3-4 | 5-10 | None | All ¥ |
| **Heavy Plazgun** | 2D6+ADB | 1-4 | 5-8 | 9-15 | Drive ≤11 | All x 2 ¥ |
| *Plasma Shell Cannons* | | | | | | |
| **Plaz Shell Cannon** | 2D6+ADB | 1-2 | 3-4 | 5-10 | None | All ¥ |
| *Energy Bolt Projectors* | | | | | | |
| **Protobolt** | 2D6+ADB | 5-8 | 9-12 | 13-16 | Drive ≤14 | s.10/m.8/l.6 |
| *EMP Cannons* | | | | | | |
| **EMP Ray** | 2D8+ADB | 1-2 | 3-4 | 5-8 | None | Medium/2¤ |
| **EMP Beam** | 2D8+ADB | 1-3 | 4-6 | 7-15 | Drive ≤14 | High/2¤ |
| *Tachyon Conveyers* | | | | | | |
| **Tachyon Cannon** | 2D10+ADB | 1-5 | 6-15 | 16-19 | Drive≤14 | High |
| **Tachyon Ram** | 2D10+ADB | 1-3 | 4-11 | 12-17 | Drive≤15 | All |
| *Gauss Field Generators* | | | | | | |
| **Mjölnir** | 2D8+6+ADB | 1-3 | 4-7 | 8-10 | | Low+3 ∂ |
| **Gungnir** | 2D8+6+ADB | 1-5 | 6-10 | 11-16 | Drive≤13 | Med+2 ∂ |
| *Plexar Cannons* | | | | | | |
| **Plexar Gun** | 2D10+ADB | 1-4 | 5-10 | 11-12 | Drive ≤14 | High ∞ |
| *Entropy Cannons* | | | | | | |
| **Entropic Accelerator** | 2D8+ADB | 1-4 | 5-7 | 8-12 | Drive ≤12 | High Ω |
| *Proton Arc Cannons* | | | | | | |
| **Khanjar** | 2D8+ADB | 1-3 | 4-8 | 9-10 | None | Low x 1D4▶ |
| **Sayf ad-Din** | 2D8+ADB | 1-6 | 7-14 | 15-18 | Drive≤14 | Medium x 1D4▶ |
| **Hatchling Weapons** | | | | | | |
| *Beam Cannons* | | | | | | |
| **X-Beam** | 2D8+ADB | 1-3 | 4-14 | 15-16 | None | Low x 3 |
| **Y-Beam** | 2D8+ADB | 1-3 | 4-16 | 17-18 | Drive ≤13 | Medium x 2 |
| **Z-Beam** | 2D8+ADB | 1-3 | 4-20 | 21-22 | Drive ≤10 | High x 2 |
| *Leech Cannons* | | | | | | |
| **Drive Leech** | 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.
Ψ—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.
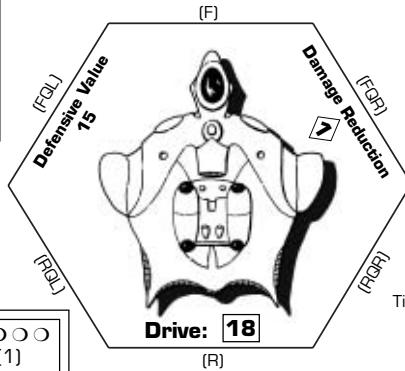
# House Colos Space



Palatine

Baba Yaga

17

22

Wotan

8

Sigurd
Archdiocese

16

37

Leichar

Armagnac

21

27

Luffberg

Malador

17

24

28

7

36

Forward Station
Bravo

Filmaria Prime

Cirflex

10

7

25

14

Colosia
Prime

Pelmont

32

12

4

9

22

Olympia

14

Checkpoint
Alpha

15

Tidios

14

Neuveaux
Senegal

21

11

9

16

Maldor

48

New Limburg

Kinutia

House
Red Star

Q'raj
Void Protectorate

5   Numbered lines represent established
FTL routes and distances in light years

Note: Forward Station Bravo and Checkpoint Alpha are defensive "way stops" developed
for security purposes and as assembly points for outbound military convoys.

## SPECTRE

**BPV: 55**   **I.D.** ▮

▮TPV▮

**▮Pilot▮**
**2 Disruptorguns** (F)
To Hit: 2D8+ADB+1§
Damage: Medium+4
Range: 1/2/6

**▮Crew▮**
**PILOT**
Plt: _____
Gnr: _____
Luck: _____

**Mk. 20 Torp**
○ ○
○ ○
○ ○

(F)

[FQL]  Defensive Value **15**   Damage Reduction   [FQR]

**⤿** 7

[RQL]   [RQR]

Tight Turn Cost:

_____ +3

**Drive:** 18

(R)

Decoys: ○ ○ ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 300

### DAMAGE TRACK

→

| 18 | t | ✳ | 17 |   | 16 | t |   | 15 |
|----|---|---|----|---|----|---|---|----|
| t | 14 | ◇1 |   |   | ✳ | w | 12 | t |
| 10 |   | t | 6 | t | 4 | 2 | 1 | ✕ |

---

## SPECTRE

**BPV: 55**   **I.D.** ▮
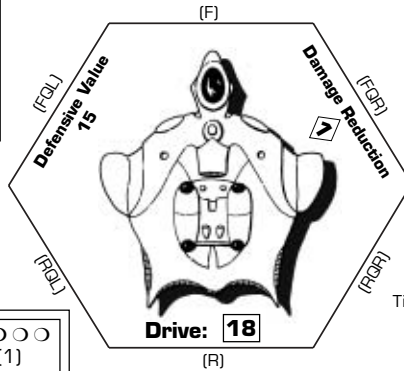
▮TPV▮

**▮Pilot▮**
**2 Disruptorguns** (F)
To Hit: 2D8+ADB+1§
Damage: Medium+4
Range: 1/2/6

**▮Crew▮**
**PILOT**
Plt: _____
Gnr: _____
Luck: _____

**Mk. 20 Torp**
○ ○
○ ○
○ ○

(F)

[FQL]  Defensive Value **15**   Damage Reduction   [FQR]

**⤿** 7

[RQL]   [RQR]

Tight Turn Cost:

_____ +3

**Drive:** 18

(R)

Decoys: ○ ○ ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 300

### DAMAGE TRACK

→

| 18 | t | ✳ | 17 |   | 16 | t |   | 15 |
|----|---|---|----|---|----|---|---|----|
| t | 14 | ◇1 |   |   | ✳ | w | 12 | t |
| 10 |   | t | 6 | t | 4 | 2 | 1 | ✕ |

---

## ▮ CRITICAL HITS ▮

**2 — Armored Cockpit.** Plink! Nothing has happened.

**3 — Engines sputter.** Spectre may only use 3 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.

**4 — Electronic Warfare knocked out.** Spectre 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 — Torp Load Jettison.** Mark off all remaining torps.

**8 — Disruptorgun Targeters damaged.** Disruptorguns may not be fired until after the next game turn.

**9 — Hull compromised.** Reduce Defensive Value by 4.

**10 — Controls lock up.** Spectre must move straight ahead at maximum speed next movement phase. Afterwards Spectre may move normally.

**11 — Pilot dazed.** Spectre may not move until after the next game turn.

**12 — Reactor hit.** Spectre explodes and is destroyed.

## ▮ DISRUPTORGUN SPECS ▮

**Short Range:** 1 hexes (+1 To Hit).
**Medium Range:** 2 hexes.
**Long Range:** 3-6 hexes (–1 To Hit).
**Special Note:** If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, complerely 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 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|

# SPECTRE II

**I.D.** ■

**BPV: 57**

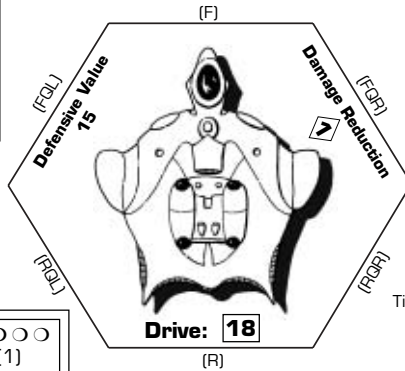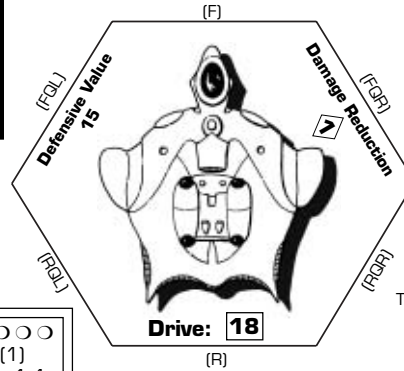| TPV | **Pilot** | **Crew** |
|---|---|---|
| | **Quad Stilettos** (F)<br>To Hit: 2D8+ADB+3<br>Damage: Low ✳<br>Range: 3/9/10 | PILOT<br>Plt: _____<br>Gnr: _____<br>Luck: _____ |

**Mk. 20 Torp**
○ ○
○ ○
○ ○

(F)

Defensive Value **15**

Damage Reduction **7**

(FQL) (FQR)

(RQL) (RQR)

**Drive: 18**

(R)

Tight Turn Cost:

_____ +3

Decoys: ○ ○ ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 300

### DAMAGE TRACK

| | 18 | t | ✳ | 17 | | 16 | t | | 15 |
|---|---|---|---|---|---|---|---|---|---|
| t | 14 | ◇ 1 | | | ✳ | w | 12 | t | |
| 10 | | t | 6 | t | 4 | 2 | 1 | | ✕ |

---

# SPECTRE II

**I.D.** ■

**BPV: 57**

| TPV | **Pilot** | **Crew** |
|---|---|---|
| | **Quad Stilettos** (F)<br>To Hit: 2D8+ADB+3<br>Damage: Low ✳<br>Range: 3/9/10 | PILOT<br>Plt: _____<br>Gnr: _____<br>Luck: _____ |

**Mk. 20 Torp**
○ ○
○ ○
○ ○

(F)

Defensive Value **15**

Damage Reduction **7**

(FQL) (FQR)

(RQL) (RQR)

**Drive: 18**

(R)

Tight Turn Cost:

_____ +3

Decoys: ○ ○ ○
P-D: 1-3 (1)
Dmg Con: 1-4
Tons: 300

### DAMAGE TRACK

| | 18 | t | ✳ | 17 | | 16 | t | | 15 |
|---|---|---|---|---|---|---|---|---|---|
| t | 14 | ◇ 1 | | | ✳ | w | 12 | t | |
| 10 | | t | 6 | t | 4 | 2 | 1 | | ✕ |

---

## CRITICAL HITS

2 — **Armored Cockpit.** Plink! Nothing has happened.

3 — **Engines sputter.** Spectre may only use 3 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.

4 — **Electronic Warfare knocked out.** Spectre 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 — **Torp Load Jettison.** Mark off all remaining torps.

8 — **Stiletto damaged.** Further To Hit attempts by this weapon suffer a -3.

9 — **Hull compromised.** Reduce Defensive Value by 4.

10 — **Controls lock up.** Spectre must move straight ahead at maximum speed next movement phase. Afterwards Spectre may move normally.

11 — **Pilot dazed.** Spectre may not move until after the next game turn.

12 — **Reactor hit.** Spectre explodes and is destroyed.

## STILETTO SPECS

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

✳ For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

---

## GAME TURN RECORD TRACK

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

## STRELLA

**I.D.** ▮

**BPV: 10**

| TPV | | |
|---|---|---|

**Pilot**
**Triple Stiletto** (F)
To Hit: 2D8+ADB+2
Damage: Low ✴
Range: 3/9/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction ◇0
(RQL) (RQR)
**Drive:** 19
(R)

Decoys: ◯
P-D: –
Dmg Con: 1-2
Tons: 50

Tight Turn Cost:
_____+3

DAMAGE TRACK
→ | 19 | ✴ | w | 8 | ✕ |

---

## STRELLA

**I.D.** ▮

**BPV: 10**

| TPV | | |
|---|---|---|

**Pilot**
**Triple Stiletto** (F)
To Hit: 2D8+ADB+2
Damage: Low ✴
Range: 3/9/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction ◇0
(RQL) (RQR)
**Drive:** 19
(R)

Decoys: ◯
P-D: –
Dmg Con: 1-2
Tons: 50

Tight Turn Cost:
_____+3

DAMAGE TRACK
→ | 19 | ✴ | w | 8 | ✕ |

---

## STRELLA

**I.D.** ▮

**BPV: 10**

| TPV | | |
|---|---|---|

**Pilot**
**Triple Stiletto** (F)
To Hit: 2D8+ADB+2
Damage: Low ✴
Range: 3/9/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction ◇0
(RQL) (RQR)
**Drive:** 19
(R)

Decoys: ◯
P-D: –
Dmg Con: 1-2
Tons: 50

Tight Turn Cost:
_____+3

DAMAGE TRACK
→ | 19 | ✴ | w | 8 | ✕ |

---

## STRELLA

**I.D.** ▮

**BPV: 10**

| TPV | | |
|---|---|---|

**Pilot**
**Triple Stiletto** (F)
To Hit: 2D8+ADB+2
Damage: Low ✴
Range: 3/9/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction ◇0
(RQL) (RQR)
**Drive:** 19
(R)

Decoys: ◯
P-D: –
Dmg Con: 1-2
Tons: 50

Tight Turn Cost:
_____+3

DAMAGE TRACK
→ | 19 | ✴ | w | 8 | ✕ |

---

### CRITICAL HITS

**2 —** **Pilot killed.** Strella may perform no further actions. Defensive Value drops to 5.

**3 —** **Pilot dazed.** Strella may not move or fire until after the end of the next game turn.

**4 —** **Electronic Warfare knocked out.** Strella may no longer jam torps. Reduce Defensive Value by 5.

**5 —** **Maneuver Thrusters hit.** Strella may no longer make Tight Turns.

**6 —** **Shields damaged.** Reduce Defensive Value by 3.

**7 —** **Stiletto damaged.** Reduce chance To Hit by 2.

**8 —** **Manuver Thrusters hit.** Strella may not turn until after next game turn.

**9 —** **Engines severely damaged.** Strella reduced to a Drive value of 1. Reduce Defensive Value by 7.

**10 —** **Engines destroyed.** Strella may not move or turn. Reduce Defensive Value to 5.

**11 —** **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Strella will disintegrate and be destroyed.

**12 —** **Reactor hit.** Power generator detonates. Strella is destroyed.

### STILETTO SPECS

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

✴ For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

# STRELLA II

## Card 1

**STRELLA II**

**I.D.** [ ]

**BPV: 10**

**TPV** [ ]

**Pilot**
**2 Splatterguns** (F)
To Hit: 2D8+ADB+1
Damage: Medium+2
Range: 2/6/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction
◇ 0
(RQL) (RQR)
Drive: **19**
(R)
Tight Turn Cost: _____ +3

Decoys: ○
P-D: –
Dmg Con: 1-2
Tons: 50

DAMAGE TRACK
→ | 19 | ✳ | w | 8 | ✕ |

## Card 2

**STRELLA II**

**I.D.** [ ]

**BPV: 10**

**TPV** [ ]

**Pilot**
**2 Splatterguns** (F)
To Hit: 2D8+ADB+1
Damage: Medium+2
Range: 2/6/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction
◇ 0
(RQL) (RQR)
Drive: **19**
(R)
Tight Turn Cost: _____ +3

Decoys: ○
P-D: –
Dmg Con: 1-2
Tons: 50

DAMAGE TRACK
→ | 19 | ✳ | w | 8 | ✕ |

## Card 3

**STRELLA II**

**I.D.** [ ]

**BPV: 10**

**TPV** [ ]

**Pilot**
**2 Splatterguns** (F)
To Hit: 2D8+ADB+1
Damage: Medium+2
Range: 2/6/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction
◇ 0
(RQL) (RQR)
Drive: **19**
(R)
Tight Turn Cost: _____ +3

Decoys: ○
P-D: –
Dmg Con: 1-2
Tons: 50

DAMAGE TRACK
→ | 19 | ✳ | w | 8 | ✕ |

## Card 4

**STRELLA II**

**I.D.** [ ]

**BPV: 10**

**TPV** [ ]

**Pilot**
**2 Splatterguns** (F)
To Hit: 2D8+ADB+1
Damage: Medium+2
Range: 2/6/10

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FQL) (FQR)
Defensive Value 16
Damage Reduction
◇ 0
(RQL) (RQR)
Drive: **19**
(R)
Tight Turn Cost: _____ +3

Decoys: ○
P-D: –
Dmg Con: 1-2
Tons: 50

DAMAGE TRACK
→ | 19 | ✳ | w | 8 | ✕ |

## CRITICAL HITS

**2 —** **Pilot killed.** Strella may perform no further actions. Defensive Value drops to 5.

**3 —** **Pilot dazed.** Strella may not move or fire until after the end of the next game turn.

**4 —** **Electronic Warfare knocked out.** Strella may no longer jam torps. Reduce Defensive Value by 5.

**5 —** **Maneuver Thrusters hit.** Strella may no longer make Tight Turns.

**6 —** **Shields damaged.** Reduce Defensive Value by 3.

**7 —** **Splattergun damaged.** Reduce chance To Hit by 2.

**8 —** **Manuver Thrusters hit.** Strella may not turn until after next game turn.

**9 —** **Engines severely damaged.** Reduce Drive value to 1. Reduce Defensive Value by 7.

**10 —** **Engines destroyed.** Strella may not move or turn. Reduce Defensive Value to 5.

**11 —** **Hull breached.** Reduce Defensive Value by 5. At the end of next game turn, Strella will disintegrate and be destroyed.

