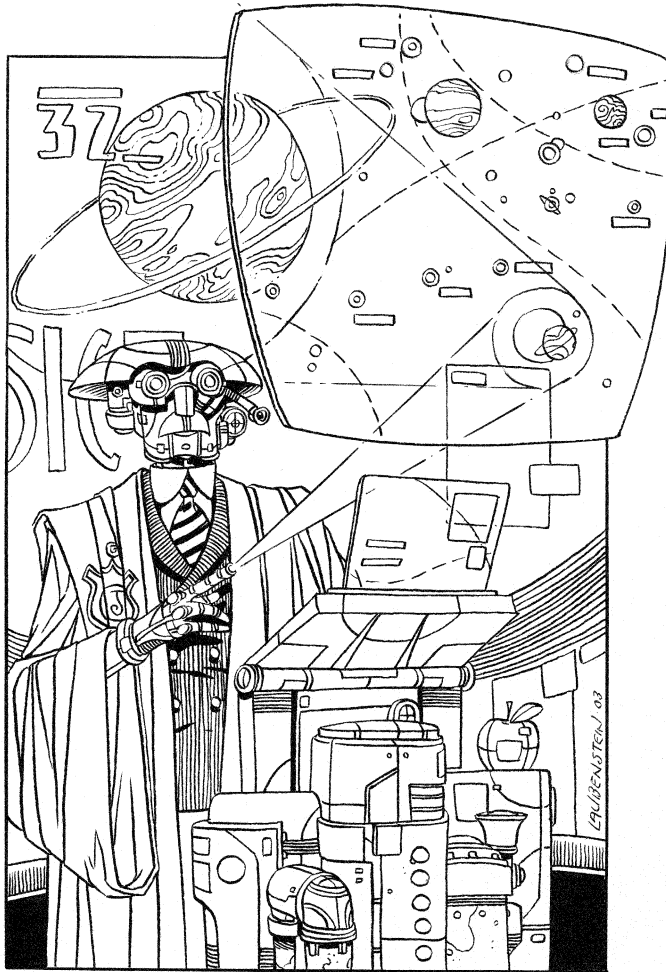


# HOUSE FALSTAFF: ORIGINS AND RISE™

The Next  
Millennium



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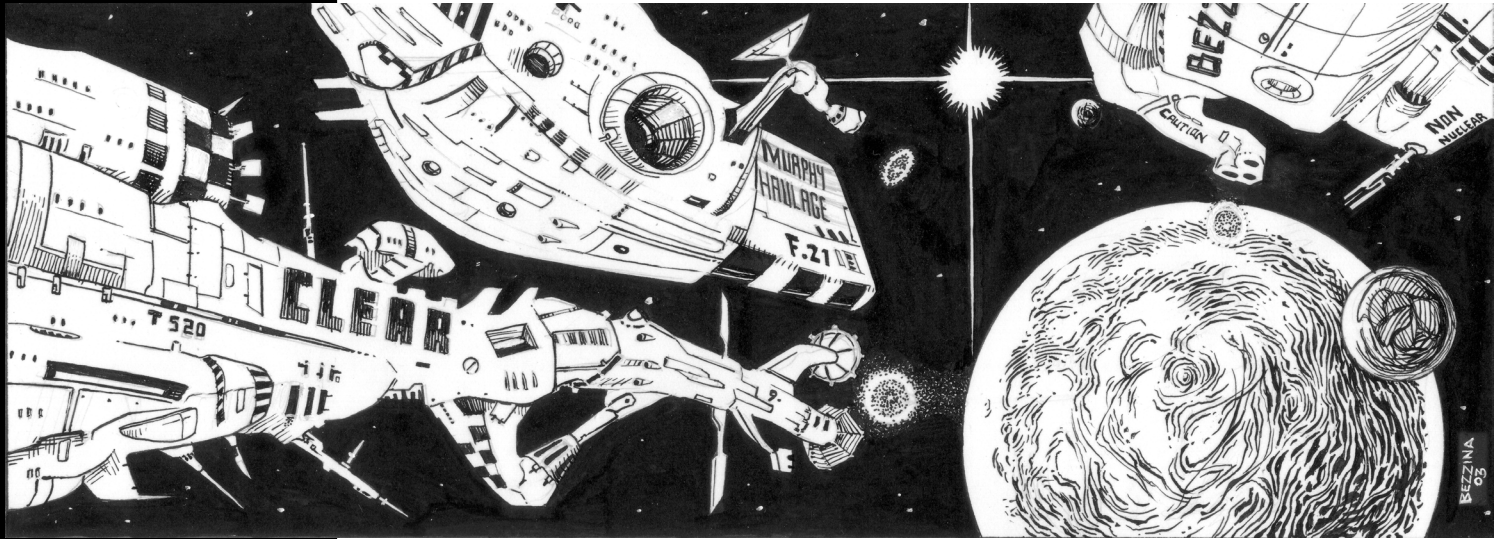
# Silent Death

“As an aristocratic house, we must never forget that we are also a business. And as a business, we must likewise never forget that we are also aristocracy.”

—Isaac Falstaff,  
Opening Remarks,  
Employee Shareholders’ Meeting, AL 3

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## Dagger's Song

The Marquis Claybourne Falstaff had traveled to other worlds before, but never for the express purpose of killing a man. Not a killing like this would be, in the terrible intimacy of a personal duel. The approach to the capital city on Tidios in the Colosian inner star systems was routine in a way Claybourne found disquieting. Beside him in the courier shuttle, his teacher and Master at Arms Erik Royguard sat wrapped in his typical aura of utter calm and constant, calculating awareness. Little had been said on the trip; there was too much chance of espionage. But Royguard and the Marquis of House Falstaff had

## Happy Retirement

When Neil Falstaff Sturbush retired to his own private star system to enjoy an early and well-financed retirement, he had no idea that his personal refuge from the rest of humanity would grow into something considerably larger. Accompanied by his nephew and heir Isaac, as well as a sizable household staff, Mr. Sturbush settled in a small previously abandoned colony nestled inside the caldera of an extinct volcano on the second planet out from Malamatis, a class F star. The planet was nearly airless, but the opening of the caldera led into a network of natural lava tubes that were easily enlarged by Sturbush Engineering to create more space than the Old Man would ever need. Sealing off the opening of the caldera plus some outlying natural vents created an air-tight environment in which Mr. Sturbush and his staff continued to indulge his passion for tinkering with spacecraft and anything else mechanical or electronic.

Sturbush lived to play with technology, and had made his fortune heading up a very successful engineering firm. But he hated even more being beholden to stockholders, and hated leaving the hands-on work of design and construction to others. Al-

though a skilled business leader and shrewd financier, he never lost his love of getting his hands dirty in the workshop or the laboratory. Gradually, his chateau grew into a marvel of innovative technology in which he and a small army of assistants developed new methods and techniques for, among other things, extracting oxygen and water from minerals as well as terraforming environments underground where agriculture could be conducted on larger scales than previously thought possible.

The problem was that he had originally gone into business because his inventing and engineering seemed to demand it. Once something was created, someone wanted to buy it or license it. His nephew, Isaac Falstaff had the family flair for business, but was not enthusiastic about technology in the same way as his uncle. So Sturbush Engineering (which had been sold prior to Sturbush's retirement) was replaced with Falstaff Enterprises, and run by young Isaac. His uncle continued to work happily away in his workshops with his staff of loyal technicians, far removed from the cares of board meetings and quarterly reports.

Falstaff Enterprises found a lucrative niche market partly due to the Old Man's demand for mechanical parts to use in his





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spent many hours in deep discussion on their home world in a special planning room suspended inside an underground Faraday cage. It was impervious to every known method of surreptitious eavesdropping.

"Your opponent, the Viscount Tristan Edmund does not traditionally have the rank to meet a Marquis on the Field of Honor," Royguard had explained. "However, for the purposes of this duel, the ruler of House Edmund has elevated him to the rank of 'honorary Marquis'. Claybourne had gaped at his old friend, "Can they do that?"

"It is their family, their house and their rankings," the old Millennium Warrior replied. "They can do whatever they want in a situation like this. Consider it an indica-

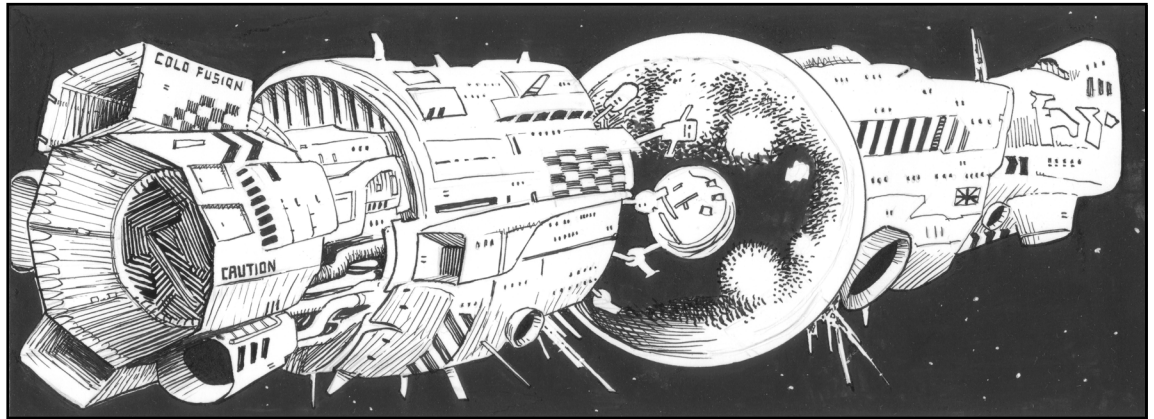
experimental designs. Isaac created a small working group as a small-scale salvage concern mostly to keep his uncle supplied with scavenged technology he could use in his work. However, the salvage operation unexpectedly proved more profitable than expected, so Isaac wisely began expanding it. In time, Isaac and his own growing family presided over a large salvage company that had branch offices in many star systems, including exclusive contracts with a number of moderate and even a few major shipyards. With growing wealth came growing ambition. Isaac purchased outright the nearby star system of 355 Ionus where additional installations, storage depots, and processing centers were built.

Trade in salvage began to be supplemented by trade in whole ships, mostly mid-sized freighters and trade ships favored by small-time operators, including smugglers, although the company literature did

hulk did not belong to anyone who would claim it. The escape pods had been jettisoned, and the ship's logs wiped clean. But the cargo was still in the hold.

The cargo, it turned out, was a disassembled prototype single-seat fighter designated in the enclosed documentation only as XLF-1330. As one of his last projects, Neil Falstaff Sturbush and his team assembled the ship and got one of the pilots to take it for a spin. Despite his love of technology, Sturbush himself had never learned to fly.

The ship proved to be extraordinarily fast, and built to last, although it was light on defenses. Despite the fact that he dealt in older and even obsolescent technology, Isaac knew enough about technology markets to know that the XLF-1330 represented a tremendous opportunity. That opportunity could be summarized in two words: "bidding war". Discretely Falstaff contacted sev-



not mention that fact. Falstaff Enterprises also began to deal in older fighter craft, which were stored against the time when the resources would be available to refurbish them and in some cases add up-to-date electronics. These consisted mostly of fighters like Thunderbirds, Teal Hawks, and particularly Lance Electras, gunboats such as the Epping and Star Raven, and a scattering of other fighters and gunboats.

## Windfall

Then on one memorable day, a shipment of salvage arrived that would change the fortunes of the Falstaffs forever. A cargo ship was found adrift near a brown dwarf. The ship had no transponder code or even external markings, so the Falstaff salvage ship captain figured—rightly—that the

eral major houses, of whom three displayed an interest in purchasing the prototype and its accompanying technical documentation: the Sigurd Archdiocese, Yoka-shan, and House Colos. A private demonstration for representatives of the respective bidders generated precisely the kind of interest Falstaff hoped for. Eventually, it was House Colos who extended the most interesting and, apparently, the most generous offer. The Colosian representative, Viscount Ragnar Edmund, was from a Colosian house minor whose specialty was logistics and supply. They also were one of Colos' equipment acquisition specialists.

