



Renegades: the Espan Rebellion™

SILENT DEATH™

THE NEXT MILLENNIUM



A campaign supplement
introducing 6 new ships

Renegades

Silent Death



This one's for all the couples I know getting married in 1995. Good luck forever.

Copyright © 1990–1995
by ***Iron Crown Enterprises.***

All rights reserved.

No reproductions without the express written consent of ***Iron Crown Enterprises.***

Produced and distributed by ***Iron Crown Enterprises, Inc.,***
P.O. Box 1605,
Charlottesville, VA
22902.
Phone: (804) 295-4280.
Fax: (804) 977-4811.
Internet e-mail:
Forbeck3@aol.com.

Credits

Design: Matt Forbeck

Cover Tradedress: Nick Morawitz

Cover Design: Donald Gordon Dennis

Cover Illustration: Kevin Ward

Interior Illustration: David Deitrick

Miniatures Sculptor: Bob Naismith

Series Editor: Matt Forbeck

Editing: Don Dennis, William Dinwiddie,
Seth Wood

Proofreading: Heike Kubasch

Playtesting and Comments:

Ann Arbor, MI (Matt Forbeck, Ann Kolinsky, William J. Niebling, William V. Niebling), Houston, TX (Frank Crull and Matt Burleigh)

ICE Staff:

CEO: Bruce Neidlinger;

President: Pete Fenlon;

Managing Editor: Coleman Charlton;

Print buyer/Rights direction: Kurt Fischer;

Operations/Sales Manager:

Deane Begiebing;

Customer Service: Olivia Johnston;

Operations: Dave Platnick;

Sales and Marketing: Monica Wilson;

Editing, Production and Development:

John Curtis, Donald G. Dennis,

Matt Forbeck, Wendy Frazer,

Bruce Harlick, Nick Morawitz,

Jessica Ney-Grimm, Michael Reynolds;

Shipping and Receiving: Dave Morris,

Daniel Williams.



Contents

Introduction	1	Starcraft Displays (continued)	
Espan Today	1	Scorpion	42
The Rebels	1	Conestoga	43
		Eagle	44
The Espan Civil War	5		
Espan Space	5	Scenarios (continued)	
System Listings	5	11: Homeward Bound	46
		12: Playing Dice with the Universe. ...	48
Map of Espan Space	7	13: Rescue the POWs	50
		14: Inside the Nebula	52
Espan Life	8	15: Gravity Wells	54
The Old Way	8	16: The Gates Discovered	55
Alberta's Arrival	8	17: The Barricade	56
After the Revolution	9	18: Covering the Retreat	57
The Poderez Government	10	19: The Battle Royale	60
Life with the New Boss	10		
Poderez's Iron Rule	10	The Espan Campaign	62
The War	12	How the Campaign Works	63
Rocky's Rebellion	12	Selecting Forces	63
The Civil War	12	Setting up the Campaign Game	65
		The Movement Phase	65
Renegade Fighter Units	14	Finding the Renegades'	
		Stronghold	66
Espan Fighter Units	18	The Combat Phase	66
		Victory Conditions	66
Scenarios	22	The Campaign Roster	67
1: First Blood	23		
2: Supply Raid	24	Map of the Espan Conflict	68
3: Severing Ties	26		
4: The Hornets' Nest	28	The Starcraft	72
5: Breakout	29		
6: Destroy the Supply Post	31	New Equipment	72
7: The Missile Platform	32	Salvage Claws	72
8: In the Belt	34	Tractor Beams	74
9: The Black Hole	35		
10: Dancing Round Dead Stars	36	Weapons Table	76
Starcraft Displays		Ranges Table	77
Saucer Shuttle	37		
Blood Hawk	38	Designer's Notes	78
Crescent	39		
Campaign Map	40		



Introduction

Welcome to *Renegades*, a long series of *Silent Death* battles fought between the forces of the interstellar fascist government Espan and those of the paramilitary freedom fighters known as the Renegades. Played together, one after the other, these missions comprise a fairly detailed accounting of the course of the Espan Civil War, one small corner of the larger Imperial Civil War. Alternatively, the players can use the new campaign system included later in this book to “recreate” their own version of what might have happened during this most recent hurricane-like development in this province’s stormy history.