**12 —** **Reactor hit.** Power generator detonates. Strella is destroyed.

## SPLATTERGUN SPECS

**Short Range:** 1–2 hexes (+1 To Hit).
**Medium Range:** 3–6 hexes.
**Long Range:** 7–10 hexes (–1 To Hit).
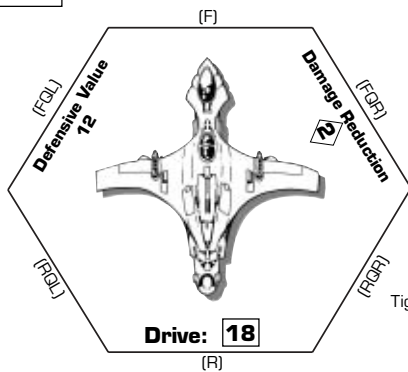
# SALAMANDER MCR

**I.D.** _____

**BPV: 68**

**TPV** _____

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

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____

**GUNNER**
Gnr: _____

Decoys: ◯ ◯
P-D: 1-7 (2)
Dmg Con: 1-6
Tons: 400

**Mk. 40 Torp**
◯

**Mk. 10 Torps**
◯
◯
◯
◯
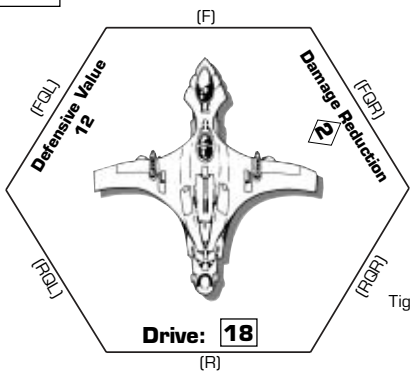
(F)
(FQL)
(FQR)
Defensive Value **12**
Damage Reduction **2**
(RQL)
(RQR)
**Drive: 18**
(R)
Tight Turn Cost:
_____ +3

### Gunner
**Impulsegun**
(RQL)(FQL)(F)(FQR)(RQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

### Gunner
**Impulsegun**
(RQL) (R) (RQR)
To Hit: 2D8+ADB
Damage: High
Range: 3/8/10

#### DAMAGE TRACK

| | | 18 | | 17 | | w | 16 | | ✳ | 15 | t | ②2 | 14 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| W | 13 | | 12 | | ◇1 | t | 11 | ✳ | | T | 10 | | 9 | w |
| 7 | | 6 | | 5 | t | 4 | | 3 | 2 | 1 | t | | ✕ | |

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## 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 and Drive damaged.** Reduce Defensive Value by 2. Also, lower Drive by 4.

**7 — Ionizers fizzle.** Reduce random Impulsegun Damage to Medium.

**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 fire Gunner Impulseguns.

**11 — Pilot dazed.** Salamander may not move or fire the Pilot Impulsegun until after the next game turn.

**12 — Reactor hit.** Salamander explodes into oblivion.

## IMPULSEGUN SPECS

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

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**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**

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

**Gunner A**
**Missile Launcher**
(BRQL) (BFQL) (F)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Gunner A**
⚇

**Gun Crew G**
**4 Repeating Blasters**
⚇ ⚇
(BRQL) (BFQL) (F)
[BFQR] [BRQR]
To Hit: 2D6+ADB+3
Damage:(High+6) x 2
Range: 3/8/15

(F)

**Gunner B**
**5 Pulse Lasers**
(BRQR) (BFQR) (F)
To Hit: 2D8+ADB+4
Damage: Low+4
Range: 3/9/10

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

**Gunner B**
⚇

**Crew**
CAPTAIN
Cpn:
**PILOT**
Plt:_____
**GUNNER A**
Gnr: _____
**GUNNER B**
Gnr: _____
**GUNNER C**
Gnr: _____
**GUNNER D**
Gnr: _____
**GUNNER E**
Gnr: _____
**CREW F**
Gnr: _____
**CREW G**
Gnr: _____
**CREW H**
Gnr: _____

**Gun Crew H**
**Twin Sabres**
⚇ ⚇ ⚇
(BFQL) (F) (BFQR)
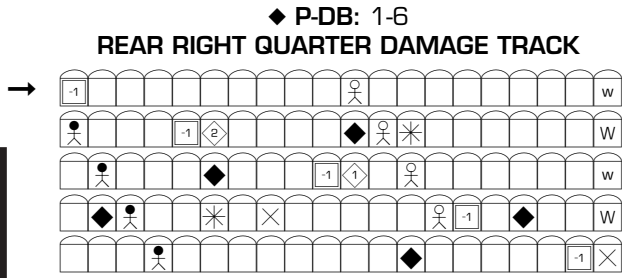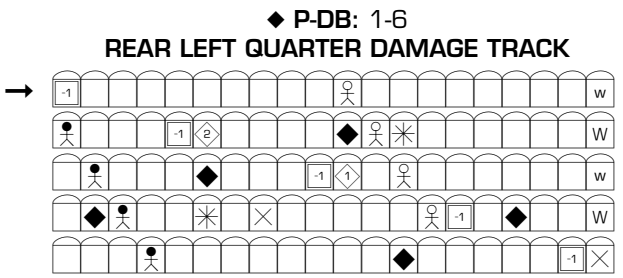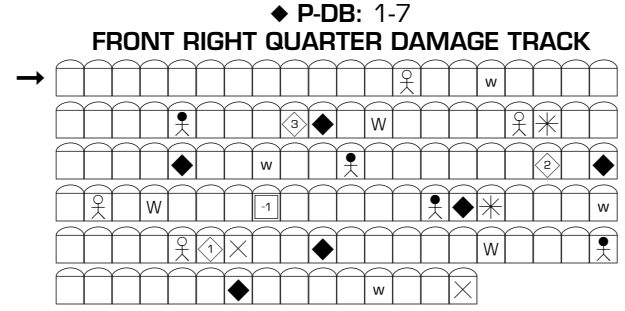To Hit: 2D8+ADB+1
Damage:(High+1) x2 ✳
Range: 9/18/36
Target SR: ≤6

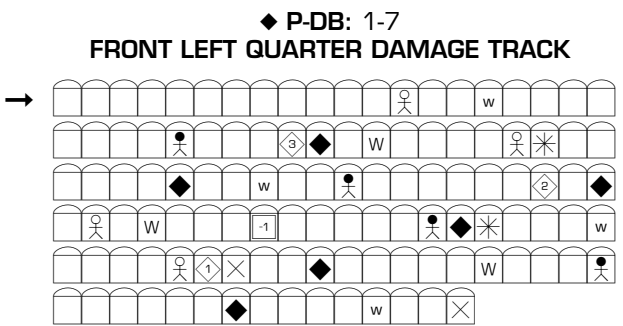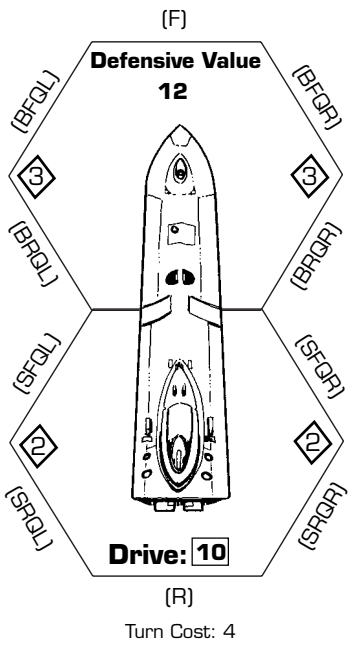✳ +4 per 2 points over targets DV

**Gunner E** ⚇
**Ion Ram** ⚇
(BRQL) (BFQL) (F)
(BFQR) (BRQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

**Gun Crew F**
**Keel Cannon**
⚇ ⚇ ⚇ ⚇
(KF)
To Hit: 2D8+ADB
Damage: All x 3
○ ○ ○ ○ ○
Range: 10/15/20

**Defensive Value**
**12**

(BFQL) (BFQR)

③ ③

(BRQL) (BRQR)

(SFQL) (SFQR)

② ②

(SRQL) (SRQR)

**Drive:** 10

(R)

Turn Cost: 4

◆ **P-DB:** 1-7
**FRONT LEFT QUARTER DAMAGE TRACK**

◆ **P-DB:** 1-7
**FRONT RIGHT QUARTER DAMAGE TRACK**

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

◆ **P-DB:** 1-6
**REAR RIGHT QUARTER DAMAGE TRACK**

**Gunner C**
**Missile Launcher**
(SFQL) (SRQL) (R)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Gunner D**
**Missile Launcher**
(R) (SRQR) (SFQR)
Lock-on < ___
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

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

**Gunner C**
⚇

**Gunner D**
⚇

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

# FLETCHER

## FRONT LEFT CRITICAL HITS

2— **ECM destroyed.** Fletcher may no longer perform screening.

3— **Crew killed.** Lose D4 crew.

4— **Sabre Hit.** May not fire until after next game turn.

5— **Blasters damaged.** Repeating Blaster Damage drops to High +6

6— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.

7— **Quint Pulse Laser A loses power.** Weapon may not fire until afternext turn.

8— **Crew Hit.** Mark off 1D4 Gun Crew.

9— **Ionizers Fizzle.**Ion Ram Damage is now High

10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.

11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.

12— **Keel Cannon crew killed.** 1D4 crew are killed.

## FRONT RIGHT CRITICAL HITS

2— **ECM destroyed.** Fletcher may no longer perform long-range jamming.

3— **Crew killed.** Lose D4 crew.

4— **Sabre Hit.** May not fire until after next game turn.

5— **Blasters damaged.** Repeating Blaster Damage drops to High +6

6— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.

7— **Quint Pulse Laser B loses power.** Weapon may not fire until afternext turn.

8— **Crew Hit.** Mark off 1D4 Gun Crew.

9— **Ionizers Fizzle.**Ion Ram Damage is now High

10— **Keel Cannon damaged.** Penalize to Hit attempts by -2.

11— **Bridge hit!** Bridge crew is stunned. Fletcher may not move next turn.

12— **Keel Cannon crew killed.** 1D4 crew are killed.

## Electronics
Jam: 1-2 on 1D4
ECM: 1-7(4)

## Bridge
Captain:_____
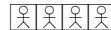Pilot:_____
TOC: +4

## Engineering
Damage Control:1-6

## REAR LEFT CRITICAL HITS

2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.

3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.

4— **Shields damaged.** Reduce Defensive Value by 2.

5— **Power coupling severed.** No weapons may be fired next turn.

6— **Pulse Lasers C damaged.** Weapon suffers -3 penalty to hit.

7— **Missile Launcher C malfunction.** Lose 1D10 missiles.

8— **Engineering hit!** Damage Control is not available until after next turn.

9— **Drives sputter.** Reduce drive by 4 until after next turn.

10— **Gunner C killed.** This gunner's weapons may not be fired.

11— **Engineering section destroyed.** Damage control is not available.

12— **Reactor hit.** Fletcher becomes a gaseous cloud.

## REAR RIGHT CRITICAL HITS

2— **Bridge hit!** The captain is killed. Fletcher may no longer use Captain die.

3— **TOC destroyed.** Fletcher may no longer add TOC bonus initiative roll.

4— **Shields damaged.** Reduce Defensive Value by 2.

5— **Power coupling severed.** No weapons may be fired next turn.

6— **Pulse Lasers D damaged.** Weapon suffers -4 penalty to hit.

7— **Missile Launcher D malfunction.** Lose 1D10 missiles.

8— **Engineering hit!** Damage Control is not available until after next turn.

9— **Drives sputter.** Reduce drive by 4 until after next turn.

10— **Gunner D killed.** This gunner's weapons may not be fired.

11— **Engineering section destroyed.** Damage control is not available.

12— **Reactor hit.** Fletcher becomes a gaseous cloud.

▮▮**TPV**▮▮

**▮▮Gun Crew I ▮▮**
**3 Laztubes** ⚉⚉⚉
(BRQL) (BFQL) (F)
To Hit: 2D10+ADB+4
Damage:(High+2) x 2
Range: 10/20/40
Target SR: ≤6

**▮▮Gun Crew J▮▮**
**3 Laztubes** ⚉⚉⚉
(F) [BFQR] [BRQR]
To Hit: 2D10+ADB+4
Damage:(High+2) x 2
Range: 10/20/40
Target SR: ≤6

**▮▮Gun Crew K▮▮**
**2 Ion Cannons**
⚉⚉⚉
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB+1
Damage:(All+2) x 2
1-8/9-16/30
Target SR: ≤6

**▮▮Gun Crew L▮▮**
**2 Ion Cannons**
⚉⚉⚉
(F) [BFQR] [BRQR]
To Hit: 2D8+ADB+1
Damage:(All+2) x 2
1-8/9-16/30
Target SR: ≤6

**▮▮ Gun Crew M ▮▮**
**2 Repeating Blasters**
⚉ ⚉
(BRQL) (BFQL) (F)
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

**▮▮ Gun Crew N ▮▮**
**2 Repeating Blasters**
⚉ ⚉
(BRQL) (BFQL) (F)
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

**▮▮ Gun Crew O ▮▮**
**2 Repeating Blasters**
⚉ ⚉
(F) [BFQR] [BRQR]
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

**▮▮ Gun Crew P ▮▮**
**2 Repeating Blasters**
⚉ ⚉
(F) [BFQR] [BRQR]
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

**▮▮ Gunner A ▮▮**
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

**▮▮Crew ▮▮**
**CAPTAIN**
Cpn: _____
**PILOT**
Plt: _____
**GUNNER A**
Gnr: _____
**GUNNER B**
Gnr: _____
**GUNNER C**
Gnr: _____
**GUNNER D**
Gnr: _____
**GUNNER E**
Gnr: _____
**GUNNER F**
Gnr: _____
**GUNNER G**
Gnr: _____
**GUNNER H**
Gnr: _____
**CREW I**
Gnr: _____
**CREW J**
Gnr: _____
**CREW K**
Gnr: _____
**CREW L**
Gnr: _____
**CREW M**
Gnr: _____
**CREW N**
Gnr: _____
**CREW O**
Gnr: _____
**CREW P**
Gnr: _____

◆ **P-DB:** 1-6
**FRONT LEFT QUARTER DAMAGE TRACK**

◆ **P-DB:** 1-6
**FRONT RIGHT QUARTER DAMAGE TRACK**

(F)
**Defensive Value**
**11**
(BFQL)  (BFQR)
2  2
(BRQL)  (BRQR)