The good Viscount pointed out that Falstaff had become something of a nationality unto itself because their operation was based in a part of space where



Imperial influence was more tenuous than in other areas, which was what the Old Man had intended. But House Colos was not just interested in the ship, they had an eye for talent. Speaking on behalf of the Duke himself, Viscount Edmund invited the entire Falstaff operation to join House Colos as a house minor. Isaac and the members of his family would be elevated to noble house status, along with the appropriate titles and could receive special dispensations from the Emperor himself just as other Colosian houses minor were said to enjoy. As a show of good faith, the Colosian Golden Court had already petitioned Emperor Modestus III on behalf of "House Falstaff" to grant Falstaff a coat of arms, and the petition had been granted. Edmund handed over the writ of achievement to a stunned Isaac Falstaff, describing the arms (*Party per chevron, argent over azure*) and the accompanying motto, "Nous trouvons la fortune". With this would also come a substantial payment for possession of the prototype.

## Birth of a House Minor

Isaac accepted the Colosians' offer. The Viscount returned to Colosia Prime to make the final arrangements. Falstaff and as many of his ships as could be spared prepared for the trip to Colosian space in order to receive their induction into this ancient House. The prototype was carefully packed for the trip, and thousands of

Falstaff employees and technicians crammed aboard every ship they could find. Viscount Edmund had returned to the Falstaff home world and would accompany Isaac and his family personally on the trip as Isaac's guest.

It was at this point, just as fate was about to elevate Falstaff Enterprises to House Falstaff, that the universe changed. The upcoming trip was clouded by the death of Neil Falstaff Sturbush after a long and eventful life. Son Isaac felt more than ever that he needed to secure a place for the family fortunes, especially since his business sense told him that not all was well within the Imperium and it was time to make new friends, preferably powerful ones. Moreover, he hoped that the Colosian mores, though severe, might help his son Claybourne Neil Falstaff acquire a greater sense of discipline. The heir apparent to the Falstaff fortune had a decent head for business, but he lacked discipline. Worse, he also had a hot temper and a penchant for brawling.

The Falstaff convoy left for the long trip to Colosian space, but about halfway through the trip, rumors began circulating through the general communications network of vicious attacks by the Hatchlings, an alien species that had invaded the frontiers of the Imperium before. However, instead of trouble on the rim, these attacks were happening at the Imperial Core. The Hatchling invasion brought about the end of the Imperial Terran Empire, and Falstaff's fleet emerged from hy-

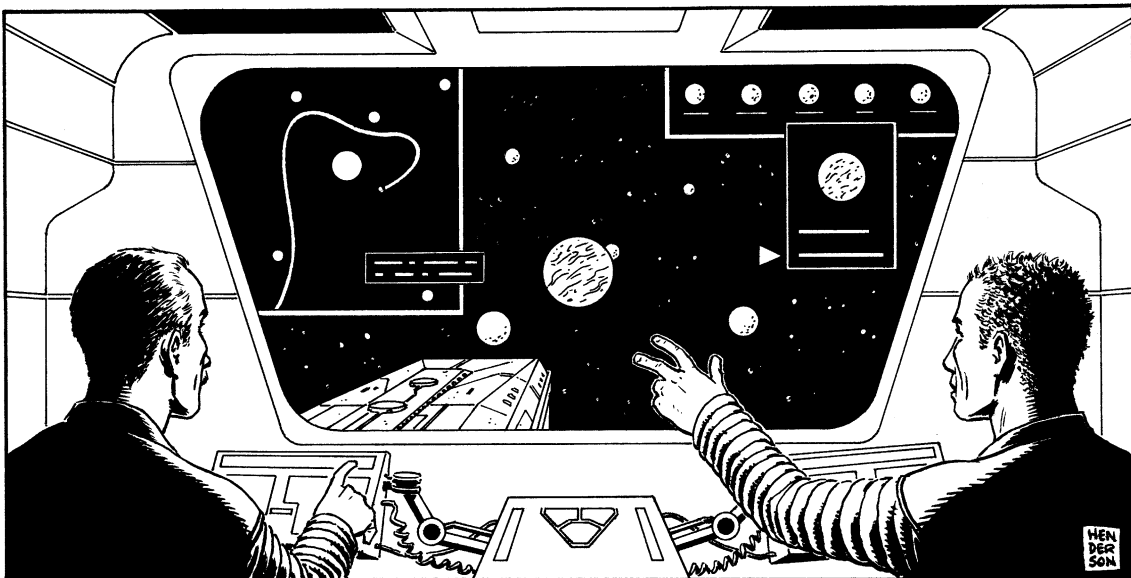
# The Next Millennium

tion of how badly they want this duel."

"Or how easy a target they think I am," glowered Claybourne.

Royguard had actually smiled at that. "It is true that they consider you an easy mark for an Edmund dagger, and Tristan Edmund is not an opponent to be trifled with. He has won several duels before this. But he is not unbeatable. I risk making you overconfident by telling you this, but I am confident that you will prevail."

At the landing field, Claybourne, Royguard and their small entourage were taken to an isolated mansion on the edge of the capital, near the large, open greenspace that served betimes as House Edmund's Field of Honor. The mansion was well-appointed,



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including servants and a first-rate chef. If they harbored any resentment toward this off-worlder who had impetuously shoved another Edmund Viscount out of an airlock, they gave no sign. The dinner and wine that evening were excellent (Royguard insisted on testing everything for poison or other drugs). Claybourne needed no help in seeing the subtext behind the lavish dinner. *We're making this a fine meal, since it's going to be your last.* It was an old traditional insult so time-worn as to be meaningless, even for a "new" nobleman like Claybourne Falstaff.

Despite instructions to be awakened early, Claybourne had slept fitfully and risen well before the wake-up call. A light breakfast

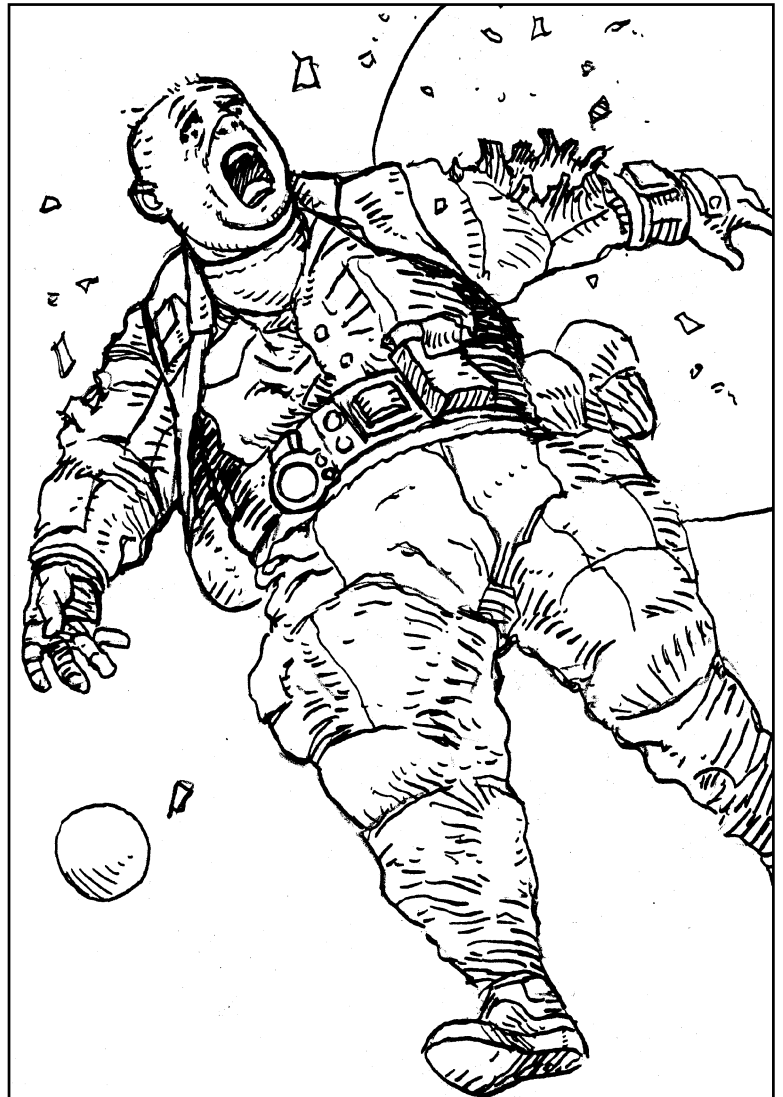
perspace on the Colosian frontier and into a universe very different from the one they had known just a few weeks before.

The convoy ships spilled from their FTL jump points into the skies a discrete distance from Colosia Prime, as protocol demanded. But instead of a bustling system, there was quiet. The buzz of communications was gone. No ships were detected in orbit around Colosia Prime except for a network of computer-controlled planetary defense stations. As the ships drew closer, an automated broadcast warned that they were approaching a planetary defense zone, and that any ships who ventured too close would be subject to attack. All attempts to raise the Colosian government were met with similar automated broadcasts, or cold static. In response to the Hatchling invasion, the entire Colosian population—or at least the population that mattered—had loaded their assets into giant interstellar ark ships and exercised the better part of valor by fleeing Terran space. Unfortunately, no one bothered to inform the Falstaffs, or their very flummoxed guest.

## Youthful Indiscretions

Confusion broke out among the various ships captains. On board the *Sturbush*, the lead Falstaff ship, the com circuit was jammed with members of the company and family wanting to know what was going on. Some ships were low on fuel, others had minor mechanical problems to deal with. But on the *Sturbush*, things were about to get much worse. Claybourne had enjoyed a few celebratory drinks as they were approaching their destination, and to the consternation of everyone else on board he was less than decorous by

the time they arrived. When everything suddenly went wrong, no one was more surprised than Viscount Ragnar or "Raggy" as Claybourne had begun calling him by the fourth or fifth round. As it became clear that there was no one, not even a border patrol to welcome them, Claybourne began to loudly voice his suspicions that the whole thing was a setup. A setup for what he didn't make clear, but goaded by some of his less reputable companions, he got into a heated argument with Viscount Edmund. Edmund's hand began to creep toward his ceremonial dagger (as invariably happens when a Colosian is challenged). Seeing this, Claybourne exploded in one of his trademark tantrums, stepped in and caught the unfortunate Viscount across the jaw with a right cross. Before the stunned bystanders could even blink, Claybourne had stuffed his semi-conscious victim in a nearby airlock, and opened the outer door.





The Viscount Ragnar “Raggy” Edmund, Member of the Legion of Victory and the recipient of a Ducal Citation, spent the next thirty seconds chewing vacuum. Unfortunately for Claybourne Falstaff, one of the most sophisticated orbital surveillance systems in Terran space dispassionately recorded every agonized twitch as his life slipped away into frozen dark.

The trip back to the Falstaff home system was a study in tensions. Isaac Falstaff had experienced his own much rarer burst of wrath, and his son was now sleeping off his alcoholic excesses chained to the bulkhead of a dank storage compartment. His buddies had been confined to their quarters. Several of the other Falstaff ships had to take a more circuitous route back home in search of fuel and in some cases, spare parts. As the ships straggled in, Isaac was faced with new problems. Assuming that the Colosians had not disappeared entirely, he knew that his offspring had just landed “House Falstaff” in a load of trouble. Isaac decided to keep the otherwise pointless title as a noble house, because it was clear by the time they arrived home that the Empire was finished. Only the fact that barely anyone was left behind on the Falstaff home world kept the Grubs from leveling the place. Now the Empire had dissolved into great houses and squabbling fiefs, so he felt somewhat less ridiculous about keeping the title. However, he made one whimsical change to their newly-minted coat of arms. He added the head of a unicorn to the azure chevron field, recalling an ancient legend about the unicorns that didn’t make it onto another ark, and so were left behind.

## Claybourne’s Education

The next problem was more difficult and far-reaching. Isaac had been indulgent, too much so, of his son Claybourne. As a result, the young man was a spoiled brat with a demonstrably lethal temper. That alone made him unfit to take over the reins of House Falstaff. However, he also had a streak of ruthlessness about him. It was the kind of iron that might be an asset in this brave new universe, if it could be tempered. The solution appeared among a band of refugees that sought shelter in orbit around the Falstaff home world, led by a

solitary millennium warrior who called himself Erik Royguard.

Isaac invited Royguard to speak with him privately in his office suite. Isaac sensed that the man before him, born and bred to war as few warriors had been before or since, was a man of honor and capable of deep loyalty, but no longer felt he had a place in the universe. So Isaac made him an offer. “I am not the Emperor,” he began, “only the leader of a house minor created as a Colosian joke. But our house only has a token militia and we need more. Much more. I want you to help me to build and train a defense force out of what we have here.” The old soldier inclined his head in growing interest. “I need you to guide us in selecting ships, weapons, and in organizing and training the people who will use them,” he continued. Royguard made a dismissive gesture, and Isaac fell silent.