Since its earliest days, the Espan province had been run by a puppet government set up and maintained across the centuries by Imperial agents. The government had been supported locally by a corrupt political machine that operated on a system of payoffs and paybacks. But with the fall of the Terran Empire, all this has changed.

The Espan government had been a conservative state, one in which the good of the many was prized highly over individual freedoms. Alcohol and other recreational drugs are prohibited within the system, as is the expression of any ideas considered to be potentially harmful to the wholesome nature of the Espan community. As is often the way with such things, these prohibitions encouraged the very crimes that they sought to prevent.

Espan Today

Twenty years ago, in Imp 498, a strong, magnetic leader rose from the proletariat ranks of the to grasp the reins of power. By the sheer force of her personality, this woman, Alberta Poderez, managed to have herself proclaimed the sole governing power of Espan. Although she set herself up as the savior of her people, she is horribly misguided, and like most despots, rationalizes the reforms she pushes through the province’s a senate. She does not realize that her policies are

hurting these people more than the old Imperial puppet government’s apathy ever did. Over the years, she has become little more than a petty tyrant.

Many of the past few years have been spent rebuilding after the Terran-Hatchling War. Presently most of this attention is occupied with “cleaning house”. Soon after the Grubs were driven out of the province, a band of freedom fighters, mostly pirates, smugglers and ex-members of the Espan military, formed to oppose Poderez’s rule. They quickly gained a great deal of popular support amongst the people and both the former and current members of the provincial senate who recognize that Poderez is driving the Espan economy into the ground.

The Rebels

Rebels of one kind or another have been a constant thorn in Poderez’s side from the moment she assumed power, but this latest group is more able than those in the past. She has vowed to destroy them all, but the location of the Renegade base is the best-kept secret in the entire province and so despite her best efforts, Poderez has been unable to discover it.

The Renegades’ organization is a loose one, held together by the cult of one man’s personality. That man is Rocos Salvadore. Rocos, known popularly as Rocky, is an ex-smuggler turned politico who, fearful of what Poderez’s power-mongering ways would mean for Espan, founded a newly revitalized revolutionary movement to bring her tenure of terror to an end.

Renegades leads you into the web of politics, crime and deceit surrounding the Espan situation and allows you to campaign through the starfighter encounters that characterized the bulk of this conflict.

The Next Millennium

Escape from C liz

Laser blasts flashed past the prow as Donner spun the ship through a series of evasive maneuvers while dashing away from the bright blue curve of the sun flashing through the edge of the atmosphere of Las Herosas. If he could just make it to the edge of the planet’s gravity well, he could kick in the Crescent’s hyperdrive and leave those Espan cops chasing space dust.

“Thirty seconds until clear for hyperspace,” offered the ship’s computer. It would be the longest half of a minute of Donner’s life.

How had he gotten involved with running guns for the revolution? This time last year he’d been a simple smuggler, content with bringing liquor to the parched natives and visitors of Las Herosas in exchange for them making him comfortably wealthy. Now he had ideals, a cause to fight for—BLAM!



Silent Death

The ship tumbled cockpit over landing gear until Donner finally managed to right it. "Damage report!" he screamed as he brought the ship's nose back into line.

Melissa's sharp voice chimed in from the starboard guns before the computer could respond. "We lost the port gun, Jake." He could hear her shock as she fought to maintain control of her voice.

Donner knew what that meant, but he had to ask. "All of it?"

"The whole damned thing," Mel sobbed. "It's entirely gone."

thought

Donner.

There was no time to grieve now. If he didn't spin that crate out of there fast, there'd be no one left to cry for his fallen friend at all.