◆ **P-DB:** 1-3
**REAR LEFT QUARTER DAMAGE TRACK**

◆ **P-DB:** 1-3
**REAR RIGHT QUARTER DAMAGE TRACK**

(SFQL)  (SFQR)
(SRQL)  (SRQR)
2  2
**Drive:** 9
(R)

Turn Cost: 4

**▮▮Gunner B ▮▮**
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

**▮▮Gunner C ▮▮**
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

**▮▮Gunner D ▮▮**
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

**▮▮ Gunner E ▮▮**
**Quad Splatterguns**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

**▮▮ Gunner F ▮▮**
**Quad Splatterguns**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

**▮▮ Gunner G ▮▮**
**Quad Splatterguns**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

**▮▮ Gunner H ▮▮**
**Quad Splatterguns**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10
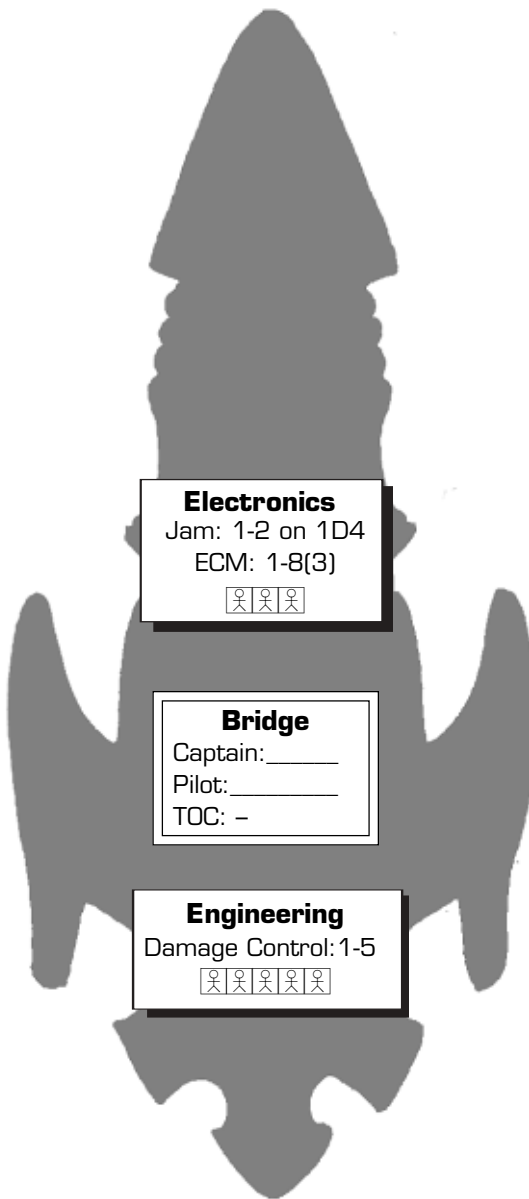
# TOTENKOPF

Tons: 10000

## FRONT LEFT CRITICAL HITS

2— **ECM destroyed.** Totenkopf may no longer perform screening.

3— **Major structural damage.** Mark off 1D6 boxes on each damage track.

4— **Laztube I hit.** Damage drops to High +2.

5— **Repeating Blaster lost.** Repeating blaster M or N is destroyed.

6— **Crew killed.** Lose 1D4 Gun Crew.

7— **Defensive screens compromised.** - 3 Defensive Value.

8— **Outer Bulkhead collapses.** Front Left Quarter takes 8 more hits and its Damage Reduction drops to O.

9— **Ion Cannon power flickering.** Reduce Ion Cannon K's damage to (High +1) x 2.

10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.

11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.

12— **Point Defense Battery destroyed.** Front Left Point Defense Battery is now O.

## FRONT RIGHT CRITICAL HITS

2— **ECM destroyed.** Totenkopf may no longer perform screening.

3— **Major structural damage.** Mark off 1D6 boxes on each damage track.

4— **Laztube J hit.** Damage drops to High +2.

5— **Repeating Blaster lost.** Repeating blaster O or P is destroyed.

6— **Crew killed.** Lose 1D4 Gun Crew.

7— **Defensive screens compromised.** - 3 Defensive Value.

8— **Outer Bulkhead collapses.** Front Right Quarter takes 8 more hits and its Damage Reduction drops to O.

9— **Ion Cannon power flickering.** Reduce Ion Cannon L's damage to (High +1) x 2.

10— **Power Coupling short.** No Repeating Blasters may fire until after next game turn.

11— **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.

12— **Point Defense Battery destroyed.** Front Right Point Defense Battery is now O.

## Electronics
Jam: 1-2 on 1D4
ECM: 1-8(3)

## Bridge
Captain:_____
Pilot:_____
TOC: –

## Engineering
Damage Control: 1-5

## REAR LEFT CRITICAL HITS

2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.

3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.

4— **Shields damaged.** Reduce Defensive Value by 2.

5— **Power coupling severed.** No weapons may be fired next turn.

6— **Quad Splatterguns damaged.** Random Splattergun suffers -3 penalty to hit.

7— **Structural Damage.** Take 10 more hits on this Damage track.

8— **Engineering hit!** Damage Control is not available until after next turn.

9— **Drives sputter.** Reduce drive by 2 until after next turn.

10— **Gunner killed.** Random living Gunner is now dead.

11— **Engineering section destroyed.** Damage control is not available.

12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

## REAR RIGHT CRITICAL HITS

2— **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.

3— **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.

4— **Shields damaged.** Reduce Defensive Value by 2.

5— **Power coupling severed.** No weapons may be fired next turn.

6— **Quad Splatterguns damaged.** Random Splattergun suffers -3 penalty to hit.

7— **Structural Damage.** Take 10 more hits on this Damage track.

8— **Engineering hit!** Damage Control is not available until after next turn.

9— **Drives sputter.** Reduce drive by 2 until after next turn.

10— **Gunner killed.** Random living Gunner is now dead.

11— **Engineering section destroyed.** Damage control is not available.

12— **Reactor hit.** Totenkopf becomes a gaseous cloud.

# TOTENKOPF II

**I.D.** ☐

**BPV: 1204**

**TPV** ☐

### Gun Crew I
**Twin Sabre** 👤👤👤
(BRQL) (BFQL) (F)
To Hit: 2D10+ADB+2
Damage:(High+1) x2✳
Range: 9/18/36
Target SR: ≤6

### Gun Crew J
**Twin Sabre** 👤👤👤
(F) [BFQR] [BRQR]
To Hit: 2D10+ADB+2
Damage:(High+1) x2✳
Range: 9/18/36
Target SR: ≤6

### Gun Crew K
**2 Ion Cannons**
👤👤👤
(BRQL) (BFQL) (F)
To Hit: 2D8+ADB+1
Damage:(All+2) x 2
1-8/9-16/30
Target SR: ≤6

### Gun Crew L
**2 Ion Cannons**
👤👤👤
(F) [BFQR] [BRQR]
To Hit: 2D8+ADB+1
Damage:(All+2) x 2
1-8/9-16/30
Target SR: ≤6

### Gunner A
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

### Gun Crew M
**2 Repeating Blasters**
👤👤
(BRQL) (BFQL) (F)
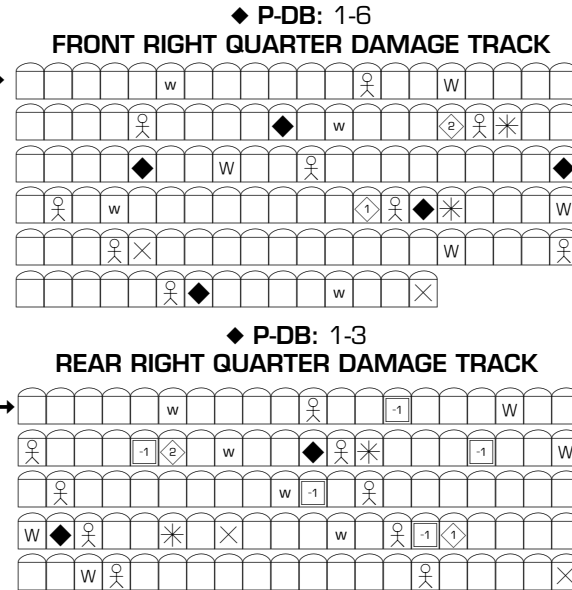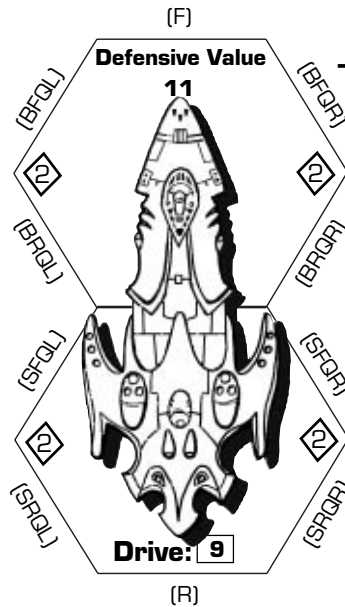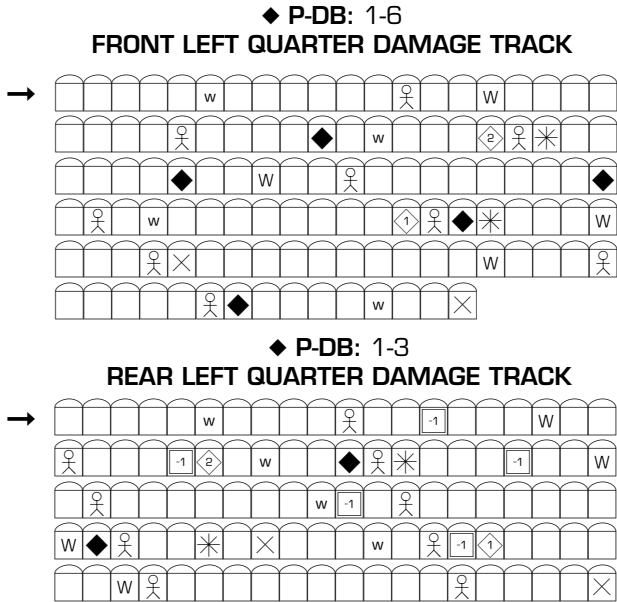To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

### Gun Crew N
**2 Repeating Blasters**
👤👤
(BRQL) (BFQL) (F)
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

### Gun Crew O
**2 Repeating Blasters**
👤👤
(F) [BFQR] [BRQR]
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

### Gun Crew P
**2 Repeating Blasters**
👤👤
(F) [BFQR] [BRQR]
To Hit: 2D6+ADB+1
Damage:(High+2) x 2
Range: 3/8/15

✳ For every 2 points the To Hit
total is over the targets DV:
Stiletto does +1Damage
Epee does +2 Damage
Rapier does +3 Damage
Sabre does +4 Damage

### Crew ☐
**CAPTAIN**
Cpn: _____
**PILOT**
Plt:_____
**GUNNER A**
Gnr: _____
**GUNNER B**
Gnr: _____
**GUNNER C**
Gnr: _____
**GUNNER D**
Gnr: _____
**GUNNER E**
Gnr: _____
**GUNNER F**
Gnr: _____
**GUNNER G**
Gnr: _____
**GUNNER H**
Gnr: _____
**CREW I**
Gnr: _____
**CREW J**
Gnr: _____
**CREW K**
Gnr: _____
**CREW L**
Gnr: _____
**CREW M**
Gnr: _____
**CREW N**
Gnr: _____
**CREW O**
Gnr: _____
**CREW P**
Gnr: _____

◆ **P-DB:** 1-6
**FRONT LEFT QUARTER DAMAGE TRACK**

◆ **P-DB:** 1-6
**FRONT RIGHT QUARTER DAMAGE TRACK**

**Defensive Value**
**11**

(F)
(BFQL) (BFQR)
(BRQL) (BRQR)
(SFQL) (SFQR)
(SRQL) (SRQR)

◆ **P-DB:** 1-3
**REAR LEFT QUARTER DAMAGE TRACK**

◆ **P-DB:** 1-3
**REAR RIGHT QUARTER DAMAGE TRACK**

**Drive:** 9

(R)

Turn Cost: 4

### Gunner B
**Ion Ram**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR: ≤15

### Gunner C
**Twin Rapier**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+1
Damage: High✳
Range: 9/25/30
Target SR: ≤8

### Gunner D
**Twin Rapier**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+1
Damage: High✳
Range: 9/25/30
Target SR: ≤8

### Gunner E
**Triple Stiletto**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+2
Damage: Low ✳
Range: 3/9/10

### Gunner F
**Triple Stiletto**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+2
Damage: Low ✳
Range: 3/9/10

### Gunner G
**Quad Epee**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+3
Damage: Medium ✳
Range: 6/18/20
Target SR: ≤12

### Gunner H
**Quad Epee**
(SFQL) (SRQL) (R)
(SRQR) (SFQR)
To Hit: 2D8+ADB+3
Damage: Medium ✳
Range: 6/18/20
Target SR: ≤12

# TOTENKOPF II

Tons: 10000

## FRONT LEFT CRITICAL HITS

**2—** **ECM destroyed.** Totenkopf may no longer perform screening.

**3—** **Major structural damage.** Mark off 1D6 boxes on each damage track.

**4—** **Sabre I hit.** Damage drops to High +1.

**5—** **Repeating Blaster lost.** Repeating blaster M or N is destroyed.

**6—** **Crew killed.** Lose 1D4 Gun Crew.

**7—** **Defensive screens compromised.** - 3 Defensive Value.

**8—** **Outer Bulkhead collapses.** Front Left Quarter takes 8 more hits and its Damage Reduction drops to 0.

**9—** **Ion Cannon power flickering.** Reduce Ion Cannon K's damage to (High +1) x 2.

**10—** **Power Coupling short.** No Repeating Blasters may fire until after next game turn.

**11—** **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.

**12—** **Point Defense Battery destroyed.** Front Left Point Defense Battery is now 0.
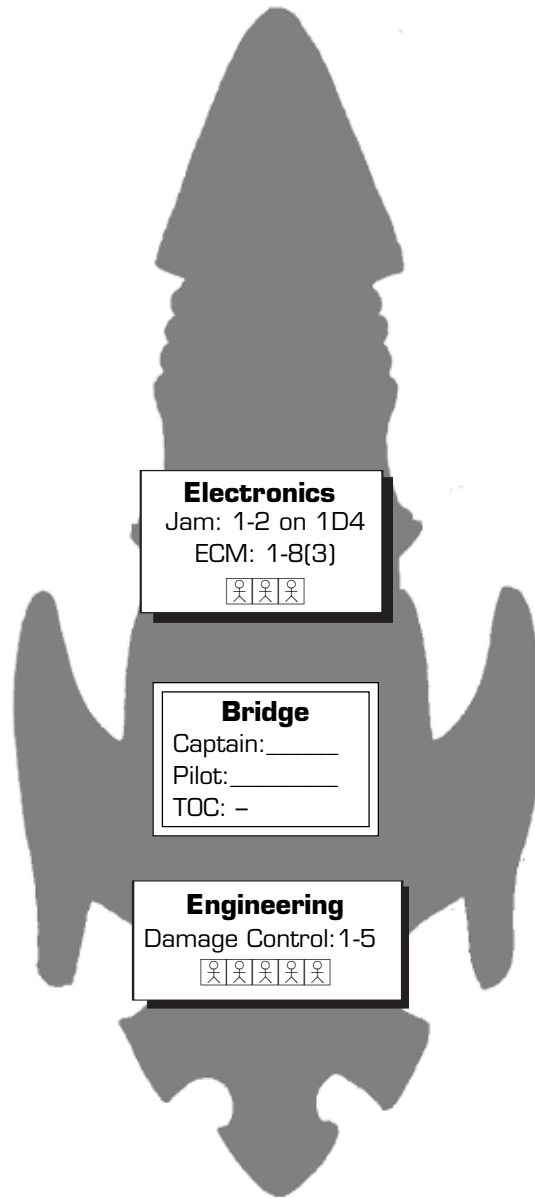
## FRONT RIGHT CRITICAL HITS