“You have told me that you are also concerned for your son,” he said in an apparent change of subject. “I know from what little you’ve told me that he lacks discipline and leadership as well as military training. He is also next in line to rule this house.” Isaac nodded sadly.

“It is not necessary for me to guide you in acquiring weapons or ships,” he explained. “There are plenty of advisers and consultants who can help you find the equipment you need. You probably already have a good start among your salvage yards. But a weapon is only as good as the hand that wields it. Your son needs training more than you need weaponry. Because you spared my life and offered me a place among you, I will give your son the training and discipline he needs to be a protector of House Falstaff instead of a liability.”

And so over the next two years, Erik Royguard took a petulant, sotted, resentful, and undisciplined young man and slowly, painfully, infused him with a warrior’s mind. The two of them lived virtually alone in a distant complex of tunnels away from the main settlements. Claybourne initially resisted and hated his teacher, but soon discovered to his dismay that his father had given Erik permission to use whatever means were necessary to ensure that the lessons were learned. Strenuous physical training combined with

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and a short hover car trip had taken them to the Edmund family dueling grounds. Now they stood waiting in the pearly pre-dawn as dignitaries, lackeys and visiting VIPs filed in and took their places among the spectators. In the growing light, Claybourne could make out a small group of figures about 100 meters away; the entourage of his opponent, the man who had issued the cartel that had led to this ridiculous duel. Correction, Claybourne thought. There was nothing ridiculous about someone who thought so highly of personal and family honor as to risk his life in single combat. Misguided, perhaps even tragic. But not ridiculous.



# Silent Death

As the planet Tidios' sun broke the horizon, a herald resplendent in full court dress uniform stepped into the middle of the dueling field and motioned the two antagonists and their parties to approach. From the sidelines came two officials, one clearly the ruling Marquis of House Edmund, and a smaller, stockier man in a dark uniform. Claybourne followed Royguard's eyes and noticed the golden skull-shaped collar tabs, took in the rank insignia and realized with a start that House Colos proper had sent a very high-ranking official to observe the proceedings. The stakes were suddenly different, unclear, but undoubtedly higher than he had originally realized. If Royguard was surprised by this development, he gave no sign.

constant teaching and testing to break the impetuous brawler into a deliberate and calculating fighter with an eye for an enemy's weakness and a flair for tactical improvisation. Royguard taught Falstaff's heir the use of infantry weapons from powerful laser rifles to knives to open-handed combat and grappling. Claybourne learned leadership and how to gauge, test, and obtain the loyalty of those beneath him, and how to establish, use, and enforce a chain of command. He learned the theory of logistics and grand strategy and the value of intelligence gathering; how to collect it and how to use it. When Erik brought Claybourne back to his father, the change could not have been more profound.

During Claybourne's training, Isaac had used his business acumen and surviving contacts to assemble the weapons needed for Falstaff's protection. He had refurbished and repaired a moderate force of fighters, gunboats, and even a small armada of carriers and larger ships culled from the post-Hatchling War "Ghost Fleets". The planetary system was protected by sentry satellites and platforms scavenged from worlds where the Grubs had been triumphant (the end of the Terran-Hatchling War had been a boon for the salvage business).

A planetary defense force composed of Falstaff employees, refugees, and a moderate number of soldiers and mercenaries from across Terran space made up the ranks. Erik and Claybourne, now fast friends, began to organize them into squadrons and support units and none too soon. The post-apocalyptic chaos and piracy that had plagued other parts of Terran space began to find its way to out-of-the-way Falstaff. But the home defenses were more than a match, and Falstaff enjoyed relative calm in the Hatchling aftermath.

Then, one day Isaac took his son to a new warehouse that Claybourne had never seen before. Inside, Isaac showed him a sight that made the young man gasp in wonder. There arrayed in neat rows were forty copies of the LFX-1330 prototype, lovingly fabricated in Falstaff's machine shops. Isaac had only been able to build that many, he explained, because the high-performance characteristics of the fighter demanded certain parts that were harder to acquire by chance. But now he offered the new fighters as a gift to the new commander of their home defense forces and, he said, as his own penance for Claybourne's brutal but needful education.





# Colos Returns

With Colos out of sight and now the butt of many jokes with cowardice as their theme, the return of House Colos with their new Draconian allies in tow was a shock to post-Imperial Terran Space. Few were less pleased to see the Colosians return than House Falstaff. The return of Colos was preceded by the untimely death of Isaac Falstaff (whom later chroniclers would call "Isaac I"). Now, Claybourne was the Marquis of House Falstaff, and he had some explaining to do.

It wasn't long after the return of the Colosians that House Edmund began inquiring about the health of their Viscount, last seen in the company of the newly-created House Falstaff. The years of surveillance files from the orbital defense systems were nearly purged, but a bored intelligence officer decided to go through them just to see if anything interesting was on them. He found the records of the arrival of House Falstaff just as the Colosian ark's ion trails were starting to dissipate, and eventually the images of what happened to Ragnar Edmund. The Edmund Marquis was informed at once.

The Marquis was a traditional sort, and enjoyed the trappings and pomp of nobility. He also saw the crime of House Falstaff against his family as an opportunity to posture House Edmund as a house of logistics specialists and supply movers with a warrior's heart. There was some discussion as to whether the elevation of Falstaff to noble status should be contested, but the prevailing wisdom was that if Edmund was going to unseam Falstaff, it would be better if the defeated house looked like a worthy opponent. Besides, there was no emperor to rescind their achievement.

And so it happened that a lone courier ship with Colosian and House Edmund markings entered the Falstaff space lanes and requested permission to land. The passenger was a representative of House Edmund who demanded an audience with "Mr. Falstaff". After some diplomatic fencing, the audience was granted. The messenger presented Claybourne with a written cartel, essentially a demand to meet a representative of House Edmund on the

field of honor to settle the wrongs committed against Edmund by the wanton murder of their Viscount. In other words, Edmund was challenging Falstaff to a duel. The messenger haughtily insisted that he hear Claybourne's answer before returning. He was hustled off to a waiting area and given refreshment while Claybourne and his advisor Erik Royguard weighed their options. Erik explained the matter of Colosian blood vengeance to Claybourne and pointed out that if the duel was brought to a conclusive ending, the matter would be considered settled. Although the loser would see a portion of his fortune go to the winner, the killing of Viscount Edmund would not be a *causus belli* between Falstaff and Colos.

So the Marquis Falstaff went back to the messenger and accepted his challenge. Coached by Erik, he gave his response in the proper "high language" used by Colosian nobility on such occasions, to the astonishment of the messenger. In time, a field was granted on the Edmund home world and the duel was held. But the undisciplined Falstaff brawler depicted in the outdated Colosian intelligence dossiers failed to appear. Instead was a shrewd, calculating and superbly trained warrior to face the Viscount Tristan Edmund, the brother of Ragnar. When the duel was over, Edmund had lost yet another Viscount to Claybourne Falstaff.

But when Claybourne laid claim to the monetary reward properly due him as the victor by Colosian law, House Edmund demurred, saying that the late Viscount had no funds of his own. So, Claybourne demanded possession of the Viscount's personal warship, which was an asset even a Colosian banker couldn't hide. Caught by protocol and the presence of a high representative of the Colosian Golden Court at the duel, House Edmund conceded and Marquis Claybourne Falstaff flew home at the helm of an immaculately maintained Constellation class warhound.

The body temperature of the late Viscount Tristan had hardly reached room temperature when the repercussions began. Falstaff had filed a writ with the rep-

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Suddenly, Claybourne understood. Falstaff's elevation to noble house status by the Emperor was co-sponsored by House Colos. Golden Court politics would weigh heavily on whomever had been for or against that gesture, depending on the outcome of this contest.

Claybourne could now get a good look at the man he would be facing in mortal combat. Tristan Edmund was slightly taller and heavier and moved with a firm, steady gait. His hair, dark with graying temples, was immaculately combed, his eyes grey and cold. He wore a simple black collarless tunic over grey riding breeches and tall leather riding boots. Royguard had insisted that



# Silent Death

Claybourne not wear anything that even hinted at aristocracy; Simple fatigues and footwear favored by light infantry would be more use in a hardscrabble fight. Only a unicorn head patch on his left breast gave any hint of his association, let alone his status within House Falstaff. Edmund believed him to be the same undisciplined, rowdy and drunken brawler they had investigated before House Colos took itself out of Terran space for six years. It was imperative that they not learn of his transformation under the sure hand of Royguard's martial training since that time. Not yet.

The voice of the herald jerked Claybourne out of his reverie as the cartel and acceptance were

representative of the Golden Court to have Falstaff's membership as a house minor of House Colos formally ratified, something that had been overlooked when Colos dashed off to safety. The documents of ratification were found and submitted to the Members of the Golden Court, but by granting a few discrete favors, House Edmund was able to swing in enough votes behind them to have the motion tabled.

Edmund's maneuvering was more than petty tit for tat. Falstaff had accepted and participated in the duel as if they were a Colosian house minor. Under Colosian law the results of the duel closed Edmund's claim of vengeance. The Marquis of House Edmund could not accept such an outcome, and so kept Falstaff from becoming

a Colosian house minor in order to deny them the protection of Colosian law. So long as Falstaff was not officially a member, Edmund could continue to plot and scheme against them.

By contrast, Falstaff understood that their victory on the field of honor made it nearly impossible that House Colos as a whole would go to war against them for the death of Ragnar Edmund. War against Falstaff for any other reason made little sense; they were considered too small a prize and too far away. At the same time, Erik Royguard advised Claybourne that getting too close to the Colosians could be costly in other ways. "They are an unwholesome influence," he deadpanned.

## The Two Viscounts

In the years following the affair, Claybourne's two sons Shane and Edward grew to young manhood. At the insistence of their father they began taking part in running the affairs of the House, but they gradually developed opposing philosophies of how House Falstaff should set and pursue its policies. Although a competent military mind for his age, Shane relied on a sharp business sense and saw the future of Falstaff in continuing those things that had brought them prosperity in the past. He and his aides worked tirelessly to establish new business connections, locate additional sources of materials and find new markets for them.

Edward, by contrast, seemed cut from different cloth. He viewed his father's famous duel as the defining moment for House Falstaff and believed that victory meant that House Falstaff was destined for a more "glorious" future. Edward considered business to be simply a guise for under-the-table dealings and resource grabbing with his ultimate goal of expanding House Falstaff through conquest and intimidation.

While the two sons each pursued their own vision, their competing agendas created friction within the house. Claybourne

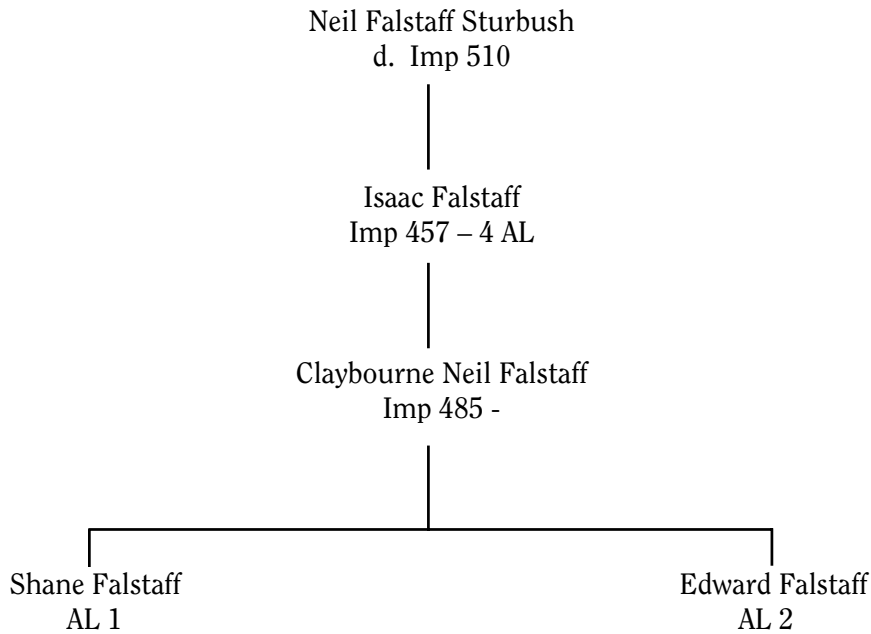
found it difficult to keep Edward under control and in spite of the Erik's warnings allowed Edward too much latitude, as his father had overindulged him. Worse, Edward and his people began establishing covert relationships with the Luches Utopia and some of the less savory elements of the Kashmere Commonwealth and the ASP.