"Fifteen seconds until clear for hyperspace." Donner heard the tension mounting in Rob's voice and swore. Thousands of credits worth of artificial intelligence programming, and all it was doing was making him nervous. He supposed artificial personalities liked to die just as

What You Have

Renegades features 19 new *Silent Death* scenarios designed to allow you and your friends to play through the highlights of the Espan conflict. You also get six new types of ships to play with, some used by the Espan loyalists, others employed by Rocky's Renegades. Additionally, there's a full campaign system which allows you to work through the entire war between the Renegades and the Espan Loyalists to its fiery conclusion.

Besides all that, you get all of the background information about the Espan province that you need, plus some history to let you know just what your pilots and fighting (and sometimes dying) for. This includes quick descriptions of each of the star systems involved, as well as a breakdown of some of the most notorious units engaged in the conflict.

Last, but not least, there are some rules for the two types of new weapons introduced in *Renegades*: tractor beams and salvage claws.

What You Didn't Get

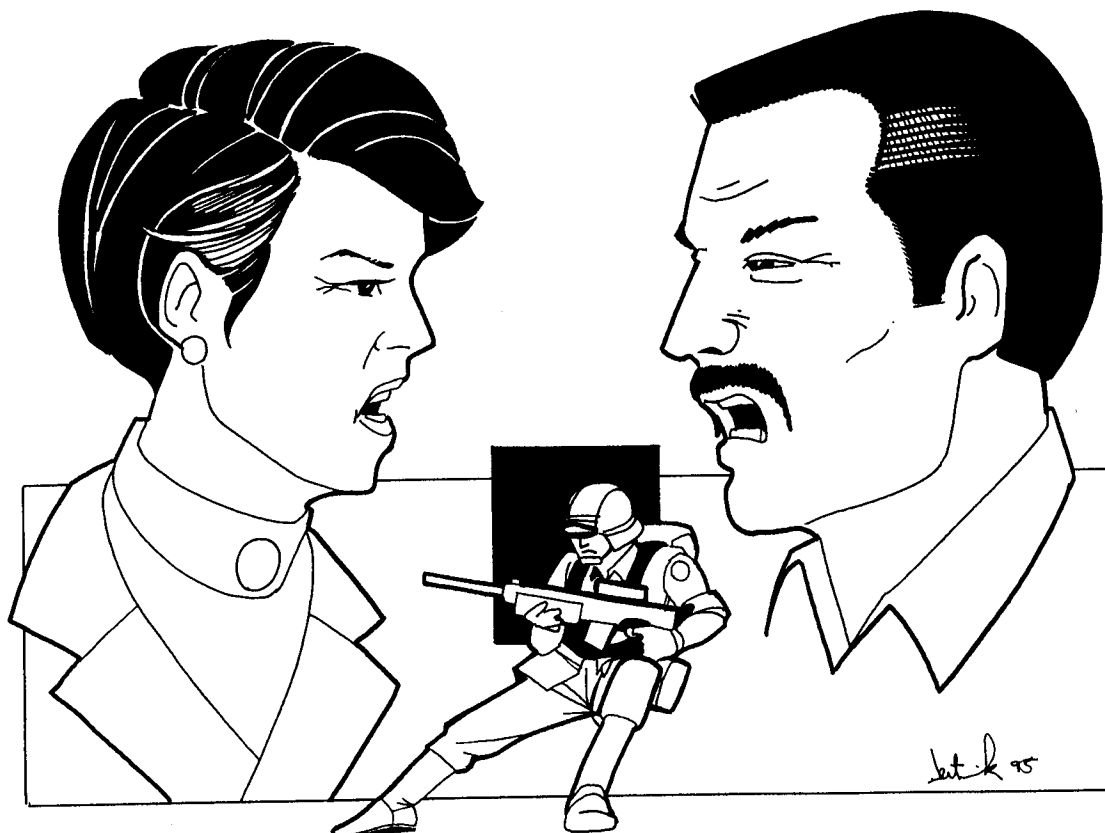
Obviously, this thin, little book doesn't include any of the new miniatures. These ships are currently available in hobby stores around the world. If you can't find the Saucer Shuttle, Blood Hawk, Crescent, Eagle,

Scorpion and Conestoga in a store near you, they can be ordered directly from ICE. For more information about these and other *Silent Death* products, as well as how to find them, check out the last page of this book.