**2—** **ECM destroyed.** Totenkopf may no longer perform screening.

**3—** **Major structural damage.** Mark off 1D6 boxes on each damage track.

**4—** **Sabre J hit.** Damage drops to High +1.

**5—** **Repeating Blaster lost.** Repeating blaster O or P is destroyed.

**6—** **Crew killed.** Lose 1D4 Gun Crew.

**7—** **Defensive screens compromised.** - 3 Defensive Value.

**8—** **Outer Bulkhead collapses.** Front Right Quarter takes 8 more hits and its Damage Reduction drops to 0.

**9—** **Ion Cannon power flickering.** Reduce Ion Cannon L's damage to (High +1) x 2.

**10—** **Power Coupling short.** No Repeating Blasters may fire until after next game turn.

**11—** **Bridge hit!** Bridge crew is stunned. Totenkopf may not move next turn.

**12—** **Point Defense Battery destroyed.** Front Right Point Defense Battery is now 0.

### Electronics
Jam: 1-2 on 1D4
ECM: 1-8(3)

### Bridge
Captain:_____
Pilot:_____
TOC: –

### Engineering
Damage Control:1-5

## REAR LEFT CRITICAL HITS

**2—** **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.

**3—** **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.

**4—** **Shields damaged.** Reduce Defensive Value by 2.

**5—** **Power coupling severed.** No weapons may be fired next turn.

**6—** **Maxim Sensors damaged.** All Rapier, Stiletto, and Epee systems suffer a -2 penalty to hit.

**7—** **Structural Damage.** Take 10 more hits on this Damage track.

**8—** **Engineering hit!** Damage Control is not available until after next turn.

**9—** **Drives sputter.** Reduce drive by 2 until after next turn.

**10—** **Gunner killed.** Random living Gunner is now dead.

**11—** **Engineering section destroyed.** Damage control is not available.

**12—** **Reactor hit.** Totenkopf becomes a gaseous cloud.

## REAR RIGHT CRITICAL HITS

**2—** **Bridge hit!** The captain is killed. Totenkopf may no longer use Captain Die.

**3—** **Ioniozer destroyed.** Random remaining Ion Ram has damage reduced to High.

**4—** **Shields damaged.** Reduce Defensive Value by 2.

**5—** **Power coupling severed.** No weapons may be fired next turn.

**6—** **Maxim Sensors damaged.** All Rapier, Stiletto, and Epee systems suffer a -2 penalty to hit.

**7—** **Structural Damage.** Take 10 more hits on this Damage track.

**8—** **Engineering hit!** Damage Control is not available until after next turn.

**9—** **Drives sputter.** Reduce drive by 2 until after next turn.

**10—** **Gunner killed.** Random living Gunner is now dead.

**11—** **Engineering section destroyed.** Damage control is not available.

**12—** **Reactor hit.** Totenkopf becomes a gaseous cloud.

# PREDATOR

**I.D.** ____

**BPV: 131**

**TPV** ____

Decoys: ○
P-D: 1-5 (3)
Dmg Con: 1-2
Tons: 1000

**Mk. 10 Torps**
○ ○
○ ○
○ ○

### Pilot
**Ion Ram** (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

### Pilot
**Epee** (F)
To Hit: 2D8+ADB
Damage: Medium ✱
Range: 6/18/20
Target SR ≤12

✱ For every 2 points the To Hit total is over the targets DV the Epee does +2 damage.

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____
**GUNNER A**
Gnr: _____
**GUNNER B**
Gnr: _____
**GUNNER C**
Gnr: _____

## FRONT DAMAGE TRACK

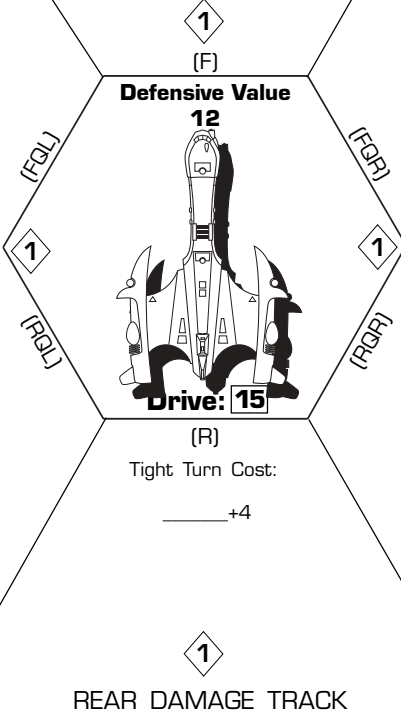|   |   | t | w |   | t |   |   |   |   |   | W |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   | ✱ |   |   | t |   |   |   |   |   | ◇1 |   | w |   |   |   |
|   |   |   |   |   |   | t | W | ✱ |   |   | ✕ |   |   |   | w |
|   |   |   | ✕ |   |   |   |   |   |   |   |   |   |   |   |   |

### Gunner A
**Ion Ram**
(RQL)(FQL)(F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

### Gunner B
**Ion Ram**
(F)(FQR)(RQR)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

**Defensive Value 12**

◇1 (F)

◇1 (FQL)

◇1 (FQR)

**Drive: 15** (R)

(RQL)  (RQR)

Tight Turn Cost: _____ +4

## LEFT SIDE DAMAGE TRACK

|   |   |   |   | t |   |   |   |
|---|---|---|---|---|---|---|---|
| w |   |   | ✱ | -1 |   | ◇1 |   |
|   | t |   | -1 | t |   | ✱ |   |
| w |   |   |   |   |   | ✕ |   |
| -1 | t |   |   |   | -1 | ✕ |   |

## RIGHT SIDE DAMAGE TRACK

|   |   |   |   | t |   |   |   |
|---|---|---|---|---|---|---|---|
| w |   |   | ✱ | -1 |   | ◇1 |   |
|   | t |   | -1 | t |   | ✱ |   |
| w |   |   |   |   |   | ✕ |   |
| -1 | t |   |   |   | -1 | ✕ |   |

### Gunner C
**2 Splatterguns**
(FQL)(RQL)(R)(RQR)(FQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

◇1

## REAR DAMAGE TRACK

| -1 |   | -1 |   | -1 | w | -1 | ◇1 | -1 | t |
|----|---|----|---|----|---|----|----|----|---|
| -1 | ✱ |   | -1 |   | -1 |   | ✱ |   | -1 |
|   | w | t | -1 |   | -1 |   | ✕ | -1 |   |
| -1 |   | -1 |   |   | ✕ |   |   |   |   |

---

### FRONT CRITICAL HITS

2 — **Pilot Dazed.** Predator may not move or fire Pilot weapons until after next game turn.

3 — **Helm locks up.** Ship must move straight at maximum speed until after next turn.

4 — **Power short.** 1D4-1 Ion Rams may not fire until after next turn.

5 — **Defensive Screens compromised!** -4 DV.

6 — **Torp Magazine hit.** Lose remaining torps.

7 — **Pilot's Ion Ram destroyed.**

8 — **Pilot killed.** Predator may not move or fire Pilot weapons. DV drops to 5.

### LEFT SIDE CRITICAL HITS

2 — **Major Structural Damage.** Take 4 more hits on Left and Right Damage Tracks. -2 DV.

3 — **Shields hit.** Reduce DV by 3.

4 — **Ion Ram hit.** Damage drops to High on Ion Ram A.

5 — **Gunner A dazed.** Weapon may not fire until after next turn.

6 — **Gunner A or C killed.** Weapon may no longer fire.

7 — **Minor Structural Damage.** Take 5 more hits this Damage Track.

8 — **Electronic Warfare gone.** Predator may no longer jam torps. Reduce DV by 4.

### RIGHT SIDE CRITICAL HITS

2 — **Major Structural Damage.** Take 4 more hits on Left and Right Damage Tracks. -2 DV.

3 — **Shields hit.** Reduce DV by 3.

4 — **Ion Ram hit.** Damage drops to high on Ion Ram B.

5 — **Gunner B dazed.** Weapon may not fire until after next turn.

6 — **Gunner B or C killed.** Weapon may no longer fire.

7 — **Minor Structural Damage.** Take 5 more hits this Damage Track.

8 — **Electronic Warfare gone.** Predator may no longer jam torps. Reduce DV by 4.

### REAR CRITICAL HITS

2 — **Major Structural Damage.** Take 6 more hits on Rear Damage Track. Lower Drive by 3.

3 — **Shields hit.** Reduce DV by 3.

4 — **Power Coupling hit.** Ion Rams may not fire until after next turn.

5 — **Gunner C dazed.** Weapon may not fire until after next turn.

6 — **Engines hit.** Drive is reduced to 2 until after next turn.

7 — **Gunner C killed.** Gunner C's weapon may not be fired.

8 — **ZOT!** The Predator has been brought down. It will hunt no more.

## THUNDER BIRD II

**I.D.** **BPV: 24**

**Pilot** — **Missile Launcher** (F)
Lock-on <____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Pilot** — **4 Miniguns** (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○ ○ ○ ○

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

**TPV**

**Mk. 10 Torps**
○
○
○
○

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction** 7
(RQL) (RQR)
**Drive:** 16
(R)
Tight Turn Cost: ____ +3

### DAMAGE TRACK

| → | 16 | ◇1 | ✳ | 14 | | t | | 11 | |
|---|----|----|---|----|---|---|---|----|---|
| W | ✳ | | 9 | w | | 5 | t | 1 | ✕ |

---

## THUNDER BIRD II

**I.D.** **BPV: 24**

**Pilot** — **Missile Launcher** (F)
Lock-on <____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Pilot** — **4 Miniguns** (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○ ○ ○ ○

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

**TPV**

**Mk. 10 Torps**
○
○
○
○

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction** 7
(RQL) (RQR)
**Drive:** 16
(R)
Tight Turn Cost: ____ +3

### DAMAGE TRACK

| → | 16 | ◇1 | ✳ | 14 | | t | | 11 | |
|---|----|----|---|----|---|---|---|----|---|
| W | ✳ | | 9 | w | | 5 | t | 1 | ✕ |

---

## THUNDER BIRD II

**I.D.** **BPV: 24**

**Pilot** — **Missile Launcher** (F)
Lock-on <____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Pilot** — **4 Miniguns** (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○ ○ ○ ○

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

**TPV**

**Mk. 10 Torps**
○
○
○
○

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction** 7
(RQL) (RQR)
**Drive:** 16
(R)
Tight Turn Cost: ____ +3

### DAMAGE TRACK

| → | 16 | ◇1 | ✳ | 14 | | t | | 11 | |
|---|----|----|---|----|---|---|---|----|---|
| W | ✳ | | 9 | w | | 5 | t | 1 | ✕ |

---

## THUNDER BIRD II

**I.D.** **BPV: 24**

**Pilot** — **Missile Launcher** (F)
Lock-on <____
○ ○ ○ ○ ○
○ ○ ○ ○ ○

**Pilot** — **4 Miniguns** (F)
To Hit: 2D6+ADB+3
Damage: Low+3 †
Range: 2/5/12
○ ○ ○ ○

**Crew**
PILOT
Plt: _____
Gnr: _____
Luck: _____

**TPV**

**Mk. 10 Torps**
○
○
○
○

Decoys: ○ ○
P-D: 1-5 (2)
Dmg Con: 1-3
Tons: 200

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction** 7
(RQL) (RQR)
**Drive:** 16
(R)
Tight Turn Cost: ____ +3

### DAMAGE TRACK

| → | 16 | ◇1 | ✳ | 14 | | t | | 11 | |
|---|----|----|---|----|---|---|---|----|---|
| W | ✳ | | 9 | w | | 5 | t | 1 | ✕ |

---

## CRITICAL HITS

**2 —** **Pilot killed.** Thunder Bird may perform no further actions. Defensive Value drops to 5.

**3 —** **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.

**4 —** **Electronic Warfare knocked out.** Thunder Bird 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 —** **Missile Launcher Targeters hit.** -2 on all Lock-on attempts.

**8 —** **Minigum Targeters damaged.** Miniguns may not be fired until after the next game turn.

**9 —** **Torp Load jettison.** Thunder Bird loses 1D4 remaining torps.

**10 —** **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.

**11 —** **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.

**12 —** **Reactor hit.** Thunder Bird detonates and is destroyed.

## MINIGUN SPECS †

**Short Range:** 1–2 hexes (+1 To Hit).
**Medium Range:** 3-5 hexes.
**Long Range:** 6-12 hexes (–1 To Hit).
† Whenever two Attack Dice roll doubles, multiply base damage by 2.

Operation: Dry Dock
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# STAR RAVEN

**I.D.** ▪

**BPV: 125**

### TPV

### Mk. 50 Torps
○
○

### Mk. 20 Torps
○
○
○
○

### Pilot
**1 Disintegrator** (F)
To Hit: 2D8+ ADB
Damage: High §
Range: 1/3/12
Target SR ≤11

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

### Gunner A
**2 Meld Lasers** (F)
To Hit: 2D8+ ADB +1
Damage: Medium+1
Range: 6/8/20
Target SR ≤12

### Gunner B
**2 Meld Lasers** (F)
To Hit: 2D8+ ADB +1
Damage: Medium+1
Range: 6/8/20
Target SR ≤12

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____
**GUNNER A**
Gnr: _____
**GUNNER B**
Gnr: _____
**GUNNER C**
Gnr: _____

### Gunner A
**4 Pulse Lasers**
(FQL) (F)
To Hit: 2D8+ ADB +3
Damage: Low+3
Range: 6/8/20

### Gunner B
**4 Pulse Lasers**
(F) (FQR)
To Hit: 2D8+ ADB +3
Damage: Low+3
Range: 6/8/20

FRONT DAMAGE TRACK

LEFT SIDE DAMAGE TRACK

RIGHT SIDE DAMAGE TRACK

**Defensive Value 11**

(F)
(FQL)
(FQR)
(RQL)
(RQR)
4
2
2
2
2

**Drive: 11**
(R)

Decoys: ○ ○ ○ ○
P-D: 1-7 (4)
Dmg Con: 1-7
Tons: 1200

Tight Turn Cost: _____ +4

### Gunner C
**Missile Launcher** (360°)
Lock-on < _____
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○

### Gunner C
**4 Pulse Lasers**
(RQL) (R) (RQR)
To Hit: 2D8+ ADB +3
Damage: Low+3
Range: 6/8/20

REAR DAMAGE TRACK

## FRONT CRITICAL HITS

**2 —** **Pilot dazed.** Raven may not move nor fire Pilot weapons until after next game turn.

**3 —** **Torps jettison.** All remaining torps are lost.

**4 —** **Shields damaged.** Reduce Defensive Value by 1.

**5 —** **Meld Lasers Targeting system hit.** Reduce each Meld Laser's chance To Hit by 1.

**6 —** **Disintegrator loses power.** It cannot fire until after next turn.

**7 —** **Heavy structural damage.** 3 hits on each Damage Track.

**8 —** **Pilot killed.** Raven cannot fire Pilot weapons or move. Defensive Value drops to 5.

## LEFT SIDE CRITICAL HITS

**2 —** **Structural damage.** 5 hits on the Left and 2 on the Right.

**3 —** **Gunner A's Meld Lasers damaged.** Weapon system suffers –3 To Hit.

**4 —** **Shields damaged.** Reduce Defensive Value by 2.

**5 —** **Structural damage.** Take 3 hits to the Front damage track.

**6 —** **Gunner A's Pulse Lasers damaged.** Weapon system suffers –2 To Hit.

**7 —** **Gunner A killed.** His or her weapons may not be fired.

**8 —** **Electronic Warfare gone.** Raven may no longer jam torps. Reduce Defensive Value by 2.

## RIGHT SIDE CRITICAL HITS

**2 —** **Structural damage.** 5 hits on the Right and 2 on the Left.

**3 —** **Gunner B's Meld Lasers damaged.** Weapon system suffers –3 To Hit.

**4 —** **Shields damaged.** Reduce Defensive Value by 2.

**5 —** **Structural damage.** Take 3 hits to the Front damage track.

**6 —** **Gunner B's Pulse Lasers damaged.** Weapon system suffers –2 To Hit.

**7 —** **Gunner B killed.** His or her weapons may not be fired.

**8 —** **Electronic Warfare gone.** Raven may no longer jam torps. Reduce Defensive Value by 2.

## REAR CRITICAL HITS

**2 —** **Rear bulkhead collapses.** Take 10 more hits on this Damage Track.

**3 —** **Gunner C's Pulse Lasers damaged.** Weapon system suffers –1 To Hit.

**4 —** **Shields damaged.** Reduce Defensive Value by 1.

**5 —** **Missile Launcher hit.** It loses 1D6 missiles.

**6 —** **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform.

**7 —** **Gunner C killed.** His or her weapons may not be fired.

**8 —** **Reactor detonates.** Star Raven is completely destroyed.
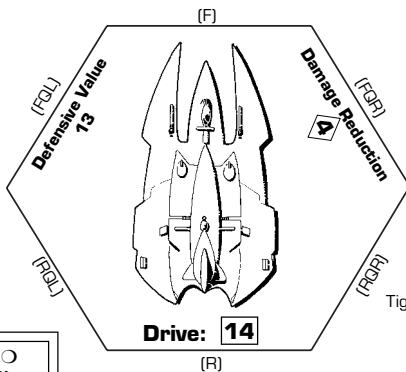
# DEATH WIND II