Today, Claybourne has retired, weary with the struggle of trying to keep the peace between his sons, and still grieving for the loss of his teacher and friend Erik who died in an accident on his way back from some errand for his master. Both sons rule as co-regents, but neither has been granted the title of full Marquis. Although the commercial business of House Falstaff continues to thrive, a major shake-up is virtually certain, and rumors of plotted coups and counter-coups are everywhere since the mysterious death of one of Shane Falstaff's closest advisers. Meanwhile, Edward has formed and funded his own small private force, having failed in an attempt to seize sole control of the military. There are also rumors that Edward has an interest in expanding the business into asteroid mining, especially in the nearby Myriads Asteroid Belt, currently claimed and mined by the Karelian Republic.





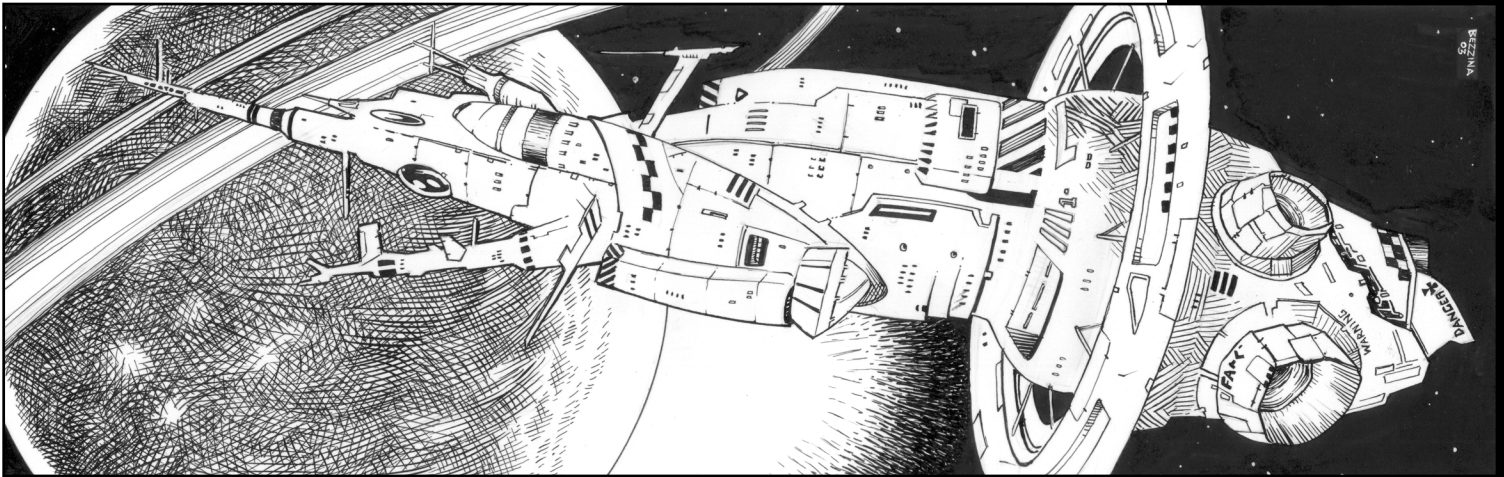
# Family Tree



# The Next Millennium

recited by the herald, along with the claims brought by Edmund against Falstaff for Claybourne's murder of Viscount Ragnar Edmund six years ago. Claybourne went back to studying his opponent, remembering Royguard' lessons in deliberative combat; *Focus only on the matter at hand. Don't submit to distraction.*

The inspections of the two contestants and their weapons



# Silent Death

went as planned. Royguard pressed the agreed-upon weapon into his student's hand; a double-edged dagger with a six-inch blade, brass shearing guard and pommel with a synthetic grip. The familiar heft and balance of the blade helped him settle his mind and focus on the lessons and endless training that had prepared him for moments like this one.

And then all was silent. Somehow the seconds, the herald and the officials melted back into the crowd or returned to their respective sides. Claybourne could hear Royguard's footfalls as he walked back to their side of the field.

Claybourne and his antagonist settled into a fighting stance as one; Claybourne was careful to hold his blade in a classic saber

## Timeline

<u>Year (Imp)</u>	<u>Falstaff</u>	<u>Elsewhere</u>
485	Birth of Claybourne Neil Falstaff	
488	Neil Sturbush Falstaff Retires to Clastira IV	
500		First Hatchling War begins
507	Discovery of LFX 1330 Prototype. Colos Approaches Falstaff With offer of Minor House elevation.	
508		Hatchling invasion of Imperial Core worlds
509	Journey to Colos, murder of Ragnar Edmund, Death of Falstaff Sturbush	
		House Colos flees Terran space
510		Fall of Empire
0 AL	Claybourne begins his training	Hatchlings defeated
1 AL	Birth of Shane Falstaff	
2 AL	Birth of Edward Falstaff	
5 AL		Colos returns from exile
6 AL	Claybourne Falstaff kills Viscount Tristan Edmund in a duel	
19 AL	Shane Falstaff begins service in House administration	
20 AL	Edward Falstaff joins his brother in government service	
22 AL	Claybourne Falstaff goes into semi-retirement. Sons run House Falstaff as co-regents	





# Falstaff Militia Units

## 1<sup>st</sup> Fighter Militia

Aosho "Kiernan"

### Eagle Squadron

6x Thunderbird

Aosho "Rodolfo Sterling"

### Harrier Squadron

6x Thunderbird

Commissioned in Imp 490 as ground-based defense forces, these two squadrons have the distinction of being the first of Falstaff's militia forces. The squadrons were equipped with Aosho carriers purchased from Imperial scrap yards and reconditioned in Imp 494. In 4 AL, the aging Thunderbirds were retired to mothball and training duty. In their place were the 300-ton Gargoyle fighters, which have proven to be excellent workhorse fighters for the duties of protecting salvage operations, convoy escort duty, and the occasional tussle with local pirates and crime syndicates.

## 2<sup>nd</sup> Fighter Militia

Aosho "Severino"

### Du Gushlin Squadron

6x Lance Electra

Aosho "Istanbul"

### Marshall Squadron

6x Lance Electra

When Isaac Falstaff proposed the creation of an additional ground based squadron due to what he saw as increasing instability in the Empire, he met resistance from his Uncle Falstaff Sturbush. The elder Sturbush was deeply fond of the Empire and felt that pointing out signs of its weakness was vaguely disloyal. However, Isaac proceeded anyway and equipped this second home defense squadron mostly as a precaution. The squadrons received Aosho carriers in Imp 496, which allowed them to extend their duties well beyond the Falstaff home sys-

tems. They have proven to be capable pirate interdiction units, as well as protecting Falstaff salvage contractors working in zones where the salvage is still a little bit "hot" in more ways than one.

## 3<sup>rd</sup> Convoy Escort Group

Aosho "Tiberius"

### Noble Gladiator Squadron

6x Lance Electra

Stingray "Phoebus"

Convoy escort is a job normally contracted out, but after the first Hatchling War began in Imp 500 it proved easier to bring those duties "in house" using military assets scavenged from dead worlds and ghost fleets. Falstaff has managed to take their home grown escort squadrons and provide limited escort protection to paying clients, mostly from the Kashmere Commonwealth, or protecting tourists en route to and from the Unkulunkulu Archipelago.

## 4<sup>th</sup> Convoy Escorts Group

Aosho "Bat Zenobia"

### Burning Cloud Squadron

6x Teal Hawk

Stingray "Baron Samedi"

This Group was raised and commissioned in Imp 501. Like it's sister squadron, the 4<sup>th</sup> Convoy Escorts offers protection to paying clients, however these tend to travel in more unfriendly parts of terran space, including areas regularly patrolled by units of the Luches Utopia. For the present, the Luches have not tried to challenge the men and women of this unit since a force of eight Luches fighters attempted to raid a convoy of six Borax Freighters under the protection of the Burning Cloud Squadron (See Scenario 3). The result of that one-sided fight was a few provocative maneuvers since then, but nothing consequential.

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grip that he hoped would imply a beginner's training. Tristan switched to an overhand grip and began to circle slowly to his left, watching for an opening as Claybourne circled with him.

"There is blood between us, Falstaff," growled Tristan. "I will build my honor on your corpse."

He glided in looking to deliver a backhanded stab.

Claybourne with flawless footwork faked back, then to his right, out of the arc of a backhanded stroke. The tip of his blade remained pointed at Tristan's throat.

"I did kill your brother. I admit it. I believed we had been betrayed," Claybourne conceded. "But this need not go to the death." He knew that often in the privacy of



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the duel, duelists might reach an accord of some kind and simply not close to deliver a mortal stroke, leaving the field simultaneously with neither's honor degraded and the insult considered resolved.

Tristan betrayed in his eyes that he was surprised at the offer, or at least that this Falstaff scum knew enough of the Colosian rules of dueling to know about this option. His eyes narrowed as he stopped, crouched lower, and shifted his knife to a foil grip. "No," he replied. "This is a blood matter. We will only accept blood for blood."

By saying "we", Tristan revealed that he had been sent into the dueling fields with strict orders to cut no deals, only Falstaff's



## 5<sup>th</sup> Gunboat Brigade

### *ALPHA COMPANY*

3x Epping

### *BETA COMPANY*

3x Epping

## 6<sup>th</sup> Gunboat Brigade

### *GAMMA COMPANY*

#### **Raging Bull Squadron**

2x Star Raven

### *DELTA COMPANY*

#### **Flaming Bolt Squadron**

2x Star Raven

The Falstaff gunboat brigades were considered necessary to take care of trouble that was not really big enough to muster out the warhounds. Formed in Imp 503, these two brigades, comprising two companies each, have performed outstanding service along the main trade lanes on which House Falstaff relies for their ongoing traffic in salvage and parts. The two brigades are seldom on duty at the same time, but rotate out on two month tours. However, if necessary they can both be called into action at once.

## Planetary Home Guard

#### **Able Squadron**

10x Teal Hawk

#### **Baker Squadron**

10x Teal Hawk

#### **Charlie Squadron**

10x Unicorn

#### **Echo Squadron**

10x Unicorn

#### **Foxtrot Squadron**

10x Unicorn

#### **Golf Squadron**

10x Unicorn

The Home Guard squadrons were raised, trained and equipped in Imp 510 the aftermath of the Colos/Ragnar Edmund debacle. At first this unit consisted of two squadrons equipped with surplus and salvaged Teal Hawks. Starting in AL 1 four additional squadrons were added. They were the first to use to use the new Unicorn single-

seat fighters based on the LFX-1330 prototype. By 5 AL, the Teal Hawks had been replaced with new Griffin 600-ton fighters.

Although the home guard is trained and intended to meet a direct attack on Falstaff home worlds, elements of these squadrons occasionally venture out using one of the reserve Aosho carriers to patrol and train with convoy escort and pirate interdiction units.

### *BORDER COMMAND, "BLUE WATCH"*

12x Dauntless

14x Wakazashi

18x Octopus

18x Atlatl

The platforms and satellites of the Blue Watch are tasked with defending the skies over the Falstaff home world, as well as the nearby planet of Heracleah which was acquired in 4 AL to allow space for Falstaff's expanding operations. The unit was established in Imp 489 at half its current strength. It was doubled in size upon the acquisition of Heracleah, and the additional assets placed in geosynchronous orbit there, mostly guarding orbital scrap yards, dry docks, and storage modules.

### *LIFE GUARDS, "HUSCARLS" DIVISION*

Constellation "Royguard"

Fletcher "Valiant"

Fletcher "Valorous"

Built around the Constellation "Royguard" (late of the space ports of House Edmund) in 6 AL, Claybourne Falstaff pulled four derelict Fletcher warhounds from the Falstaff scrap yards and, using their combined parts plus a good deal of horse-trading, created two working warhounds by 7 AL. The creation of a division consisting solely of warhounds would have astonished Falstaff's progenitor, Falstaff Sturbush. Still, with rising tensions and the possible threat of House Edmund trying to exact retribution for the political disaster of the duel between Claybourne Falstaff and Tristan Edmund, it seemed a good idea. To have a strong, fast force that could quickly deliver a swift punch but more importantly, to posture to potential foes. The Constellation warhound was rechristened "Royguard" as a gesture of gratitude to Claybourne Falstaff's military mentor and Master of Arms, Erik Royguard.