If you have the time and the wherewithal, we wholeheartedly recommend that you purchase the miniatures and paint them up. It adds so much to your game to be able to actually handle these solid, three-dimensional ships as they careen across the maps.

What Else Do You Need?

Besides some friends to play with, some pencils and dice, the only other thing you will need to use *Renegades* is a copy of *Silent Death: The Next Millennium*. Additionally, many of the scenarios presented in this book use some of the starfighters introduced in the original *Silent Death* rulebook. Miniatures for these ships are available through the same channels as the six new ships.



The Espan Civil War

As civil wars go, the Espan Conflict was a fairly clean and quick one. Little in the ground combat was actually fought. To be sure, the battle for Esperanza was bloody and destructive, but it was an isolated case although it took years of rebuilding for the metropolis to recover.

No holocaust weapons were applied, either overtly or covertly. Civilian targets were left largely untouched. This was a war, which was mostly fought in the sky, usually extra-atmospheric. It was a constant battle for air and space superiority. Early on, it became apparent that the side that controlled the skies would be the side to win the war.

This was one civil war where sibling rarely met sibling across the sights of a loaded gun. Instead, men and women dueled for supremacy in the vast reaches of interstellar space. Instead of being faced by the inhumanity of screaming wounded, the only deaths that most combatants saw were in fiery balls of quickly-snuffed-out rocket fuels and undisposed-of ordnance extinguishing themselves in eerily silent explosions, with nary a sign that lives had been extinguished.

Espan Space

The Espan province consists only of a cluster of three star systems, featuring seven inhabitable worlds and eight devoted solely to resources. The inhabitable worlds are extremely large and fertile worlds, however, and are bountiful enough to make foodstuffs Espan's primary export.

Despite this, Espan had little or no strategic significance from an Imperial point of view, being situated in a fairly isolated section on the fringe of Imperial space. It is a minor province and was usually left out of the machinations that comprise Imperial politics. Unfortunately, perhaps because its eyes rarely needed to be focused outward, Espan has managed to develop plenty in the way of its own internal conflicts.

Besides the systems in the Espan province, one other system figures into the Espan Civil War, that of Couatl, a solar system on the far side of the galaxy. It's separated

from Espan by hundreds of light years, but somewhere in the heart of the Mayan Nebula, several stable wormholes lead from the outskirts of the Espan province all the way to this distant sector of space. The Renegades make their base on Couatl IV, secure in the knowledge that the Espan military will never be able to find them until they discover the secret of the wormholes.

System Listings

The following describes each of Espan's 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: \mathfrak{R} =rock planet, H = Habitable G=gas, and A=asteroid belt.

Espan

G2v Espan System Star

\mathfrak{R} **Aviva (Espan I)** has large veins of platinum running through it. This metal has made it easier for the Espans to enforce strict environmental controls on their industries.

H **Marte (Espan II)** is a hot planet. Its land masses to the north and south are covered by thick jungles. Its equator is a desert.

H **Espan (Espan III)** is the capital planet of the Espan system and the Espan province. It is a lush, verdant planet featuring endless open plains—the breadbasket of the system.

H **Navidade (Espan IV)** is a planet of mild summers and harsh winters. It features vast stretches of hardwood forests which are harvested for paper and other by-products.

\mathfrak{R} **Espan V** has a moon, Pequeña that is a resource for metals.

A **Correa** astroid belt has great deposits of Iron and other resource metals.

G **Espan VII**

\mathfrak{R} **Espan VIII**

\mathfrak{R} **Espan IV**

The Next Millennium

much as the natural kind.

The *Mistress* had already lost its escort, and Donner was not going to let those pilots' sacrifice be in vain. He hurled the ship into a last, desperate sequence of barrel rolls and, zipping out of it, gave all the ship had to give. Over his headset, he heard Melissa scream, and his heart fell into his stomach.