**BPV: 64** · I.D.
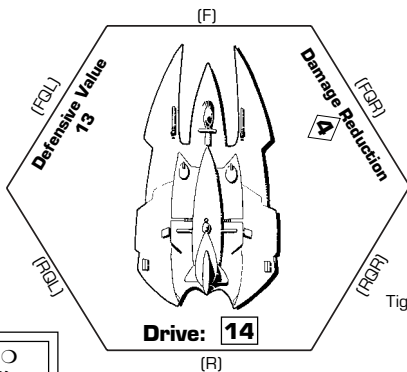
## Death Wind II (Left Panel)

**TPV**

### Pilot
**1 Ion Ram** (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____
**GUNNER**
Gnr: _____

**Mk. 20 Torps**
○ ○ ○ ○

### Pilot
**Missile Launcher** (F)
Lock-on <____
○○○○○ ○○○○○
○○○○○ ○○○○○
○○○○○

(F)
(FQL) — (FQR)
**Defensive Value 13**   **Damage Reduction 4**
(RQL) — (RQR)
(R)

**Drive: 14**

Tight Turn Cost: _____ +3

Decoys: ○ ○
P-D: 1-4 (2)
Dmg Con: 1-5
Tons: 400

### Gunner
**2 Splatterguns**
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

#### DAMAGE TRACK
| → | 4 | | t | 3 | ✳ | 14 | | W |
|---|---|---|---|---|---|---|---|---|
| 13 | | | 12 | | | 2 | 11 | w |
| t | 10 | | ✳ | 1 | 9 | w | | 8 |
| 7 | t | 6 | 5 | 3 | 1 | | ✕ | |

## Death Wind II (Right Panel)

## 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 —** **Missile Launcher hit.** Lose half its remaining missiles.

**8 —** **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by –2.

**9 —** **Hull buckles.** Reduce Defensive Value by 3.

**10 —** **Gunner killed.** Splatterguns 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.

## ION RAM SPECS

**Short Range:** 1–2 hexes (+1 To Hit).
**Medium Range:** 3–6 hexes.
**Long Range:** 7–10 hexes (–1 To Hit).
**Target Speed Restriction:** Target's Drive value must be ≤15.

## 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 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|

Operation: Dry Dock

# DEATH WIND HCR

## Left Panel

**DEATH WIND HCR**

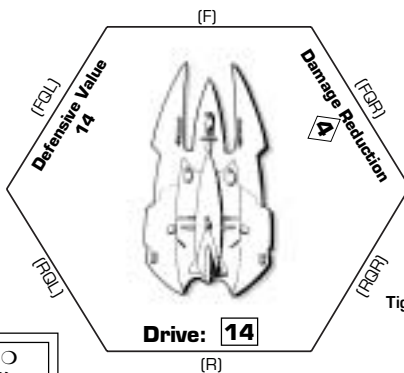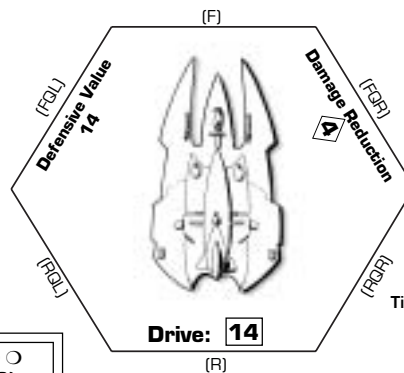I.D. _____

**BPV: 68**

**TPV** ____

**Mk. 20 Torps**
○ ○ ○ ○

### Pilot
**1 Ion Ram** (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

### Pilot
**Quad Stiletto** (F)
To Hit: 2D8+ADB+3
Damage: Low ✷
Range: 3/9/10

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____
**GUNNER**
Gnr: _____

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction 4**
(RQL) (RQR)
(R)

**Drive: 14**

**Tight Turn Cost:** _____ +3

Decoys: ○ ○
P-D: 1-5 (3)
Dmg Con: 1-5
Tons: 400

### Gunner
**2 Splatterguns**
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

### DAMAGE TRACK

| | 4 | | t | 3 | ✷ | 14 | | W |
|13| | | 12 | | | 2 | 11 | w |
| t | 10 | | ✷ | 1 | 9 | w | | 8 |
| 7 | t | 6 | 5 | 3 | 1 | | | ✕ |

## Right Panel (duplicate)

**DEATH WIND HCR**

I.D. _____

**BPV: 68**

**TPV** ____

**Mk. 20 Torps**
○ ○ ○ ○

### Pilot
**1 Ion Ram** (F)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

### Pilot
**Quad Stiletto** (F)
To Hit: 2D8+ADB+3
Damage: Low ✷
Range: 3/9/10

### Crew
**PILOT**
Plt: _____
Gnr: _____
Luck: _____
**GUNNER**
Gnr: _____

(F)
(FQL) (FQR)
**Defensive Value 14**
**Damage Reduction 4**
(RQL) (RQR)
(R)

**Drive: 14**

**Tight Turn Cost:** _____ +3

Decoys: ○ ○
P-D: 1-5 (3)
Dmg Con: 1-5
Tons: 400

### Gunner
**2 Splatterguns**
(RQL) (R) (RQR)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

### DAMAGE TRACK

| | 4 | | t | 3 | ✷ | 14 | | W |
|13| | | 12 | | | 2 | 11 | w |
| t | 10 | | ✷ | 1 | 9 | w | | 8 |
| 7 | t | 6 | 5 | 3 | 1 | | | ✕ |

✷ For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

## 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 4.

**5 —** **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.

**6 —** **Shields damaged.** Reduce Defensive Value by 2.

**7 —** **Stiletto Targeting compromised.** Damage drops to Low.

**8 —** **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by –2.

**9 —** **Hull buckles.** Reduce Defensive Value by 3.

**10 —** **Gunner killed.** Splatterguns 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.

## STLIETTO SPECS ✷

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

## SPLATTERGUN SPECS

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

## 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 |

Palatine
Baba Yaga
17
22
Wotan
8
16
37
Sigurd
Archdiocese
Leichar
Armagnac
21
27
17
Luffberg
Malador
36
24
28
7
Forward Station
Bravo
Filmaria Prime
Cirflex
10
7
25
14
Colosia
Prime
Pelmont
32
4
12
9
22
Olympia
14
15
14
Tidios
Neuveaux
Senegal
Checkpoint
Alpha
21
Maldor
11
9
16
48
New Limburg
Kinutia
House
Red Star
Q'raj
Void Protectorate
5    Numbered lines represent established
FTL routes and distances in light years

Note: Forward Station Bravo and Checkpoint Alpha are defensive "way stops" developed
for security purposes and as assembly points for outbound military convoys.

**The Next Millennium**

*Twin daggers, hidden like shadows on a moonless night and as silent as starlight, duel for the souls of mankind. These daggers bear the names Silent Order and Black Watch, but in truth – they do not exist.*
— excerpt from
*Hidden Powers of the New Age*
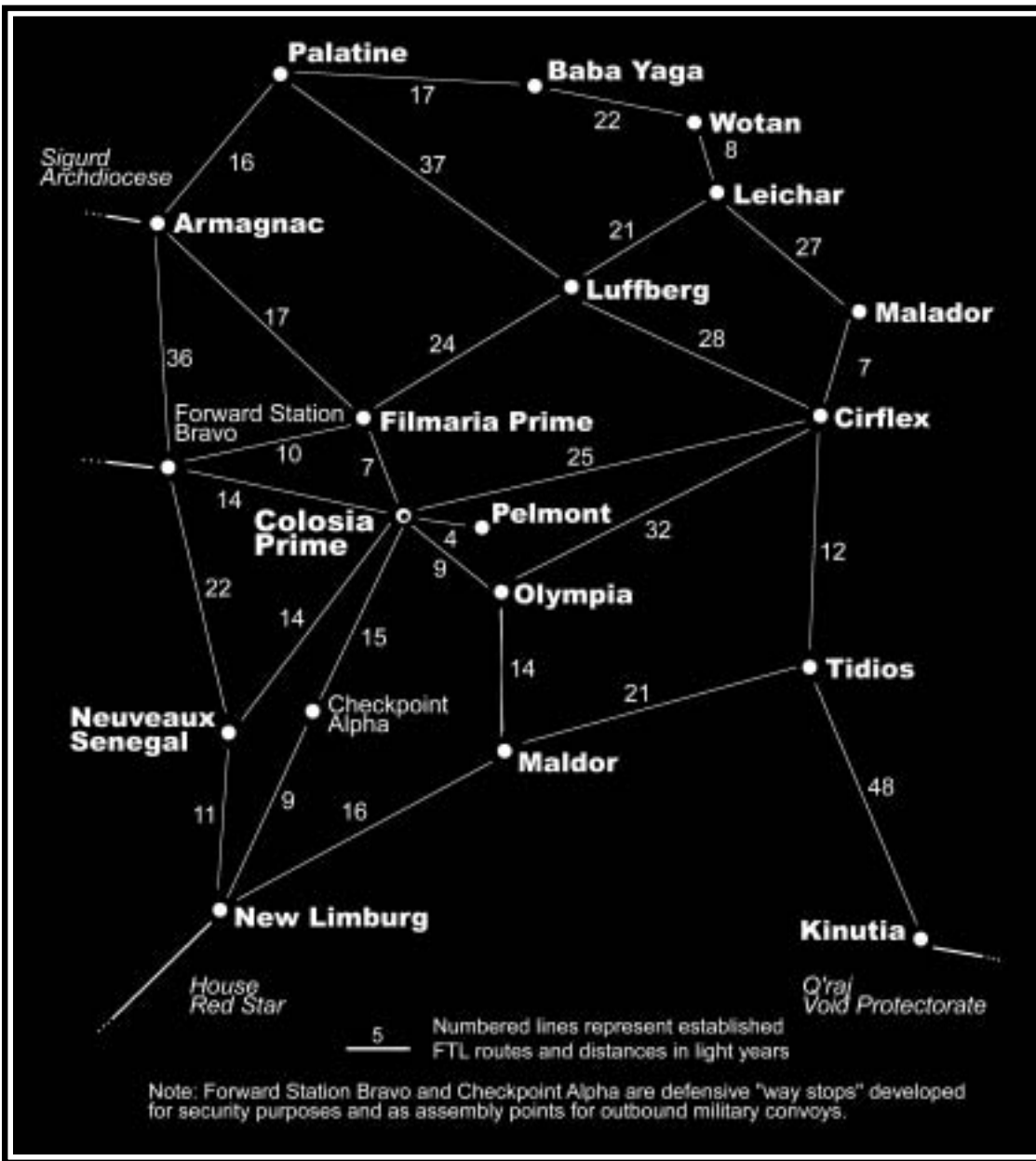
**NEUVEAUX SENEGAL**

K7u    4 4 7 8    6    5 2    1

**Habitable Worlds:** Neuveaux Senegal

**Resource Worlds:** Asteroid belts

**Notes:** Originally settled by colonists from North Africa on Old Earth. Founded during the time of the Terran Federation, Neuveaux Senegal is a confederation of three semi-independent nation states that each control one of three of the primary world's five continents. The other two are held by Duke Colos and the Maquis de la Groix respectively. Both the Ducal House and the de la Groix family enjoy close ties to the ruling aristocratic families of Neuveaux Senegal including several ties by marriage.

Neauveaux Senegal holds considerable status in House Colos as a recruiting ground for some of the most ferocious infantry in Terran Space. The Neuveaux Senegalese peoples had at the colony's founding re-established ancient military traditions including macabre practices such as the taking of grisly trophies from fallen enemies. Various warrior rites of passage are practised by the Neuveaux Senegalese including facial scarring and grueling contests of strength and endurance. Ferocious fighters, the Neuveaux Senegalese rarely take prisoners except for torture or similar "sport."

# Silent Death

## Seeds of Crisis

As luck would have it, House Gwra-ksnat's new home of Kinutia placed it nearest the frontier of the Q'raj Void Protectorate. While still some distance from the frontier proper, this Draconian clan watch with dismay as the larger Draconian presence in terran space was badly weakened by the QVP during the Dinar War. House Gwra-ksnat was deeply torn between their loyalty and obligations to House Colos, and the desire to avenge their kind upon the QVP. Sadly, they could do little; the Golden Court was unwilling to let itself be dragged into a conflict that they saw as a minor tiff between the QVP and the Draconians. Had House Gwra-ksnat unilaterally initiated

### KINUTIA

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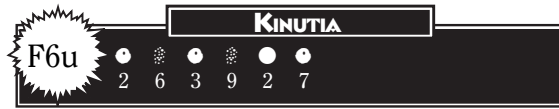
**Habitable Worlds:** Kinutia Alpha Six
**Resource Worlds:** Kinutia Alpha Six, Asteriod belts
**Notes:** Upon their return from exile, the Colosians introduces humanity to the Draconian race. The Colosians managed to avoid becoming yet another Draconian slave race by a combination of political acumen and military strength. The alliance between Colos and the Draconians was cemented in part by a web of agreements and obligations, one of which was the "adoption" of the Draconian Gwra-ksnat clan by House Colos and its subsequent elevation to House Minor status.

After reclaiming the Kinutia system from Grub infestation, Colos ceded it over to the newly-created House Gwra-ksnat as their fiefdom. The Draconian vassals send Colosia Prime their usual quota of resource materials and fighting troops, and also are the home system for several all-Draconian units, such as the fighter squadrons attached to the 14th Heavy Strike Force.

Generally speaking, the Draconians have integrated fairly well with Colosian forces, although distrust, suspicion, and fine shades of bigotry between the two races remain. The Colosians wouldn't have it any other way.

### ARMAGNAC

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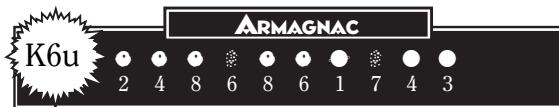
**Habitable Worlds:** Armagnac
**Resource Worlds:** Asteroid belts, Cousteau
**Notes:** Originally settled by colonists from France on Old Earth during the Terran Federation, the francophone colonists on Armagnac are among the few Terran peoples who have maintained a nearly unchanged linguistic tradition.

Armagnac is controlled by the hereditary House Minor of the Maquis de Courtrai. The current Maquis, Phillipe, is as shrewd and deadly a player as any in the Byzantine world of Colosian politics. He is also reputed to be one of the most ethical in the eyes of outsiders, but other Colosians regard him with caution, as Phillipe is reputed to be utterly ruthless with his enemies. He is also one of the wealthiest aristocrats in House Colos thanks to his hereditary control of the resource rich ocean world of Cousteau.