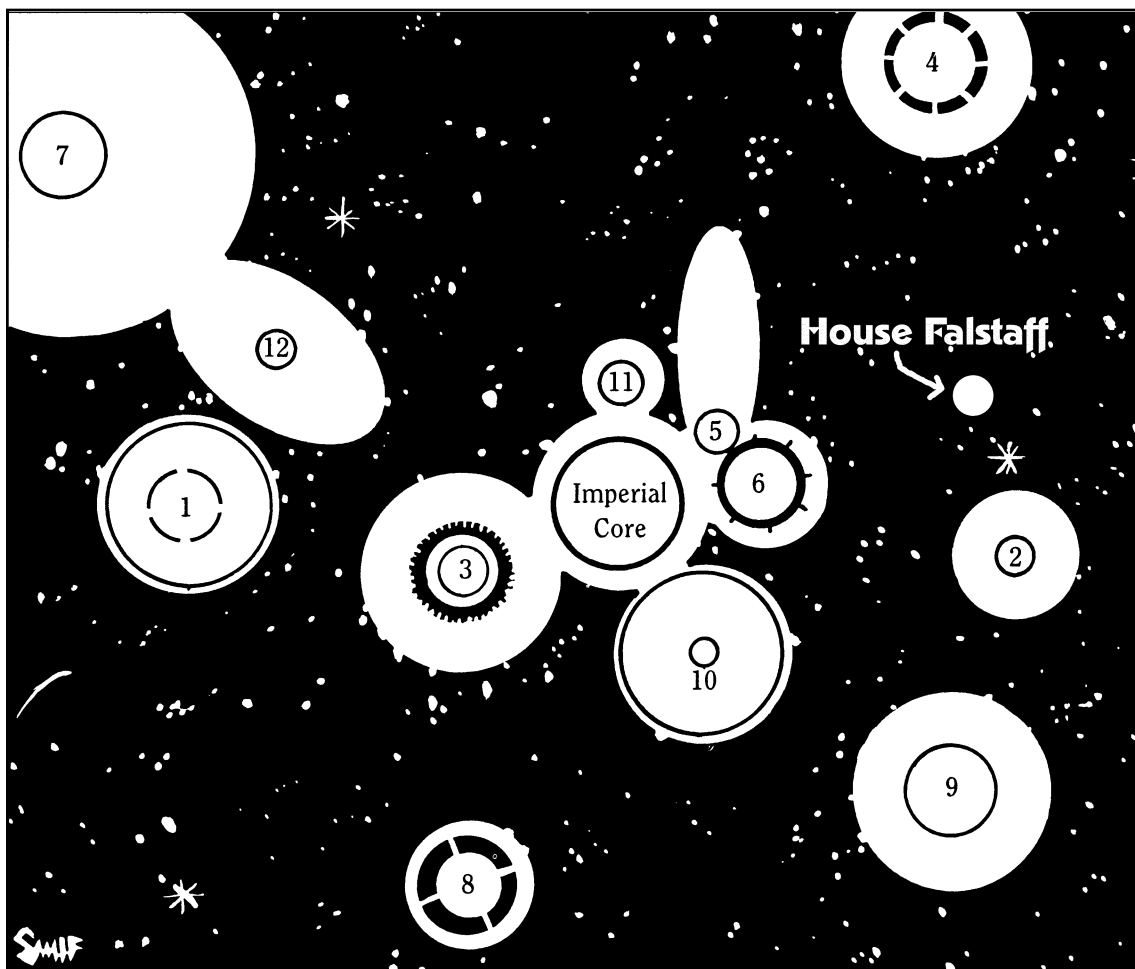
### **MILITIA TRANSPORT CORPS**

- 2x Ushas
- 10x Borax Freighter
- 10x Dumbo Freighter
- 5x Curtis Shuttle

Most of the transport vessels used by House Falstaff belong to the commercial arm of the company. However, for purposes of moving special cargoes, transporting loads through dangerous areas, or against the unlikely prospect of having to conduct extended operations far from home, the

Militia Transport Corps was established in Imp 508 by simply drawing on the existing cargo hauler crews and putting them in uniform. Since many of them already had experience in the Imperial Space Service, training was not a big problem. The Militia Transport ships and crews have accumulated a strong background in evading and dodging ambushes, but have a solid reputation of being able to work with other Falstaff units assigned to escort them through particularly unfriendly territories.

### **Map of Falstaff territories**



### **Terran Space Map**

- |                          |                             |
|--------------------------|-----------------------------|
| 1. House Red Star        | 7. Sigurd Archdiocese       |
| 2. Yoka-Shan Warworld    | 8. Unkulukulu Archipeligo   |
| 3. Kashmere Commonwealth | 9. Luches Utopia            |
| 4. Hibernia Freehold     | 10. House Tokugawa          |
| 5. ASP Technology        | 11. Q'raj Void Protectorate |
| 6. Data Sphere           | 12. House Colos             |

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throat. After a second's pause, he lunged.

His body uncoiled from the crouch like a jaguar leaping down from a tree; despite his stocky build he moved quickly, aiming for a killing blow by trying to sweep Claybourne's weapon aside with his open hand and stabbing underhand, up through the diaphragm and into the rib cage. But Claybourne had seen the coming lunge in the turn of Tristan's back foot, the change in the set of his shoulders—all subtle signs he has learned to see and interpret that told him precisely where and how the blow would fall. He pivoted back and to his right, turning on his right foot to take himself out of the way of Tristan's stroke.



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Simultaneously, through the slow-motion filter of his adrenaline rush, he watched Tristan's blade seemingly pull its owner into the space where his torso had been, he shifted his own knife to a back-hand grip, the edge aligned with his knuckles. With an automatic sweep outward he drew the edge of his dagger across Tristan's chest, under the armpit. He felt the blade bite deep and smelled the hard, metallic scent of blood freed on the air.

A scuffling sound told Claybourne that Tristan had stumbled, knowing he was hurt. There was an instant of hesitation, for Claybourne could offer quarter and walk away with a "white conclusion" as it was called when a duelist prevailed without killing



## Descriptions of Falstaff Ships and Refits

### Falstaff Recycling & Salvage LFX-1330 "Unicorn"

**Mass:** 100 ton SPAC  
**Translight Capability:** none  
**Crew:** 1  
**Drive:** 20  
**Defensive Value:** 15  
**Damage Reduction:** 0  
**Damage Control:** 1-2  
**Point Defenses:** none  
**Decoy:** (1)  
**Armaments:**  
1 x Mk. 10 Disruptorguns (F) (Pilot)  
**BPV:** 18

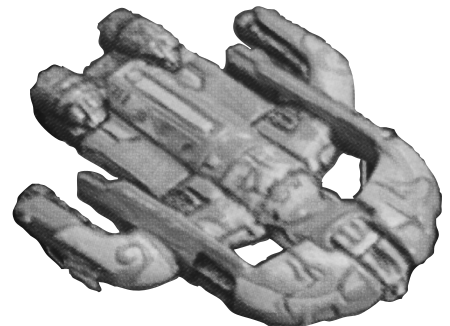
**Comments:** The Unicorn was the fruit of a major windfall in Imp 507 when a prototype fighter was recovered by a Falstaff salvage crew. Even to this day, it isn't clear who was building the fighter; the Imperium denied it was one of theirs, as did all the other major houses. This is not surprising, as an unauthorized fighter program would have incurred wrath in the emperor's eyes. After the empire fell, no one seriously cared, though rumors tag the designer as a well-funded merc unit, Draconians, House Colos, or even the mysterious Silent Order—assuming it really exists in the first place. But whomever designed it, Falstaff had it, and others wanted it. After a deal to sell the prototype to House Colos went horribly wrong, Falstaff decided they needed (and deserved) the new fighter the most and so began producing it themselves. This took some doing, as Falstaff was more adept at taking ships apart than putting them together. The specialized design also required some parts that were no longer manufactured and difficult to salvage. Nevertheless, the new Unicorn remains in limited production and forms the backbone of the Planetary Home Guard squadrons defending the Falstaff home world.

### Falstaff Recycling & Salvage LF-1328 "Gargoyle"

**Mass:** 300 ton SPAC  
**Translight Capability:** none  
**Crew:** 1  
**Drive:** 16  
**Defensive Value:** 15  
**Damage Reduction:** 1  
**Damage Control:** 1-4  
**Point Defenses:** 1-7(2)  
**Decoy:** (1)  
**Armaments:**  
1 x Mk. 10 EMP Ray (F) (Pilot)  
1 x Mk. 10 Protobolt Projector (F) (Pilot) (Ammo: 4)

**BPV:** 46

**Comments:** This discovery of the LFX-1330 prototype that eventually became the Unicorn also brought with it some interesting conceptual thinking that Falstaff engineers decided to employ in creating their own fighter designs. The Gargoyle became the first fighter designed, manufactured, and deployed entirely by House Falstaff. The ship uses the protobolt projector favored by Falstaff pilots, as well as the EMP ray that helps to ensure that when the fight is over, the enemy ships will still have some use in Falstaff scrap yards. The Gargoyle has proven to be a solid performer as a reconnaissance and escort-duty fighter and became the standard compliment aboard Falstaff escort carriers after AL 5. Falstaff has so far refused to consider exporting the ship, although that may change as business conditions warrant.





## Falstaff Recycling & Salvage LF- 1329 "Griffin"

**Mass:** 600 ton TPAC

**Translight Capability:** 5 light years per day

**Crew:** 2

**Drive:** 14

**Defensive Value:** 13

**Damage Reduction:** 1

**Damage Control:** 1-4

**Point Defenses:** 1-7(2)

**Decoys:** (3)

### Armaments:

1 x Mk. 10 EMP Ray (F) (Pilot)

1 x Mk. 10 Protobolt Projector (F)  
(Pilot) (Ammo: 4)

1 x Mk. 10 Protobolt Projector (F)  
(Gunner) (Ammo: 4)

1 x Mk. 10 EMP Ray (360)  
(Gunner)

2 x Mk. 10 Disruptorguns (F)  
(Gunner)

**BPV:** 85

**Comments:** The second fighter to be designed and built from the ground up by House Falstaff is the Griffin. This is definitely a heavier beast. Heavy fighters do not have a common role in the military side of the Falstaff salvage reconnaissance and operations, escort duty, etc., but they are an excellent adjunct to the lighter Unicorn fighters in the area of planetary defense. They are well armed and relatively resilient, with a reasonable turn of speed for ships of this tonnage. Like their cousin the Gargoyle, the Griffin embodied few design concepts taken from the original LFX-1330, since they were directed towards creating a superior light or attrition fighter rather than a heavier ship.



## Palomar-Lockheed CR5000 Lance Electra

### Falstaff Enterprises Refit

**Mass:** 420 ton TPAC

**Translight Capability:** none

**Crew:** 2

**Drive:** 16

**Defensive Value:** 12

**Damage Reduction:** 1

**Damage Control:** 1-5

**Point Defenses:** 1-5 (2)

**Decoy:** (2)

### Armaments:

2x 6x Mk. 8 Pulse Laser Cannon

1x Missile Launcher (Magazine:  
20 missiles)

4x Mk. 10 Torpedo Load

2x Mk. 40 Torpedo Load

**BPV:** 70

**Comments:** With the empire in a constant ferment of low-level conflict, fighter craft were expensive to buy but easy to salvage for those who knew how the business worked. After a particularly nasty campaign, Falstaff Enterprises accumulated a large inventory of Lance Electras in varying stages of disrepair. This was due, in part, to the fact that Lance Electras were easy to come by. The down side was that the market was flooded with the things and their value as sources for spare parts was considered too low. In one of their earliest efforts to equip a local fighter force, they turned to this inventory and added more commonly available weaponry, replacing the protobolt projectors with pulse laser mounts. This was done as a hedge against the need to supply the new ships with protobolts. Although less robust than the original Lance Electra design, the new Falstaff refit proved an excellent and forgiving fighter for new combat pilots who only weeks before had been hauling scrap. Even after this refit was replaced by the newer Gargoyles, Falstaff continued to use it as a training and planetary reserve defense fighter.

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his opponent. But Royguard had given Claybourne his own advice: *If he won't accept a mutual stand down, you will have to kill him.* House Edmund will not be deterred without bloodfall. Claybourne had a clear shot at Tristan's back as he recovered from his missed lunge, twisting back towards Claybourne. The dagger entered Tristan's chest downward between the base of the neck and the collarbone as he turned, fruitlessly trying to bring his weapon to bear. Claybourne pulled the dagger out as Tristan collapsed. He was dead before he hit the ground.

The Marquis of Falstaff stood over his prone foe, then dropped his blade into the dust beside him,



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turned and walked back to his entourage through the stunned silence that settled over the onlookers. The fight had lasted less than two minutes.

Claybourne stood in front of his faithful friend Royguard, sank to his knees, and retched.

“The strategic commander must learn to take defeat and victory in stride as easily as a merchant regards an up or down market, or a farmer the whimsy of the weather.”

—Erik Royguard,  
“Maxims of Command”



## Scorpion Falstaff Refit

**Mass:** 420 ton TPAC

**Translight Capability:** 12 LY/Day

**Crew:** 4

**Drive:** 8

**Defensive Value:** 12

**Damage Reduction:** 2/3/2/1

**Damage Control:** 1-7

**Point Defenses:** 1-6 (4)

**Decoy:** (4)

### Armaments:

1x Salvage Claws

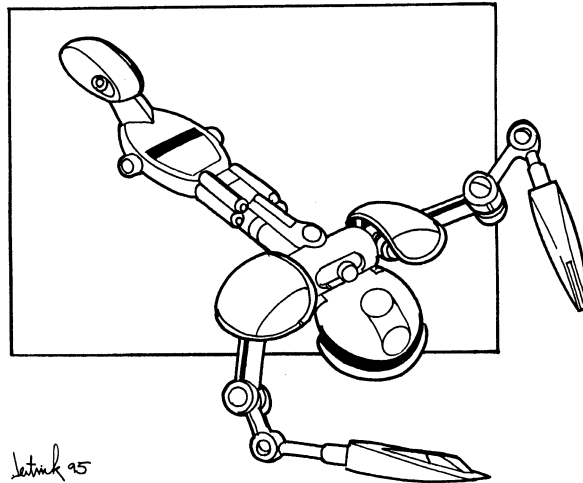
2 4x Splatterguns

2 Missile Launcher (Magazine:  
10 missiles each)

1x Plazgun

**BPV:** 122

**Comments:** The older Scorpion salvage ship, which had become known due to their use in the Espan Rebellion, were still to be found in many parts of the former Terran Empire. House Falstaff is one among several entities who performed this refit on the Scorpion, and it is a matter of historical controversy who was the first to add a trans-light drive. This was accomplished by removing the stock tractor beam, which was a source of many complaints from Scorpion flight and ground crews because it was notoriously unreliable and cranky to maintain. Adding FTL capability gave the Scorpion a new lease on life, especially in the halcyon days following the fall of the Empire when the salvage market was booming.



## Scenarios

### Scenario 1: Leave Nothing Behind!

**Date:** AL 2

**Location:** Falstaff Home World

**Situation:** A badly damaged Drakar gunboat belonging to the Carpathica Syndicate was abandoned by its crew and was eventually found and towed back to the Falstaff home world. It was placed in a parking orbit awaiting company assessors who would look to see what, if anything was worth scavenging from the hulk.

The surviving crew members of the ill-fated Drakar reported that they were uncertain whether or not their ship's

computer files had been effectively wiped, so there was a danger that legally incriminating and tactically sensitive information was still on that ship. Something had to be done, so a force of two additional Drakars were sent on a bold raid to destroy the derelict to ensure the secrecy of the information it carried.

In order to accomplish this feat, the Carpathicans must get past the pilots of Charlie Squadron of the House Falstaff Home Guard, who are eager to try their brand new Unicorn fighters in

combat for the first time. They are eventually joined by some of their pals in Baker Squadron who still fly the older but very respectable Teal Hawks.

## Map Setup

Use Standard Map Setup as shown on page 103 of the *Silent Death: The Next Millennium* rules.

## Forces

### Carpathicans

Start anywhere along edge 3.

Drakar 1	Pilot (Plt. 7/Gnr. 6) Gunner A 7 Gunner B 6 Gunner C 6 Gunner D 5
Drakar 2	Pilot (Plt. 6/Gnr. 7) Gunner A 7 Gunner B 5 Gunner C 6 Gunner D 5

Derelict Drakar

Set up within three hexes of Edge 1. This ship cannot move or shoot, and will be destroyed if it takes 40 points damage.

### House Falstaff Home Guard

#### Charlie Squadron

Sets up along Edge 1, Sector B.

Unicorn 1	Pilot (Plt. 9/Gnr.9)
Unicorn 2	Pilot (Plt. 9/Gnr. 8)
Unicorn 3	Pilot (Plt. 9/Gnr. 8)
Unicorn 4	Pilot (Plt. 8/Gnr. 8)
Unicorn 5	Pilot (Plt. 8/Gnr. 8)
Unicorn 6	Pilot (Plt. 8/Gnr. 7)
Unicorn 7	Pilot (Plt. 8/Gnr. 7)
Unicorn 8	Pilot (Plt. 8/Gnr. 7)
Unicorn 9	Pilot (Plt. 7/Gnr. 7)
Unicorn 10	Pilot (Plt. 7/Gnr. 7)

### Baker Squadron (elements)

Enters through Edge 1, Sector A at the beginning of Turn 3.

Teal Hawk 1	Pilot (Plt. 8/Gnr. 8) Gunner 8
Teal Hawk 2	Pilot (Plt. 8/Gnr. 7) Gunner 8
Teal Hawk 3	Pilot (Plt. 7/Gnr. 7) Gunner 7
Teal Hawk 4	Pilot (Plt. 7/Gnr. 7) Gunner 7
Teal Hawk 5	Pilot (Plt. 7/Gnr. 7) Gunner 6

## Special Rules and Victory Conditions

The Falstaff forces receive reinforcements from Baker Squadron starting at the beginning of Turn 3.

### Victory Conditions for Carpathicans

Destroy the derelict Drakar by inflicting 40 points of damage and escape across Edge 3.

Partial victory is awarded if the derelict is destroyed but the raiding force fails to escape.

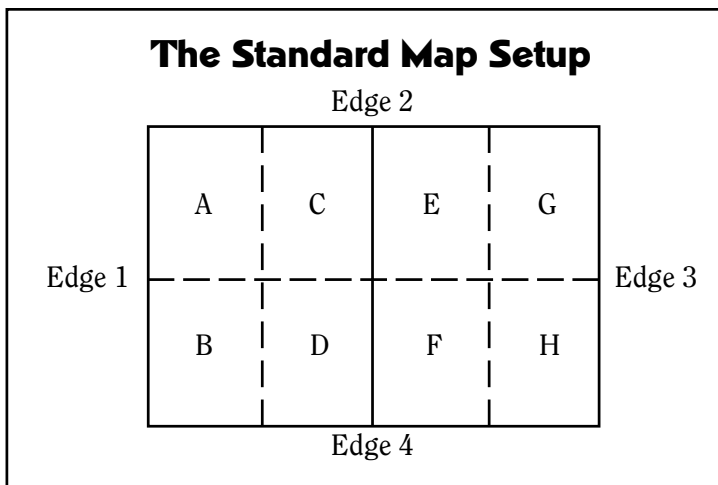
Partial victory is awarded if the raiding party escapes but fails to destroy the derelict.

### Victory Conditions for Falstaff Home Guard

Destroy the Carpathican raiders and prevent the loss of the derelict ship.

Partial victory is awarded if the Carpathicans are driven off and the derelict ship is not destroyed.

Partial victory is awarded if all Carpathicans and the derelict are destroyed.



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“When dealing with the Colosians, you must ignore all acts that resemble overtures of friendship. Colosians do not have friends so much as they have converging interests.”

—Falstaff Intelligence Briefing, Declassified AL 7





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"I've grown to trust the Colosians. By that I mean that, after carefully observing their ways and behavior I trust that they will behave as Colosians are wont to behave."

—Claybourne Falstaff, "Arms and Diplomacy"



## Scenario 2: The Asteroid Gauntlet

**Date:** Imp 497

**Location:** Outskirts of Myriads Asteroid Fields

**Situation:** The pilots of the Du Gushlin Squadron from the escort carrier *Severino* have entered the system to meet and escort a House Falstaff Scorpion with a relatively undamaged Night Hawk in tow. This is a fairly routine mission. Although there have been occasional attacks from pirates or "rockwhackers" as they are sometimes called, most of the time escort duty is fairly routine. But not today.

### Map Setup

Use Standard Map Setup as shown on page 103 of the *Silent Death: The Next Millennium* rules. Asteroid field consisting of between 15 and 20 asteroids are distributed more or less evenly through Sectors C and F.

### Forces

#### House Falstaff

##### Du Gushlin Squadron

Sets up along Edge 1.

Lance Electra 1	Pilot (Plt. 9/Gnr. 8) Gunner 9
Lance Electra 2	Pilot (Plt. 8/Gnr. 8) Gunner 9
Lance Electra 3	Pilot (Plt. 8/Gnr. 8) Gunner 8
Lance Electra 4	Pilot (Plt. 8/Gnr. 7) Gunner 8
Lance Electra 5	Pilot (Plt. 8/Gnr. 7) Gunner 7
Lance Electra 6	Pilot (Plt. 7/Gnr. 7) Gunner 6
Scorpion 1	Pilot (Plt. 5/Gnr. 4) Gunner A 6 Gunner B 5 Gunner C 4

Scorpion sets up along Edge 3. A "towed" Night Hawk stays behind and adjacent to Scorpion throughout the game, unless player running the Scorpion elects to jettison the Night Hawk. The towed ship cannot move on its own or fight. It is inert.

**"Rockwhackers"** (Actual identity or affiliation unknown)

Player places ships anywhere among the asteroid fields in Sectors C and F after the Falstaff player places their ships.

Revenge 1	Pilot (Plt. 6/Gnr. 5) Gunner 5
Hellbender 1	Pilot (Plt. 7/Gnr. 5)
Hellbender 2	Pilot (Plt. 6/Gnr. 6)
Hellbender 3	Pilot (Plt. 6/Gnr. 7)
Hellbender 4	Pilot (Plt. 4/Gnr. 4)

### Special Rules and Victory Conditions

Scorpion with Night Hawk in tow moves at Drive -3.

Any torpedo hitting the Scorpion directly from the rear has a 50/50 chance of hitting the Night Hawk in tow. Roll 1D6 upon impact or each torpedo. An even outcome impacts and damages the Night Hawk.

Destruction of the Night Hawk causes 20 points of collateral damage to the Scorpion if they are still connected.

Destruction of the Scorpion causes 25 points of collateral damage to the Night Hawk if they are still connected.

### Victory Conditions for Falstaff

Get the Scorpion and its cargo across the length of the playing area and across Edge 1.

Alternative: Destroy all Rockwhacker ships. Becomes partial victory if the Night Hawk is lost.

Partial victory awarded for getting the Scorpion across Edge 1 without the Night Hawk in tow.

### Victory Conditions for Rockwhackers

Sufficiently damaging or threatening the Scorpion that it drops its load.

Partial victory for destroying the Scorpion.

# Scenario 3: Lurching on Luches

**Date:** 6 AL

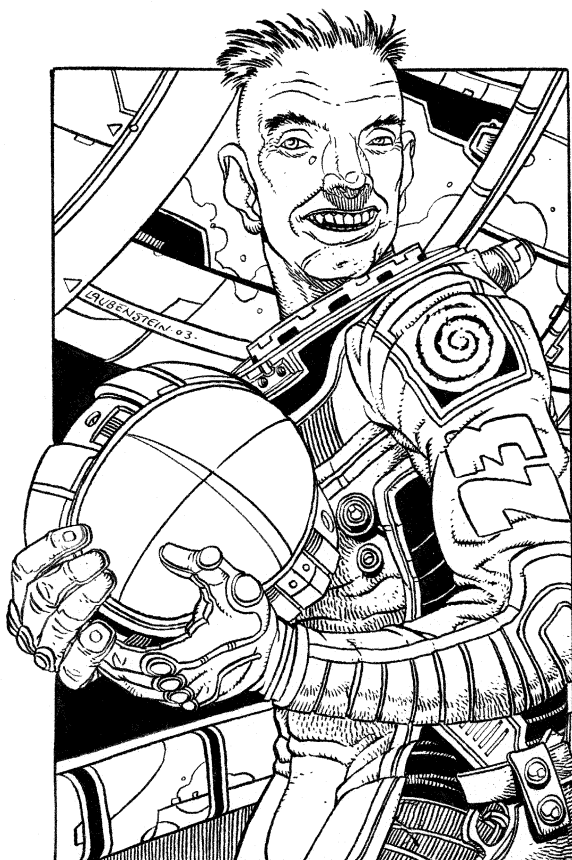
**Location:** On extended patrol, two days out from Falstaff home world.