The Armagnac people themselves are seen by outsiders as arrogant. They take great pride in their ancestry and linguistic traditions, and stubbornly resist any outside influences that threaten these traditions. While such an attitude might be percieved by many as a symptom of disloyalty to Duke Colos, the Armagnac are clearly loyal to The Duke and his interests. Armagnac is also home of The Order of the Star, a quasi-religious and somewhat secretive military order whose membership is restricted to accomplished combat veterans of some rank and social status in Armagnac society.

Armagnac forces are some of the very best in Colosian service, and enjoy the benefits of the latest and best combat equipment. It is whispered that this is due in no small part to the marital ties between the Courtrai family and the Colos Ducal bloodline. That aside, there is no denying the fact that Armagnac fighter pilots are a courageous and tenacious lot, able to give any opposing fighter pilots a sharp, hard fight. They are also noted for their flamboyant behavior and extravagant lifestyles when off duty.

### WOTAN

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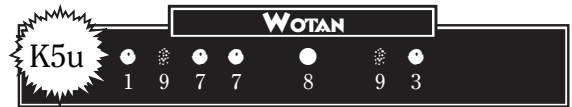
**Habitable Worlds:** Neu Oesterreich
**Resource Worlds:** Neu Oesterreich, Asteroid belts
**Notes:** Originally settled by colonists from Austria and Eastern Europe on Old Earth, the people of Neu Oesterreich are noted for their stubborn practicality, bravery in the face of adversity, and somewhat cynical sense of humor. Ruled by the hereditary Maquis von Oesterreich, the people of the ruling House Minor, House Mordant, have survived great adversity and loss during the Grub War, only to emerge as powerful players in Colosian politics.

Driven out en masse by the Night Brood invasion, the Neu Oesterreich House fled with the bulk of House Colos in the face of the Night Brood hordes rather than face extermination. Once the Draconians were encountered, the then Maquis Mordant, David V, was instrumental in the successful first contact between the two races. Once the linguistic barriers were finally broken down, the Colosians and the Draconians quickly came to an understanding.

Just what that understanding was remains subject to considerable speculation by non-Colosians, however there is no denying that Colos and the Draconians burst back into Colosian territory previously overrun by the Grubs. Colosian and Draconian forces rapidly swept the Grubs out of Colosian space once and for all. House Mordant sustained severe damage during the Brood occupation and subsequent liberation of their system. Nevertheless, the Neu Oesterreich people have steadily rebuilt their worlds, and will soon reestablish their former glory.

| BABA YAGA | | | | | | | |
|---|---|---|---|---|---|---|---|
| K7u | 3 | 3 | 6 | 9 | 8 | 3 | 3 |

**Habitable Worlds:** Caucasus
**Resource Worlds:** Caucasus, BY 6
**Notes:** House Minor Rodhesvensky is the sole surviving enclave of the destroyed House Dneprodznokutsk. House Dneprodznokutsk had been virtually gutted during the brutal Ptolemean War, and the political blowback that followed. They sustained severe losses during that protracted conflict and suffered political censure from several houses including most of the houses that made up the Provencial Powers Alliance and House Kashmere. The survivors were rallied by House Colos under the leadership of the Dneprodznokutsk General Vladimir Igorovich Rodhesvensky and settled on a newly terra-formed world in Colosian territory.

This was a reward for Dneprodznokutsk aid (no matter how unintentional) to House Colos and the Band of Iron during the Ptolemean War.

By the outbreak of the Imperial Civil War, the now renamed House Minor Rodhesvensky had recovered sufficiently to send a respectable expeditionary force to fight for the Emperor. When the Night Brood suddenly smashed into Terran space, House Minor Rodhezvensky fought with considerable courage and elan' with the rest of House Colos. Forced to evacuate their hard-earned home worlds, House Minor Rodhezvensky returned triumphant with their new-found Draconian allies in AL 5. As of AL 14 House Minor Rodhezvensky has rebuilt itself to its former status under the able leadership of Countess Vera Isabella Rodhezvensky.

| FILMAR/MACNEIL | | | | | | | |
|---|---|---|---|---|---|---|---|
| G7u | 3 | 6 | 8 | 3 | 3 | 1 | 1 |
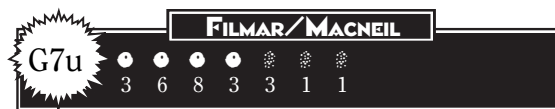
**Habitable Worlds:** Filmaria Prime
**Resource Worlds:** Asteroid belts, Filmaria Prime
**Note:** This system is the home of House Filmarian, one of the few houses whose specialty is Fleet-level command and Grand Strategy. The Filmarians have presided over countless campaigns and invasions, most of them successful. The movement and location of key members of the Filmarian family are matters of considerable security, as the presence of a high-ranking member of this house very likely signals the presence of a major Colosian offensive. The current leader of this House, Maquis Dornar Filmarian, A.C., is of course famous for his ignominious defeat and repatriation when his task force was surprised and destroyed while attempting to secure the Q'raj mining world of Eta Dactyl Seven ('Ebn Zahavah) located in the Coridian system.

Filmaria Prime is also the home of House MacNeil, a smaller house dedicated to the diplomatic needs of House Colos, such as they are. MacNeil is also, coincidentally, known for the speciality of espionage, blackmail, communications interception, and various other forms of "non-lethal" arts of war. The motto of House MacNeil, "Bellum sicut modus colloquii est." means "War is a form of diplomacy."

hostilities against the Q'raj it could have dragged House Colos into a larger war against their wishes. This is not to say that the Colosians were squeamish about fighting a war; but that the Colosians preferred to engage in wars that they had carefully planned, prepared for, and started at a time of their choosing.

"When the Colosian Military announced the policy of securing certain border areas and resource worlds against the eventuality of an all-out war with the Sigurd Archdiocese, House Gwra-ksnat saw its chance. They sent a special envoy to House Filmarian to suggest that the capture of the nearby Coridian system, with its marvelously rich resource moon of Eta Dactyl Seven, would serve both to secure the border and enrich

Colosian resource stockpiles.

House Filmarian was persuaded by Draconian arguments, which unfortunately were little more than re-hashed Dinar War propaganda claiming that the QVP targeted the Draconian currency system because they lacked battlefield competence. Partially lulled by this faulty intelligence, Sky Marshal Dornar Filmarian over-extended himself in his first attempt to take Eta Dactyl Seven. The debacle that followed could only result in more fighting, if only for the sake of Colosian honor."

## Colos House Registry

| System | House | Specialty |
|---|---|---|
| Colosia Prime | Colos | Conquest of Terran Space |
| Neuveaux Senegal | de la Groix | Ground forces |
| Kinutia | Gwra-ksnat | Fighter combat |
| Armagnac | Courtrai | General Space Combat |
| Wotan | von Oesterreich | General Space Combat/Brood |
| Baba Yaga | Rodhesvensky | General Space Combat |
| Filmaria Prime | Filmarian | Grand Strategy |
| Filmaria Prime | MacNeil | Diplomacy |
| Maldor | Mordant | Fighter combat, dueling |
| Maldor | Andropov | Hit-and-run Fighter tactics |
| Tidios | Edmund | Logistics and supply |
| New Limburg | Lipschitz | Combat Engineering |
| New Limburg | Schultz | Static units |
| Leichar | Hinckley-Merritt | Espionage and Propaganda |
| Leichar | Grissom | Elite Special Operations |
| Leichar | Pedolak | Air Superiority |
| Luffberg | Skorzeny | Warhound Combat |
| Cirflex | Alexsandr | Warhound Combat/Brood |
| Cirflex | Proog | Ground Combat/Brood |
| Pelmont | Van Bruön | Weapons Research and Dvpt. |
| Palatine | Comensky | Logistics and supply |
| Olympus | Visuano | Grand Strategy |
| Olympus | Von Trautmann | General Space Combat |
| Baba Yaga | Faulconer | Heavy Assault Tactics |

## Night Watch and Subjugate Holdings

Despite the fact that Colos is actively involved with the UNW they, like most of the twelve, maintain forces dedicated to combating the hatchling menace. The primary differences between Colos anti-brood forces and those of the other greater houses are the size and the uses to which they are put.

Smaller powers like House Siva have come to regret accepting aid from House Colos. The initial arrival of Colos grub slaying divisions are always welcome. Not much is thought about how their military advisors restructure many of the military training academies and begin assigning native militia to the front lines, filling in the holes with Colos soldiers, pilots and officers. Local politicians who support Colos gain power provided by limitless contributions. As Colos builds and strengthens the war economy few people notice their freedoms slipping away.

It is not until the hatchling threat has been neutralized that the general population realizes that they have been occupied by a threat far more insidious. With Colos lackeys in control of a government that has little real power, over half a dozen minor houses have become little more than slave states under the yoke of Colos. Broken and despondent several houses have simply surrendered to the inevitable, unable to recover from the horrors of brood and man. Some, like Siva, resist the oppression and attempt to throw off the collar of slavery.

# Military Organization and Command
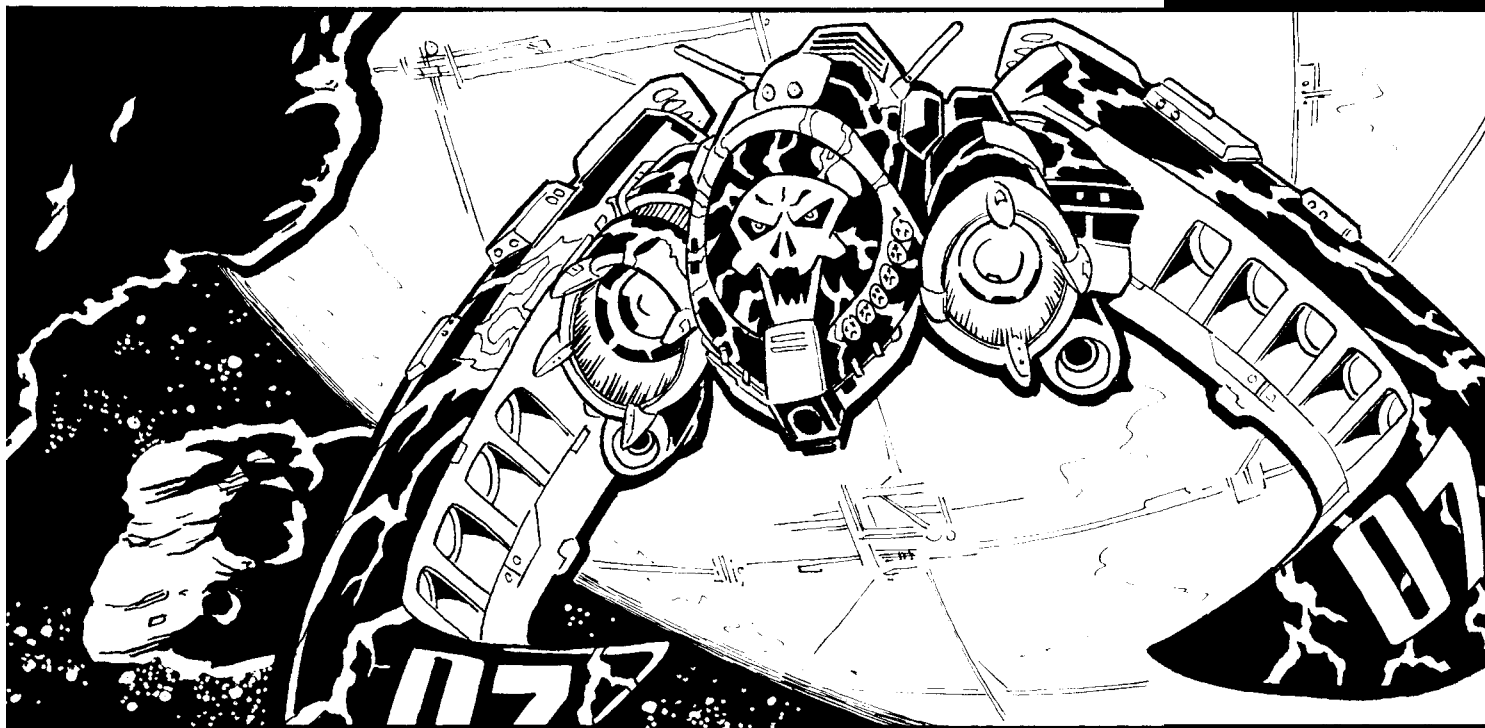
## Rank Explanations

Like every other organized military organization, House Colos has a system of rank for both officers and enlisted personnel. Prior to the fall of the Empire that ranking system was no more or less complicated than that of any other house.

The fall of Old Earth and the destruction of the Empire brought changes to House Colos insofar as their goals and methods were concerned. Some of the more innovative military planners began to realize that their reliance on the Imperial Court was as much a hindrance as it was a shield. The Emperor kept Colos on a leash, albeit a very long one, which prevented them from engaging in outright conquest of other houses, among other things. It was all part of the price House Colos paid for the protection of the Emperor's favor.

When the Empire fell, that protection vanished. This proved inconsequential compared with the opportunities now open to them. Gradually, smaller or less competent houses and systems began to fall to Colosian predations. By about AL 10, most of the easy pickings within reach had been snatched up.

The fate of military personnel on the losing side was not always the same. Those who chose surrender could look forward to one of several options including prison, exile, or recruitment. Several military organizations were absorbed nearly intact into the Colosian military machine. While this made the Colosian forces stronger on paper, it created administrative nightmares for the paper-pushers. Not the least of the problems was rank. Each system had a different ranking system and assigning new rank status to "adopted" military personnel was a tricky and delicate problem that required un-characteristic tact in order to maintain goodwill. As a result, the Colosian military "borrowed" the ranks of many captured forces and wove them into the existing heirarchy. The result is a dizzying array of ranks, grades, and classes that could well have been invented by a botanist.

## Force Projection

The Colosian fighter unit is based on a three-ship element. Each element consists of an element leader, and two wingmen. The leader is typically a pilot with greater skill and combat experience. Theoretically, the lead pilot usually presses the attack, while the wings pounce on any ships trying to attack another member of the element. In practice, the highly competitive Colosian pilots are not fond of teamwork and will often attempt to add to their personal scores even at the risk of temporarily leaving a fellow element member unprotected. However, in spite of the shortcomings of execution, the triangular group of three fighters sweeping across the stars has become an omen of trouble for opponents of House Colos.

Most Colosian fighter and gunboat squadrons consist of roughly 24 aircrew personnel. This means that a squadron can consist of as many as 24 single seat fighters, while a gunboat squadron can contain five ships, each with a crew of five. A Colosian fighter wing consists of at least three squadrons, plus auxiliary units if any. Units consisting of escort vessels usually have larger crew contingents, depending on their assets and mission.

Colosian units are typically raised and manned by a particular house minor, and usually reflects the specialties of that house. Composition and nomenclature of each unit is up to the house minor that raises and supports it. The number of each unit is assigned by House Colos proper. Color schemes for each squadron is usually left up to individual houses, although most Colosian units favor patterns using gray, black, red, and white. House liveries can range from somber to wildly ornate. Most house liveries also include the Colosian skull motif somewhere on their ships as a clear token of where their loyalties lie.

One of the delightful challenges of running Colosian military operations is the problem of coordinating the efforts of several different house units, all run by highly motivated, headstrong, and arrogant commanders. While some houses work well together, others hold generations-old grudges against other houses and would not tolerate the existence of each other were it not for the unifying principle of loyalty to House Colos. This is why some units are dedicated strictly to command and strategic operations. There are only two of these units, raised and maintained by House Filmarian and House Visuano. Both have exceptionally close ties to House Colos, and both have clan leaders who have been granted A.C. status and hold unprecedented dual-citizenship in their birth houses and in House Colos proper.