**Situation:** This encounter was a defining moment in the relationship between House Falstaff and the Luches Utopia. The following action was an attempt by a squadron from a well-known Luches fighter group.

The aim of the Luches was to destroy the fighter cover of the convoy of six Borax freighters. With the Falstaff fighters destroyed, the unarmed Borax Freighters could be hijacked at their leisure. Tactically, it is important for the Borax pilots to stick close together in order to keep their covering fighters from getting too spread out.

## Map Setup

Use Standard Map Setup as shown on page 103 of the *Silent Death: The Next Millennium* rules.



## Forces

All Falstaff forces set up along Edge 1.

### House Falstaff

#### Burning Cloud Squadron

Gargoyle 1	Pilot (Plt. 9/Gnr. 9)
Gargoyle 2	Pilot (Plt. 9/Gnr. 8)
Gargoyle 3	Pilot (Plt. 9/Gnr. 8)
Gargoyle 4	Pilot (Plt. 8/Gnr. 8)
Gargoyle 5	Pilot (Plt. 8/Gnr. 8)
Gargoyle 6	Pilot (Plt. 8/Gnr. 7)
Freighter Convoy	
Borax Freighter 1	Pilot (Plt. 5)
Borax Freighter 2	Pilot (Plt. 4)
Borax Freighter 3	Pilot (Plt. 4)
Borax Freighter 4	Pilot (Plt. 3)
Borax Freighter 5	Pilot (Plt. 2)
Borax Freighter 6	Pilot (Plt. 2)

### Luches Utopia

#### 2010<sup>th</sup> Luches Utopian Fighter Group (elements) "Rightful Justice" Squadron

All Luches forces set up after Falstaff player sets up their forces. Luches player may set up anywhere in Sectors E, F, G, and H.

Dart 1	Pilot (Plt. 9/Gnr. 2)
Dart 2	Pilot (Plt. 8/Gnr. 4)
Dart 3	Pilot (Plt. 7/Gnr. 4)
Dart 4	Pilot (Plt. 2/Gnr. 2)
Hell Bender 1	Pilot (Plt. 7/Gnr. 2)
Hell Bender 2	Pilot (Plt. 6/Gnr. 4)
Hell Bender 3	Pilot (Plt. 6/Gnr. 2)
Hell Bender 4	Pilot (Plt. 3/Gnr. 2)

## Victory Conditions for Falstaff

Victory requires safe exit of all six Borax Freighters across Edge 3. Partial victory for less than six Borax Freighters taken safely across, but all Luches ships destroyed or driven off.

## Victory Conditions for Luches Utopia

Victory requires destruction of all Falstaff fighters before first Borax Freighter crosses Edge 3. Partial victory for destruction of Falstaff fighters before two or more Borax Freighters have escaped across Edge 3.

# The Next Millennium

"The ability to dominate an opponent is simply an extension of the vital force of command. The aim in non-genocidal conflict is to bend the enemy to your will by intimidation, psychological domination, or guile. The true prodigy of command will understand which tools to use to bend the will of an enemy as easily as he controls his own troops."

—Erik Royguard, "Maxims of Command"



# Silent Death

“I sought to make history with my technical ventures, for the history of the human race is essentially the story of technical change against the continuity of humanity. Today’s human is as foolish, gallant, profound, clumsy and noble as they were many thousands of years ago. It is the mix of technology with the human factor that forms the alloy of history.”

—Neil Sturbush Falstaff, “Autobiography of a Tinkerer”



## Scenario 4: Edmund’s reprisal

Date: 8 AL

**Situation:** Humiliation at the unexpected victory of Marquis Claybourne Falstaff over Tristan Edmund on the dueling grounds of Tidios simmered for two years after that shocking outcome. Much of House Edmund’s political capital was spent trying to refurbish their reputation among the Colosian houses minor. Other factions in that house were unwilling to simply let the proverbial chips lie where they fell. They wanted revenge. Technically, the Colosian protocols of blood vengeance declared the matter settled and no further action was allowed, even if Falstaff had elected not to join House Colos after all. But some of Edmunds junior leadership felt that it was worth taking a shot at Falstaff anyway.

Knowing of Falstaff’s eagerness to find and retrieve valuable salvage, a trap was set for a Falstaff reconnaissance force. One that they simply couldn’t resist.

### Map Setup

Use Standard Map Setup as shown on page 103 of the *Silent Death: The Next Millennium* rules. A derelict Ushas or similar sized vessel is placed at the center of the map. This ship will not move during the game.



### Forces

All Falstaff forces set up along Edge 1.

#### Falstaff

##### Home Guard

##### Able Squadron

Sets up along Edge 1.

Griffin 1	Pilot (Plt. 10/Gnr. 9) Gunner 10
Griffin 2	Pilot (Plt. 9/Gnr. 9) Gunner 10
Griffin 3	Pilot (Plt. 9/Gnr. 9) Gunner 9
Griffin 4	Pilot (Plt. 9/Gnr. 8) Gunner 9
Griffin 5	Pilot (Plt. 9/Gnr. 8) Gunner 9
Griffin 6	Pilot (Plt. 8/Gnr. 8) Gunner 9
Griffin 7	Pilot (Plt. 8/Gnr. 8) Gunner 8
Griffin 8	Pilot (Plt. 8/Gnr. 8) Gunner 8
Griffin 9	Pilot (Plt. 8/Gnr. 7) Gunner 8
Griffin 10	Pilot (Plt. 8/Gnr. 7) Gunner 7

#### House Edmund (Colos)

##### Reciprocity Task Force

Glaive 1	Pilot (Plt. 7/Gnr. 7) Gunner 7
Glaive 2	Pilot (Plt. 7/Gnr. 7) Gunner 7
Glaive 3	Pilot (Plt. 7/Gnr. 6) Gunner 6
Glaive 4	Pilot (Plt. 6/Gnr. 5) Gunner 5
Death Wind 1	Pilot (Plt. 8/Gnr. 7) Gunner 7
Death Wind 2	Pilot (Plt. 7/Gnr. 6) Gunner 7
Death Wind 3	Pilot (Plt. 7/Gnr. 6) Gunner 6
Death Wind 4	Pilot (Plt. 6/Gnr. 5) Gunner 6
Death Wind 5	Pilot (Plt. 5/Gnr. 5) Gunner 5
Death Wind 6	Pilot (Plt. 5/Gnr. 4) Gunner 5

### Victory Conditions

This one is to the bitter end. Whichever side has anything left, wins. No quarter, no prisoners. But the potential for salvage is considerable.

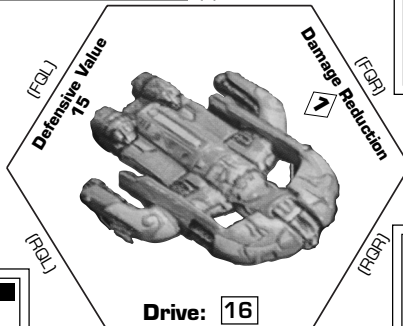


**Pilot**

**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○ ○

**Pilot**

**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2"



Defensive Value: 15 (FOL)

Damage Reduction: (FOP)

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

Decoys: ○  
 P-D: 1-6 (2)  
 Dmg Con: 1-4  
 Tons: 300

Drive: 16 (R)

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

**TPV**

**DAMAGE TRACK**

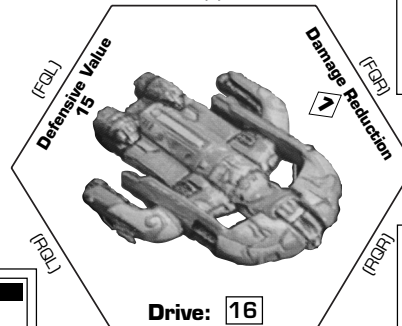
→				16			14	W
	W	12	*	1	10			8
			*	6			4	×

**Pilot**

**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○ ○

**Pilot**

**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2"



Defensive Value: 15 (FOL)

Damage Reduction: (FOP)

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

Decoys: ○  
 P-D: 1-6 (2)  
 Dmg Con: 1-4  
 Tons: 300

Drive: 16 (R)

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

**TPV**

**DAMAGE TRACK**

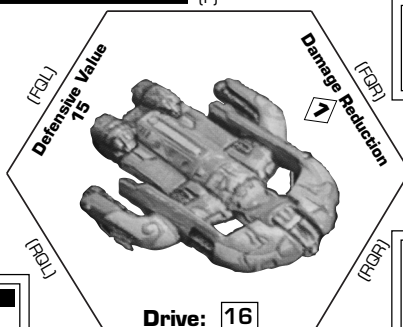
→				16			14	W
	W	12	*	1	10			8
			*	6			4	×

**Pilot**

**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○ ○

**Pilot**

**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2"



Defensive Value: 15 (FOL)

Damage Reduction: (FOP)

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

Decoys: ○  
 P-D: 1-6 (2)  
 Dmg Con: 1-4  
 Tons: 300

Drive: 16 (R)

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

**TPV**

**DAMAGE TRACK**

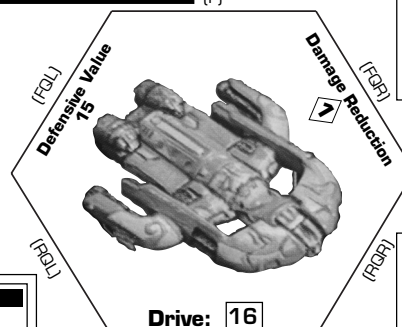
→				16			14	W
	W	12	*	1	10			8
			*	6			4	×

**Pilot**

**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○ ○

**Pilot**

**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2"



Defensive Value: 15 (FOL)

Damage Reduction: (FOP)

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

Decoys: ○  
 P-D: 1-6 (2)  
 Dmg Con: 1-4  
 Tons: 300

Drive: 16 (R)

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

**TPV**

**DAMAGE TRACK**

→				16			14	W
	W	12	*	1	10			8
			*	6			4	×

**CRITICAL HITS**

- 2 — **Pilot killed.** Gargoyle may perform no further actions.
- 3 — **Engines sputter.** Gargoyle may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Gargoyle may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **EMP Ray damaged.** Reduce chance To Hit by 1.
- 8 — **Protobolt magazine hit!** Roll 1D4 for number of protobolts destroyed. Gargoyle takes 1D6 damage per bolt lost.
- 9 — **Protobolt launcher damaged.** Reduce chance to hit by 1.
- 10 — **Severe structural damage.** Defensive Value reduced by 5. All turns cost 2 extra points.
- 11 — **Pilot dazed.** Gargoyle may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Gargoyle explodes into isotopes.

**EMP Ray SPECS**

- Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-4 hexes.  
**Long Range:** 5-8 hexes (-1 To Hit).

□ Ignores Damage Reduction.  
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.

**PROTOBOLT SPECS**

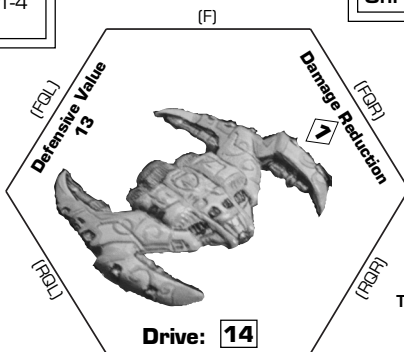
- Short Range:** 5-8 hexes (+1 To Hit).  
**Medium Range:** 9-12 hexes.  
**Long Range:** 13-16 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤14.

**TPV**

**Pilot**  
**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2<sup>+</sup>

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

Decoys: ○○○  
 P-D: 1-7 (2)  
 Dmg Con: 1-4  
 Tons: 600



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

**Gunner**  
**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○

**Pilot**  
**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○

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

**Gunner**  
**EMP Ray (360°)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2<sup>+</sup>

**DAMAGE TRACK**

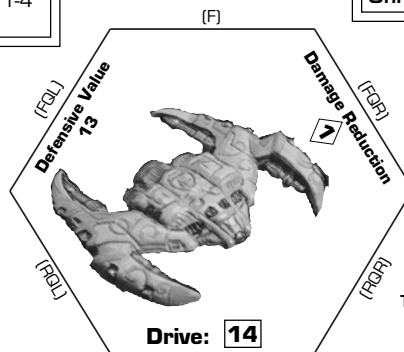
→	14	12			14	W			*
	12			W		10			◇1
	W	8	*			6	W		
		4	*	W			2		×

**TPV**

**Pilot**  
**EMP Ray (F)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2<sup>+</sup>

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

Decoys: ○○○  
 P-D: 1-7 (2)  
 Dmg Con: 1-4  
 Tons: 600



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

**Gunner**  
**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○

**Pilot**  
**1 Protobolt Projector (F)**  
 To Hit: 2D6+ADB  
 Damage: 10/8/6  
 Range: 5-8/12/16  
 Target SR ≤14  
 ○ ○ ○ ○ ○

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

**Gunner**  
**EMP Ray (360°)**  
 To Hit: 2D8+ADB  
 Damage: Medium/2<sup>+</sup>

**DAMAGE TRACK**

→	14	12			14	W			*
	12			W		10			◇1
	W	8	*			6	W		
		4	*	W			2		×

**GAME TURN RECORD TRACK**

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

**CRITICAL HITS**

- 2 — Crew killed. Vessel may perform no further actions.
- 3 — Engines sputter. Griffin may only use 2 movement points next game turn. Reduce Defensive Value by 3.
- 4 — Electronic Warfare knocked out. Griffin may no longer jam torps.
- 5 — Maneuver Thrusters damaged. All turns, cost one extra movement point.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Pilot's Protobolt magazine hit. Lose half of remaining ammo.
- 8 — Gunner's Protobolt hit. Lose half of remaining ammo.
- 9 — Severe Hull damage. Lose all Damage Reduction and reduce Defensive Value by 3.
- 10 — Gunner killed. Gunner's weapons may no longer fire.
- 11 — Pilot dazed. Griffin may not move or fire Pilot's weapons until turn after next.
- 12 — Reactor hit. Griffin turns into flaming space junk.

**EMP Ray SPECS**

Short Range: 1-2 hexes (+1 To Hit).  
 Medium Range: 3-4 hexes.  
 Long Range: 5-8 hexes (-1 To Hit).  
 § Ignores Damage Reduction.  
 Whenever doubles or triples are rolled on a hit, the target takes a critical in addition to other damage.

**PROTOBOLT SPECS**

Short Range: 5-8 hexes (+1 To Hit).  
 Medium Range: 9-12 hexes.  
 Long Range: 13-16 hexes (-1 To Hit).  
 Target Speed Restriction: Target's Drive value must be ≤14.

**DISRUPTORGUN SPECS**

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

# LANCE ELECTRA FER

I.D. ■

BPV: 70

TPV

**Pilot**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low +5  
 Range: 1-3/4-9/10

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

Mk. 40  
 Torps

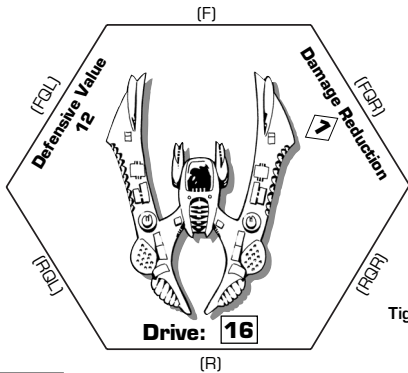
○  
○

**Gunner**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low +5  
 Range: 1-3/4-9/10

Mk. 10  
 Torps

○  
○  
○  
○  
○

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



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

Decoys: ○ ○  
 P-D: 1-5 (2)  
 Dmg Con: 1-5  
 Tons: 420

**DAMAGE TRACK**

				16	t		*	14	t	w
		w	12	T		W	1	t	10	*
	W		8			6				*
4				×						

# LANCE ELECTRA FER

I.D. ■

BPV: 70

TPV

**Pilot**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low +5  
 Range: 1-3/4-9/10

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

Mk. 40  
 Torps

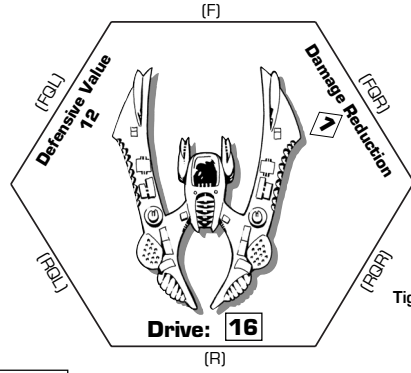
○  
○

**Gunner**  
**6 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+5  
 Damage: Low +5  
 Range: 1-3/4-9/10

Mk. 10  
 Torps

○  
○  
○  
○  
○

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



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

Decoys: ○ ○  
 P-D: 1-5 (2)  
 Dmg Con: 1-5  
 Tons: 420

**DAMAGE TRACK**

				16	t		*	14	t	w
		w	12	T		W	1	t	10	*
	W		8			6				*
4				×						

**CRITICAL HITS**

- 2 — **Pilot dazed.** Electra may not fire Pilot's Pulse Lasers until after next game turn.
- 3 — **Engines sputter momentarily.** Electra's Drive value is reduced to 3 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Electra may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Pilot's Pulse Lasers hit.** Reduce to hit: 2D8+1 Low+1.
- 8 — **Torp Targeting Scanner damaged.** Cannot launch torps until after the next game turn.
- 9 — **Left Hull buckles.** Pilot's Pulse Lasers destroyed.
- 10 — **Right Hull buckles.** Gunner's Pulse Lasers destroyed.
- 11 — **Gunner dazed.** Electra may not fire Gunner's Pulse Lasers until after next game turn.
- 12 — **Massive structural collapse.** Lance Electra breaks up into chunks of useless scrap metal.

**PULSE LASER SPECS**

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



**TPV**

--	--	--	--	--	--	--	--

**Mk. 10 Torps**

○ ○ ○ ○

**Mk. 30 Torps**

○ ○ ○ ○

**Gunner A**

**4 Splatterguns** (RQL) (FQL)

To Hit: 2D6+ADB+3  
Damage: Medium+6  
Range: 2/6/10

**LEFT SIDE DAMAGE TRACK**

t				2
w	-1	*	1	
		t		
w	*			x
-1				

**Gunner A**

**Missile Launcher** (RQL) (FQL)

Lock-on < \_\_\_

○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○

Decoys: ○ ○ ○ ○

P-D: 1-6 (4)

Dmg Con: 1-7

Tons: 850

**Pilot**

**Salvage Claws (F)**

To Hit: 2D6+ADB+1  
Damage: Medium ‡  
Range: -/1/-  
Target SR ≤6

‡ This weapon may be used to tow a target.

**Crew**

**PILOT**

Pit: \_\_\_\_\_

Gnr: \_\_\_\_\_

Luck: \_\_\_\_\_

**GUNNER A**

Gnr: \_\_\_\_\_

**GUNNER B**

Gnr: \_\_\_\_\_

**GUNNER C**

Gnr: \_\_\_\_\_

**FRONT DAMAGE TRACK**

			3						w			t			
			t												T
		*												W	
		T			w		x	T		*		x			

**Gunner B**

**4 Splatterguns** (FQR) (RQR)

To Hit: 2D6+ADB+3  
Damage: Medium+6  
Range: 2/6/10

**RIGHT SIDE DAMAGE TRACK**

t				2
w	-1	*	1	
		t		
w	*			x
-1				

**Gunner B**

**Missile Launcher** (FQR) (RQR)

Lock-on < \_\_\_

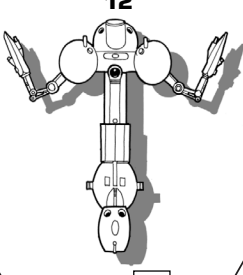
○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○

**Defensive Value 12**

Drive: 8

Tight Turn Cost: \_\_\_\_\_+4



**Gunner C**

**1 Plazgun** (FQL) (F) (FQR)

To Hit: 2D6+ADB  
Damage: All ¥  
Range: 3/9/10

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

**Bay 1**

**Cargo**

CLD


**REAR DAMAGE TRACK**

						-1					1	-1		w		-1	*	-1		-1	-1
	-1	w				-1	x			-1	*			-1	w		-1	x			

**FRONT CRITICAL HITS**

- Pilot dazed. Scorpion may not move nor Pilot weapons fire until after next game turn.
- Claws damaged. Cannot tow.
- Shields damaged. Reduce Defensive Value by 1.
- Claws malfunction. May not be used until after next turn.
- Cargo Bay hit. Contents of bay destroyed.
- Heavy structural damage. Take three hits on each damage track.
- Pilot killed. Scorpion is at Drive 0 and Pilot weapons are out. Defensive Value drops to 5.

**LEFT SIDE CRITICAL HITS**

- Gunner A killed. Gunner A's weapons may not be fired.
- Missile Launcher A jams. Cannot be used until after next turn.
- Shields damaged. Reduce Defensive Value by 1.
- Decoy hit. Lose 1 additional decoy.
- Splatterguns A damaged. May not fire until after next turn.
- Structural damage. Take 3 hits on both side Damage Tracks.
- Electronic Warfare gone. Scorpion cannot jam torps. Reduce Defensive Value by 2.

**RIGHT SIDE CRITICAL HITS**

- Gunner B killed. Gunner B's weapons may not be fired.
- Missile Launcher B jams. Cannot be used until after next turn.
- Shields damaged. Reduce Defensive Value by 1.
- Decoy hit. Lose 1 additional decoy.
- Splatterguns B damaged. May not fire until after next turn.
- Structural damage. Take 3 hits on both side Damage Tracks.
- Electronic Warfare gone. Scorpion cannot jam torps. Reduce Defensive Value by 2.

**REAR CRITICAL HITS**

- Gunner C killed. Plazgun may not be fired.
- Maneuver Thrusters hit. All turns cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 1.
- Plazgun damaged. Reduce weapon's chance To Hit by 2.
- Plazgun Targeter hit. May not fire until after next turn.
- Tail severely damaged. Take 10 hits on Rear Damage Track.
- Reactor Detonates. Scorpion is destroyed.

UNICORN

BPV: 18 I.D.

**TPV**

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

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

Decoys: ○  
 Dmg Con: 1-2  
 Tons: 100

Defensive Value: 15  
 Damage Reduction: ○

Drive: 20  
 Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**

→ 20 19 16 14 | w \* 12 10 | X

UNICORN

BPV: 18 I.D.

**TPV**

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

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

Decoys: ○  
 Dmg Con: 1-2  
 Tons: 100

Defensive Value: 15  
 Damage Reduction: ○

Drive: 20  
 Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**

→ 20 19 16 14 | w \* 12 10 | X

UNICORN

BPV: 18 I.D.

**TPV**

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

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

Decoys: ○  
 Dmg Con: 1-2  
 Tons: 100

Defensive Value: 15  
 Damage Reduction: ○

Drive: 20  
 Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**

→ 20 19 16 14 | w \* 12 10 | X

UNICORN

BPV: 18 I.D.

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 Luck: \_\_\_\_\_

Decoys: ○  
 Dmg Con: 1-2  
 Tons: 100

Defensive Value: 15  
 Damage Reduction: ○

Drive: 20  
 Tight Turn Cost: \_\_\_\_\_+3

**DAMAGE TRACK**

→ 20 19 16 14 | w \* 12 10 | X

**CRITICAL HITS**

- 2 — Structural Collapse.
- 3 — Engines severely damaged. Reduce Drive to 1D4+1.
- 4 — Electronic Warfare knocked out. Unicorn may no longer jam torps.
- 5 — Maneuver Thrusters malfunction. Unicorn may no longer make tight turns.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Disruptorguns damaged. May not be fired until turn after next.
- 8 — Evasion Thrusters hit. Reduce Defensive Value by 3.
- 9 — Inertial Stabilizers disoriented. Unicorn spins out of control for one turn in a random direction.
- 10 — Controls lock up. Unicorn moves straight ahead at maximum speed next movement phase. Afterwards may move normally.
- 11 — Pilot killed. Unicorn may perform no further actions. Defensive Value drops to 5.
- 12 — Reactor hit. Unicorn and Pilot go out in a blaze of glory.

**DISRUPTORGUN SPECS**

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