No major campaigns or strategic operations are carried out without at least one command ship from one of these two houses. This is the only way that House Colos can make sure that the ambitions and desires of individual houses or officers do not override the goals of the Colosian Empire.

## Colosian Military Decorations

One word that describes the military ambiance of House Colos is "flamboyant." This is especially true of decorations, of which there are many. Before the fall of the Empire, there were no less than 273 different decorations and citations routinely available to Colosian military (and many civilian) personnel. This system of awards was so cumbersome that the Emperor ordered the reigning Duke to simplify the system to a more managable scope. Despite fierce resistence from Colosian traditionalists, this order was carried out. There are still a few of that generation left among the Colosians who delight in parading their now-obscure medals and citations, and every year they grow fewer. For the present, House Colos is making do with just under two dozen awards and citations, not counting campaign ribbons.

With the exeption of awards for dueling, nearly all military decorations of House Colos can be awarded with special citations for particularly conspicuous actions. There are three such citations: oak leaf cluster, laurel wreath, and black eagle. These citations are small images cast or otherwise affixed to the medal.

Many houses minor also have decorations awarded to house members, or to "outsiders" as a diplomatic gesture. Members of minor houses are allowed to wear their decorations on special occasions, although at events sponsored by House Colos proper, wearing too many house decorations can be viewed as gauche at best, and vaguely disloyal at worst.

Military institutions who are absorbed into House Colos sometimes are given Colosian-equivalent decorations to replace their own. Indeed, negotiating the correspondence of medals and citations can become one of the most difficult and acrimonious parts of assimilating a new military. More often than not, some of the old awards simply become house minor decorations if the assimilated group is granted house minor status.

Note: this list of decorations emphasizes awards given to Space Force pilots, officers, and crew.



## Order of the Angels of Death

A macabre, coffin-shaped medal awarded to pilots who achieve ace status. For House Colos, an ace must achieve ten solo kills to qualify. No shared kills are counted. Nicknamed "The Black Max," this medal is highly coveted amongst Colosian fighter pilots. This award may only be received once, a silver wreath is added each time a Colosian scores an additional ten solo kills. With twenty additional solo kills, the silver wreath is replaced by a gold wreath. At forty solo kills a pilot would have a Black Max embellished by both a gold and silver wreath.

## Croix d"Tromp le Mort

Literally "Cross of Death Defiance," this silver medal is awarded to Colosian fighter pilots for acts of extreme, even insane bravery. Pilots who have earned this medal are overwhelmingly aces with considerable kill scores.

They also don't tend to live much past their thirtieth birthdays. One notable recipient is the infamous ace Janos Skorzeny, who has been awarded the Croix d'Tromp le Mort no less than five times. In recognition of this achievement, Skorzeny wears a unique gold version of this medal on dress uniform occasions.

## Ducal Ring of Gratitude

This silver ring with the Colosian House design is a special award issued by the ruling Duke or Duchess Colos for acts which serve the greater glory of House Colos, but are not covered by more conventional decorations.

Examples include industrial achievements, scientific discoveries, espionage, et al. Interestingly, in polite Colosian society, it is considered rude to ask a person how they earned a Ducal Ring of Gratitude. This aspect of Colosian etiquette makes the Ducal Ring attractive to frauds, so each ring is numbered and the recipients listed in a special public registry.

The wearer of such a ring may tell someone about it if they so choose, but it is not likely to be done publicly or often. It is regarded as more than sufficient that they have earned it.

## Order of The Iron Skull

This skull motif medal is awarded for acts of unusual bravery and initiative under fire. It is not the highest such award, being akin to the 20th century (old Earth calendar) Bronze Star. Colosian pilots jokingly refer to this medal as "The Jolly Roger Award." It is a common Colosian joke that the aces Janos Skorzeny and Margaretta Galland have been awarded this medal so many times, that they don't bother to wear more than one on their dress uniforms, as the weight of the medals would cause them to fall over!

## Blood Star

Red five-pointed star on a white ribbon. Awarded to military personnel who are wounded in combat.

## Legion of Victory

Fraternity of merit awarded to gentried officers. By invitation only.

## Order of Ares

Fraternity of merit awarded to non-gentried officers. By invitation only.

## Brotherhood of Phobos

Fraternity of merit awarded to non-com military personnel. By invitation only.

## Order of the Shadows

Fraternity of merit for outstanding service in covert operations. The membership roll of this order is classified.

## "Dueling Dagger"

These small pins indicate the number of personal duels won. Because of the rules of Colosian dueling practice, this does not necessarily translate into the number of opponents killed. This award is also awarded to non-military personnel who are of sufficiently noble station that they must defend their honor in duels. Public Defenders who have won through numerous duels often appear for a duel in a plain black uniform with no other insignia than their Dueling Dagger pins. The effect on their opponents can be profound.

Bronze Dagger ...... 1 to 5
Silver Dagger ........ 10 to 20
Gold Dagger .......... 40 to 50
Diamond Dagger .. 100+

## Ducal Citations

Generic award for service awarded at the discretion of the Duke or Duchess. Usually awarded for personal service to the Ducal house and can be awarded to both military and non-military personnel. These are usually a small red and white ribbon through a button-hole of a military uniform, or a red and white diamond-shaped lapel pin with a skull in the middle for civilian dress.

## Valor Cross

Three grades, bronze, silver, and gold. Traditionally only the gold cross is awarded with extra citations. This is a general award for conspicuous gallantry. The medal is a swallow-tailed cross (similar to the Order of Merit or "Blue Max"), in the appropriate color, on a Navy blue ribbon.

## Service Star

Three grades, bronze, silver, and gold. Awarded for distinction in non-combat contexts, long service, etc. Most military personnel receive a bronze Service Star for ten years service, silver for 20, and gold for 30.

# Famous Wings of House Colos

## Monsoon

### 197th Colos Carrier Wing

**Current Commander:** Viscount Commander Johan Titus Von Trautmann

**Current Station:** Sigurd-Colos Frontier

**Motto:** *"In death, glory"*

This squadron would not have existed but for a duel of honor. A small but relatively rich Colosian house minor, House Von Trautmann sent one of their young men to the Colosian Military Academy to begin officer training. This young cadet, Vladamir Maria Von Trautmann had been accepted with little fanfare as his entrance exam scores were not particularly stellar. However, as his first year wore on, the young Von Trautmann distinguished himself in matters of military training and demonstrated an uncanny talent for combat.

Since competition was such a basic component of cadet life, Vladamir earned the enmity of several other cadets, including a few upper-classmen he regularly trounced in combat simulations. The situation only got worse when he was promoted to full ensign one year before graduation, which meant that cadets a year ahead of him were forced to salute him in the halls.

Finally, his rivals could stand it no longer. One of them, Gastogne de la Groix was nominally a baron and used that to claim the status necessary to challenge Von Trautmann to a duel. Von Trautmann accepted and a field was granted. Although Von Trautmann dispatched his opponent he was himself wounded by a poisoned blade and died a day later.

House Von Trautmann was crushed by news of Vladamir's death. In his honor, his family comissioned the creation of a new fighter squadron, the 197th Carrier Wing, as a tribute to his memory. They served House Von Trautmann with distinction for many years, and eventually became one of House Colos' most experienced units. Their service was recognized by House Colos when they granted the 197th the designation of a semi-official Colosian House Unit, making them the 197th Colosian Carrier Wing. The 197th earned their current appellation "Monsoon" during their service in Operation Hurricane, a famous campaign of the Ptolomean Wars.

## Fleet Composition:

**TROPIC OF ALGOL SQUADRON**
**Assets:** 4x Aosho
 "Vladamir's Glory"
 "Ivanhoe"
 12x Spectre

**TROPIC OF BELAGRIS SQUADRON**
**Assets:** 4x Aosho
 "Baldwin"
 "Romanus"
 12x Shark

# Mighty Thunder

## 20th Strike Wing

**Current Commander:** Commodore Baron
William *"Raven"* Horatio Julius
Faulconer, Legion of Victory

**Current Station:** On patrol near the
Colos-Red Star frontier

**Motto:** *"Storming to victory"*

For many years the 20th has been the
tool of House Faulconer.  Originally the
20th was raised from the remains of various other units who had been badly mauled
by insurgent forces in the Bokrijk system
whose destruction had been order by the
Emperor.  The new patch-work unit was
fortunate to have a skilled commander,
Force Commander Helen Faulconer.  Under her leadership, the 20th went from a
fragmented, dispirited unit to a crack outfit.  Force Commaner Faulconer developed
a new approach to strike ship tactics, carefully setting up her attacks with stealth and
cunning that exceeded even her insurgent
foes, and then delivering overpowering attacks and vanishing before the enemy could
respond.

During the worst fighting of the Bokrijk
Uprising, the 20th foiled an attempt to attack a shuttle craft whose passengers included Arih Lavnamus, a member of the
Imperial family.  Lavnamus described the
onset of the 20th as "a mighty bolt from
the black," which led to the squadron's appellation.  An Imperial Unit Citation followed soon thereafter.

Today the 20th Strike Wing still works
under the auspices of House Faulconer.
Although their performance has not been
as stellar as their near-legendary past, they
are still a force to be reckoned with. one of
the oldest units in the Colosian fleet, even
if they are not today the force they once
were.

# Fleet Composition:

### BOLT
**Assets:** 1x Aosho "Stalwart"
4x Spectre
2x Salamander HCR
1x Guillotine II

### CHRUSHER
**Assets:** 1x Aosho "Bokrijk"
4x Spectre
2x Salamander HCR
1x Guillotine II

### HURLER
**Assets:** 1x Aosho "Larimore"
4x Spectre
2x Salamander HCR
1x Guillotine II

### 20TH SW COMMAND & SUPPORT
**Assets:** 2x Stingray
"Phobos"
"Deimos"
1x Ushas
"Clydesdale"

# Satan's Fulcrum

## 139th Colosian Carrier Wing

**Current Commander:** Commodore Lisa Hampton Rodhesvensky ad-Colos, Adjunctus Colosii, Order of Ares

**Current Station:** Last known to be operating near Sigurd-Colos frontier

**Motto:** *"Elico te gladi vos gladius"* ("I conjure you, o sword of swords")

Originally, the unit that became Satan's Fulcrum was the "Void Devils", a mercenary force on a more or less permanent retainer to Blitz-Caldwell Laboratories, GmbH, a high-tech weapons development corporation with a large number of Imperial contracts. The Void Devils' job was to clear and maintain perimeter security in areas where Blitz-Caldwell did field testing. As a major defense contractor, Blitz-Caldwell became a target of the Colosian's well-known penchant for infiltrating as much of the Imperial weapons development process as possible.

The infiltration of Blitz-Caldwell was done out by hiring out Colosian fighter pilots to the mercenary security force. Over the course of several years, as mercenary pilots retired or died, the proportion of Colosian infiltrators increased. When Blitz-Caldwell was eventually bought out by a Colosian front company, the entire roster of the Void Devils consisted of Colosian military personnel. After the buyout, the assets of Blitz-Caldwell were sold off or distributed among various Colosian minor houses. Since the pilots and commanders of the Void Devils came from a wide variety of houses minor, the Golden Court decided the best solution was for the Void Devils to be handed over to House Colos Proper. This was done just prior to the outbreak of the Ptolomean Wars, when the Void Devils became the 139th Colosian Carrier Wing. The appellation "Satan's Fulcrum" was bestowed by their first commander after the reorganization, Baron Leonid Pedolak, Adjunctus Colosii.

Due to battle losses the unit was temporarily retired in Imp 475, but was re-formed during the period when House Colos was in exile from Terran space after the Grub War. Today they continue to operate under the close direction of the Golden Court, primarily in an "air-superiority" role.

## Fleet Composition:

### JADE SQUADRON
**Assets:** 1x Aosho "Abbadona"
3x Spectre II
3x Night Hawk

### TOPAZ SQUADRON
**Assets:** 1x Aosho "Belial"
3x Spectre II
3x Night Hawk

### AQUAMARINE SQUADRON
**Assets:** 1x Aosho "Moloch"
3x Spectre II
3x Night Hawk

### 139TH CCW COMMAND & SUPPORT
**Assets:** 1x Aosho "Sariel"
3x Spectre II
3x Night Hawk
1x Totenkopf II "Meresin"
2x Ushas "Turel", "Usiel"

# Colosian Ship Designs

## Colosia-Focke Wulf Cfw-190A "Spectre"

**Crew:** 1

**Maneuvering Thrust:** 0.176 km/s/s

**Mass:** 300 tons

**Translight Capability:** None

**Armor:** Crysteel

**Atmospheric Capability:** Full

**Armaments:**

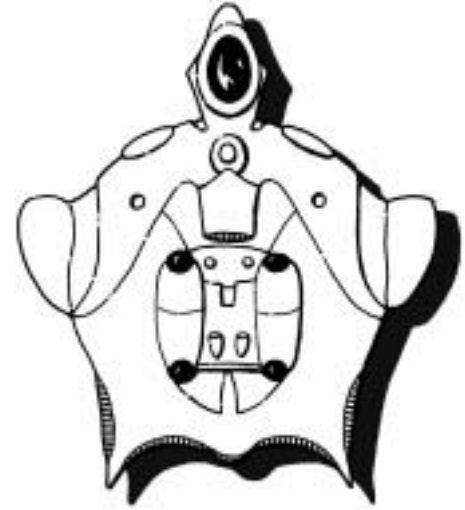Twin Disruptorguns (F)

Warheads:

6 x Mk. 20 Torpedoes

**Quirks:** Armored Cockpit.

**BPV:** 55

**Comments:** The Cfw-190A Spectre is amazing for the extremely short time in which the design went from the drawing board to operational status with front-line combat formations. The Spectre was designed to meet the requirement for a fast medium SPAC design incorporating stealth technology and an adequate torpedo load for ground strike missions. The Spectre was designed in under two weeks, a prototype ship flew successfully after six weeks, and the first production Spectres were rolling off of the assembly lines two weeks later. The first Spectre equipped fighter squadrons were in action against Q'raj forces involved in the Coridian Crisis only two months from the start of the design process!

Amazingly enough for a design rushed into production and combat service, the Spectre suffered from very few teething problems. The fact of the matter was that the Spectre relies entirely on tried and true technology and design standards. No new or innovative technology went into the Spectre's design, ensuring that the ship would be immediately familiar to hangar crews and pilots alike.

Fast, well armed, and very maneuverable, the Spectre gave admirable service during the Coridian conflict. Colosian pilots have universally sung the Spectres praises, appreciating the design's dramatic speed allowing them to close to effective firing range with the twin disruptorguns. Q'raj pilots who have flown against the Spectre have for their part acknowledged the ship's capabilities, and remain thankful that Colosian tactical doctrine does not match their technical expertise and individual ferocity in combat.

## Colosia-Focke Wulf Cfw-190A2G1 "Spectre II"

**Crew:** 1

**Maneuvering Thrust:** 0.176 km/s/s

**Mass:** 300 tons

**Translight Capability:** None

**Armor:** Crysteel

**Atmospheric Capability:** Full

**Armaments:**

Quad Stilettos (F)

Warheads:

6 x Mk. 20 Torpedoes

**Quirks:** Armored Cockpit.

**BPV:** 57

**Comments:** The Cfw-190A Spectre is amazing for the extremely short time in which the design was developed and deployed to combat. That said, House Colos deployed a refitted Spectre taking advantage of the new Maxim laser technology in rapid time as well. This newer variant of the effective Spectre is a highly capable dogfighter, as its Stiletto battery is highly accurate and able to track any opponent.

## Colosia-Focke
## Wulf Ta-1152 "Strella"

**Crew:** 1
**Maneuvering Thrust:** 0.186 km/s/s
**Mass:** 50 tons
**Translight Capability:** None
**Armor:** Steel
**Atmospheric Capability:** Full
**Armaments:**

Triple Stiletto (F)

**BPV:** 10

**Comments:** Designed to be employed en masse against larger targets while taking advantage of the new Maxim laser technology, the Strella ("Arrow") is a radically simple design. Weighing in at all of 50 tons, the diminutive Strella is also extremely agile. This high turn of speed and maneuverability is essential to the Strella's survival, as its small size and flimsy steel hull mean the Strella cannot take much (if any!) damage.

The Strella's ultra-light construction is deceptive however, as the Strella is designed to be deployed en masse against larger targets. When faced with an angry swarm of Strellas, the intended victim is often faced with the age old dilemma that they will run out of ammunition before targets.

## Colosia-Focke
## Wulf Ta-1152 A2E2 "Strella II"

**Crew:** 1
**Maneuvering Thrust:** 0.186 km/s/s
**Mass:** 50 tons
**Translight Capability:** None
**Armor:** Steel
**Atmospheric Capability:** Full
**Armaments:**

Twin Splatterguns (F)

**BPV** 10

**Comments:** While the Strella is a ferocious pest when used en masse, it can sometimes be overwhelmed by heavier opposition. In an effort to stiffen the ranks of Strella formations (and to simplify logistics), House Colos simultaneously deployed the refitted Strella II equipped with twin splatterguns. This has proven to be an effective refit, especially when used en masse with standard Maxim laser-equipped Strellas.
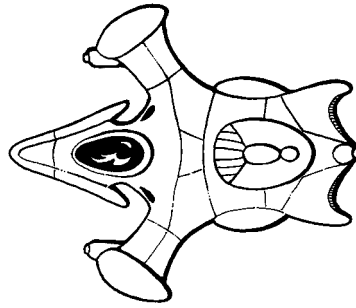


## Colosia-Junkers Aerospatiale
## CJu-91c "Dracula" class

**Crew:** 3
**Maneuvering Thrust:** 0.126 km/s/s
**Mass:** 600 tons
**Translight Capability:** None
**Armor:** Crysteel
**Atmospheric Capability:** Full
**Armaments:**

Pilot

Twin Epee (F)

Gunner A

Quad Stiletto (360°)

Gunner B

Quad Stiletto (F3)

**BPV:** 90

**Comments:** Designed to take advantage of the newest Maxim laser weapons technology, the Dracula ("Little Dragon") is a beastly opponent to face. The quad Stiletto systems are able to track any speed of ship with ease and fire with a high degree of accuracy. Once the hapless victim's drive has been sufficiently reduced by the combined fire of the Stilettos, the Dracula's pilot can bring his heavier twin Epee laser system to bear with deadly effect. House Colos has deployed the Dracula to support their better equipped units fighting along the shared border with the Q'raj Void Protectorate as of AL 14.
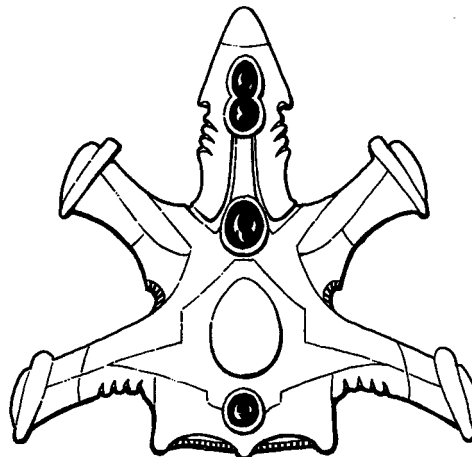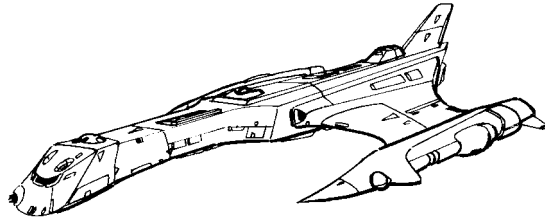
## Colosia-Delta Combine BFGa-II HCR "Predator"

**Crew:** 4
**Maneuvering Thrust:** 0.146 km/s/s
**Mass:** 1000 tons
**Translight Capability:** 10 light-years/day
**Armor:** Crysteel
**Atmospheric Capability:** Semi
**Armaments:**
Pilot
Ion Ram (F)
Epee (F)
Gunner A
Ion Ram (FL3)
Gunner B
Ion Ram (FR3)
Gunner C
Twin Splatterguns (R5)
Warheads
6 x Mk. 10 Torpedoes
**BPV:** 131

**Comments:** Introduced in time for the Colosian invasion of the Coridian star system ("Operation Citadel"), the Predator class gunboat is the newly acknowledged "top dog" of gunboat design. Combining a horrendous amount of firepower for its size coupled with fighter like performance and a long range trans-light drive, the Predator is capable of long range operations previously unheard of in a light gunboat. Moderate point defenses and minimal damage control do nothing to moderate the Predator's susceptibility to battle damage, and that is agrivated by its thin armor.

Armed with no less than three ion rams, the Predator is able to smash enemy shipping with terrifying ease. Perhaps the only glaring weakness that can be readily exploitable against the Predator is the fact that it's weapons package is often unable to cope with large numbers of small fighters. Even so, the Predator usually cannot be denied its chosen prey.
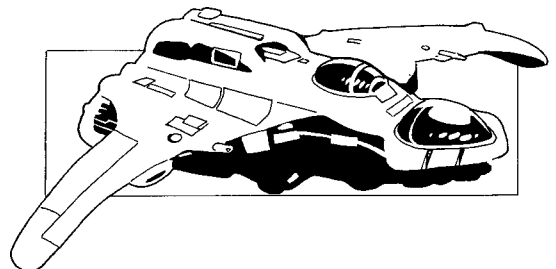
## Vanguard Xfiii.IV Salamander HCR

**Crew:** 2
**Maneuvering Thrust:** 0.179 km/s/s
**Mass:** 400 tons
**Translight Capability:** None
**Armor:** Crysteel Hull
**Atmospheric Capability:** Full
**Armament:**
Pilot
Impulsegun (F)
Gunner A
Impulsegun (F5)
Impulsegun (R3)
Warheads
1 x Mk. 40 Torpedo
4 x Mk. 10 Torpedoes
**BPV:** 68

**Commentary:** A careful analysis of the Salamnder's handling characteristics and armament led the Colosians to conclude that the ship was best suited for the fast strike fighter role. Accordingly, the Colosians stripped off a considerable amount of the ship's armor plating and structural reenforcements to increase its speed as much as possible. A heavy Mk. 40 torpedo replaced the lighter Mk. 20 munition.

The 360 degree pulse laser and its bulky power train were exchanged for a second impulsegun firing in the forward arcs controlled by the gunner. By replacing the gunner's rear firing splatterguns with a third impulsegun, the Colosians made the Salamander HCR logistically easier to operate and maintain. Although slightly more expensive than the original, the Salamander HCR is a faster and more specialized strike vessel able to outrun most opposing fighters. It can also out-gun most fighters fast enough to catch it.
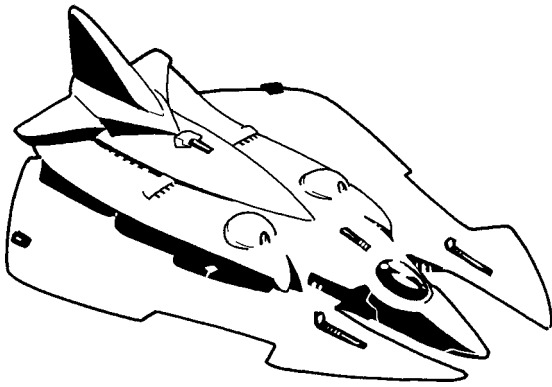
## Delta Combine PKM-221.2 Death Wind HCR

**Crew:** 2
**Maneuvering Thrust:** 0.140 km/s/s
**Mass:** 400 tons
**Translight capability:** None
**Armor:** Crystanium w/belt
**Atmospheric Capability:** Full
**Armaments:**
　Pilot
　　Quad Stiletto (F)
　　Ion Ram (F)
　Gunner
　　Twin Splatterguns (R3)
　Warheads
　　4 x Mk. 20 Torpedoes
**BPV:** 68
**Comments:** The Death Wind, a mainstay of several Houses major and small, has always been a solid performer. Like any ship design there is always room for improvement. To this end, a recent refit has begun to enter service with House Colos. The obscelescent minigun and its attendant magazine have been a source of irritation to Colosian Death Wind pilots, and these aging weapons systems have been steadily fazed out of service as new designs and improved refits enter service.

By the simple expedient of removing the single minigun and its hefty magazine and replacing it with a quad Stiletto system, the Colosians opened space for improved defensive screens and better point defense batteries. These minor changes have dramatically increased the combat effectiveness of this already deadly design.

## Heavy Metal's EWP 2c HCR Fletcher HCR

**Crew:** 37
**Maneuvering Thrust:** 0.1095 km/s/s
**Mass:** 10,200 tons
**Translight Capability:** 18 light-years/day
**Armor:** Double hull w/ alloy belts
**Atmospheric Capability:** none
**Armaments:**
　Gun Crew
　　Mk. 40 Keel Cannon (KF)
　　Quad  Repeating Blaster (Full B)
　　Twin Sabre (BF3)
　Gunner A
　　Quint Pulse Lasers (BLeft 3)
　　1x Missile Launcher (BLeft 3)
　　(Magazine 20 missiles)
　Gunner B
　　Quint Pulse Lasers (BRight 3)
　　1x Missile Launcher (BRight 3)
　　(Magazine 20 missiles)
　Gunner C
　　Sext Pulse Lasers (Full S)
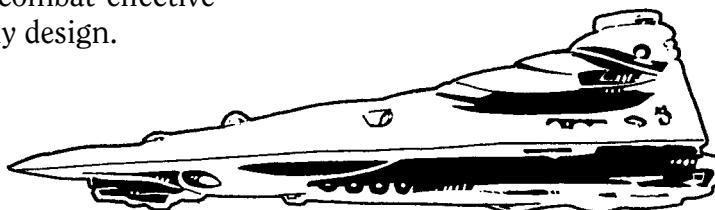　　1x Missile Launcher (SLeft 3)
　　(Magazine 25 missiles)
　Gunner D
　　Sext Pulse Lasers (Full S)
　　1x Missile Launcher (S Right 3)
　　(Magazine 25 missiles)
　Gunner E
　　Ion Ram (Full B)
**BPV:** 902

**Comments:** While the Fletcher is a respectable design for a first generation Imperial warhound, many Houses have recognized the shortcomings of this aging design. House Colos, ever eager to exploit every advantage to further their cause, also saw the Fletcher's weaknesses. The Colosians have been quick to take remedial action, the new Fletcher HCR being the result.

Designed to be a dedicated escort vessel for protecting carriers and freighters, the Fletcher HCR replaces the burgeoning Ion Cannon array for a battery of deadly quad Repeating Blaster batteries and a twin Sabre turret covering the forward firing arcs. A forward Ion Ram supplements this new bow arrangement, while reductions in the stern armor plating has allowed a sizable improvement thanks to the installation of larger drive units. Improvements to the size and firing arcs of the rear defensive weapon batteries completes this deadly refit. The fact that the Fletcher HCR retains the brutal keel cannon is not lost on Colosian ship commanders either.

## Colosian "Totenkopf" class 10000 ton Destroyer

**Crew:** 36
**Maneuvering Thrust:** 0.0995 km/s/s
**Mass:** 10000 tons
**Translight Capability:** 21 light-years/day
**Armor:** Crysteel
**Atmospheric Capability:** none
**Armaments:**
    Gun Crews
        Triple Laztubes (BLeft 3)
        Triple Laztubes (BRight, 3)
        Twin Ion Cannons (B Left 3)
        Twin Ion Cannons (B Right 3)
        Twin Repeating Blasters (BLeft 3)
        Twin Repeating Blasters (BLeft 3)
        Twin Repeating Blasters (BRight 3)
        Twin Repeating Blasters (BRight 3)

    Gunner A
        Ion Ram (Full S)
    Gunner B
        Ion Ram (Full S)
    Gunner C
        Ion Ram (Full S)
    Gunner D
        Ion Ram (Full S)
    Gunner E
        Quad Splatterguns (Full S)
    Gunner F
        Quad Splatterguns (Full S)
    Gunner G
        Quad Splatterguns (Full S)
    Gunner H
        Quad Splatterguns (Full S)
**Quirks:** Shielded Crew
**BPV:** 1191

**Comments:** Designed to eventually replace the Fletcher class destroyer in Colosian service, the Totenkopf ("Death's Head") class of battle destroyer is the latest escort to enter service with House Colos. A brutish and inelegant design, the Totenkopf is well named in view of its deadly weapons fit. Ion cannons, Laztubes, repeating blasters, with ion rams, and splatterguns covering the ship's flanks make the Totenkopf a dreadful opponent.

While not as fast as some of the newer escort craft in service with other Houses, the Totenkopf is clearly not intended to be a "racehorse." Rather, the Totenkopf is a brawler meant to wade into a fight dealing out destruction in every direction. With such daunting cannon batteries at its disposal, the mere presence of a Totenkopf in a Colosian formation is often enough to inexorably drive back any opposition. Recent combat experience with Totenkopf class destroyers has caused those Houses opposed to Colos to view this new development in escort design with considerable concern.

## Colosian "Totenkopf II" class 10000 ton Destroyer

**Crew:** 36
**Maneuvering Thrust:** 0.0995 km/s/s
**Mass:** 10000 tons
**Translight Capability:** 21 light-years/day
**Armor:** Crysteel
**Atmospheric Capability:** none
**Armaments:**
Gun Crews
Twin Sabre (BLeft 3)
Twin Sabre (BRight, 3)
Twin Ion Cannons (BLeft 3)
Twin Ion Cannons (BRight 3)
Twin Repeating Blasters (BLeft 3)
Twin Repeating Blasters (BLeft 3)
Twin Repeating Blasters (BRight 3)
Twin Repeating Blasters (BRight 3)
Gunner A
Ion Ram (Full S)
Gunner B
Ion Ram (Full S)
Gunner C
Twin Rapier (Full S)
Gunner D
Twin Rapier (Full S)
Gunner E
Triple Stiletto (Full S)
Gunner F
Triple Stiletto (Full S)
Gunner G
Quad Epee (Full S)
Gunner H
Quad Epee (Full S)
**Quirks:** Shielded Crew
**BPV:** 1204

**Comments:** The first Totenkopf class destroyers were begun as a totally new class of ship designed from the ground up to take the new Maxim laser technology. However, the demons of production and development schedules meant that the first Totenkopfs were launched without any of the new weapon systems. Since the Totenkopf was also built to create excellent balance of fire, using conventional weapons proved the initial design and also gave the Colosians a "conventional" version of their prized destroyer that they could sell to other houses were they disposed to do so.

As the Pelmont weapons development labs of House Van Bruön gradually caught up, the extra time gained by the delay proved to be an opportunity to refine the original design in light of new data on the Maxim systems. The Totenkopf II caused some consternation among other houses, particularly because the capabilities of the new weapons were not known. However, a Hibernean Intelligence Agency report pointed out that if the weaponry did not push the limits of destruction that could be caused without waking up a Hatchling swarm, the Colosians would not have bothered to manufacture them in quantity and put them on their most expensive ships. With performance much the same as its predecessor, this destroyer is built to wade in and blaze away until it or its opponents go down. While unsubtle from a tactical standpoint, it has served House Colos well thus far.
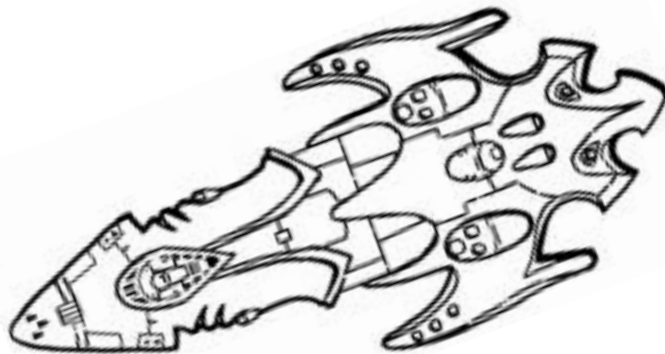
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