"Got one!" she cried an instant later. Donner glanced down at his venue display to see one of the pursuing Blood Hawks go up in a ball of silent death. He allowed himself to breath a slow sigh of relief.

"We are clear for hyperspace," chirped Rob. "Hit it." A grin spread across Donner's face as he reached for the hyperspace controls and punched them.

They were gone.



Silent Death

“Attention all planets of the Espan province of the Terran Empire. The Espan government has fallen.

“By the power of the Espan military which has offered me their full support, I have assumed control.”

— Alberta Poderez
[Imp 470:001]



Dura

K5v Dura System Star

H **San Mateo (Dura I)** When the Dura system was first settled, San Mateo was seen as a potential world for habitation. Light terraforming was needed to make the planet safe for Terran habitation. Years later, once the soil was enriched, San Mateo was an excellent farming planet. The elimination of several indigenous life forms that had swarmed and destroyed the third and fourth plantings, instigated a second stage of Terraforming that helped turn San Mateo into the resort-like planet it is today.

H **Boquillo (Dura II)** A planet with rich soil, and vibrant, even dangerous wildlife. Boquillo is unsurpassed as a botanical reserve. While some settlements have grown, the harvesting of many resources is common, every attempt has been made to preserve the native environment.

℞ **Dura III** The first planet to be heavily exploited due to its bountiful supply of precious metals. It is a hard, unforgiving planet that has dramatic and often violent shifts in weather.

G **(Dura IV)**

℞ **(Dura V)**

A **Zuncho Asteroid Belt** has metal and mineral deposits that are common to most mineable belts.

G **Kutri** is one of the smallest gas planets in Terran space.

Credo

F4v Credo System Star

℞ **Corazón (Credo I)** is full of gems and vast mineral deposits.

℞ **Credo II**

A **Las Rocas Asteroid Belt** is a source of many industrial metals.

H **Las Hermosas (Credo IV)**, a watery world dotted with archipelagoes and clusters of islands. It is a source of all sorts of exotic, tropical fruits. Its main income was derived from tourism before the Brood War, and Poderez's prohibition of many recreational activities. These two obstacles have sent Las Hermosas' economy into a severe recession. The sun's bluish light lends an eerie feel to these worlds, but with some healthy ozone layers, it makes them some of the best places for sunbathing in all of Terran space. If you're visiting Las Hermosas be sure to pack your swimsuit.

℞ **Cáliz (Credo V)** is another planet that exported exotic foods and had a strong tourist trade. Because more of its efforts were dedicated to the production of exports, Caliz has not been hit as hard by recession as San Mateo.

G **Credo VI** has a beautiful set of rings.

A **Las Piedras (Credo VII)** features large veins of precious metals.

G **Credo VIII**

℞ **Credo IX**

℞ **Credo X**

Couatl

G5v Couatl System Star

℞ **Couatl I** has not yet been explored.

G **Couatl II**

℞ **Couatl III** has not yet been explored.

H **Couatl IV**

A **Couatl Asteroid Belt**

℞ **Couatl VI** has not yet been explored.

Notes: For many years, some members of the Espan military had suspected the presence of wormholes in the Mayan Nebula. The Nebula had become famous as a place where ships went in and never came out again. No trace of these ships was ever found. Desperate for a place for his forces to hide, Salvadore took his people into the heart of the nebula. There, they encountered the wormholes, dozens of them, all leading to the same place: a small system on the other side of the galaxy which they quickly dubbed Couatl. Because several ships had entered the wormholes all at once, the Renegades were able to map out the locations of the wormholes so that they could move freely between the Espan province and their new base on Couatl IV. The Renegades' new-found base of operations is a planet of great, unspoiled beauty. Approximately 83% is covered by water, a good deal of it fresh. The land is formed in long strips, providing long stretches of beached coasts between which wondrously thick jungles are found. The Renegade encampment is positioned on a long isthmus near the planet's equator. The rest of the system is barren, but preliminary reports indicate that the other planets might be storehouses of precious resources. Little time has been spent exploring these possibilities, however, as the war is more pressing.

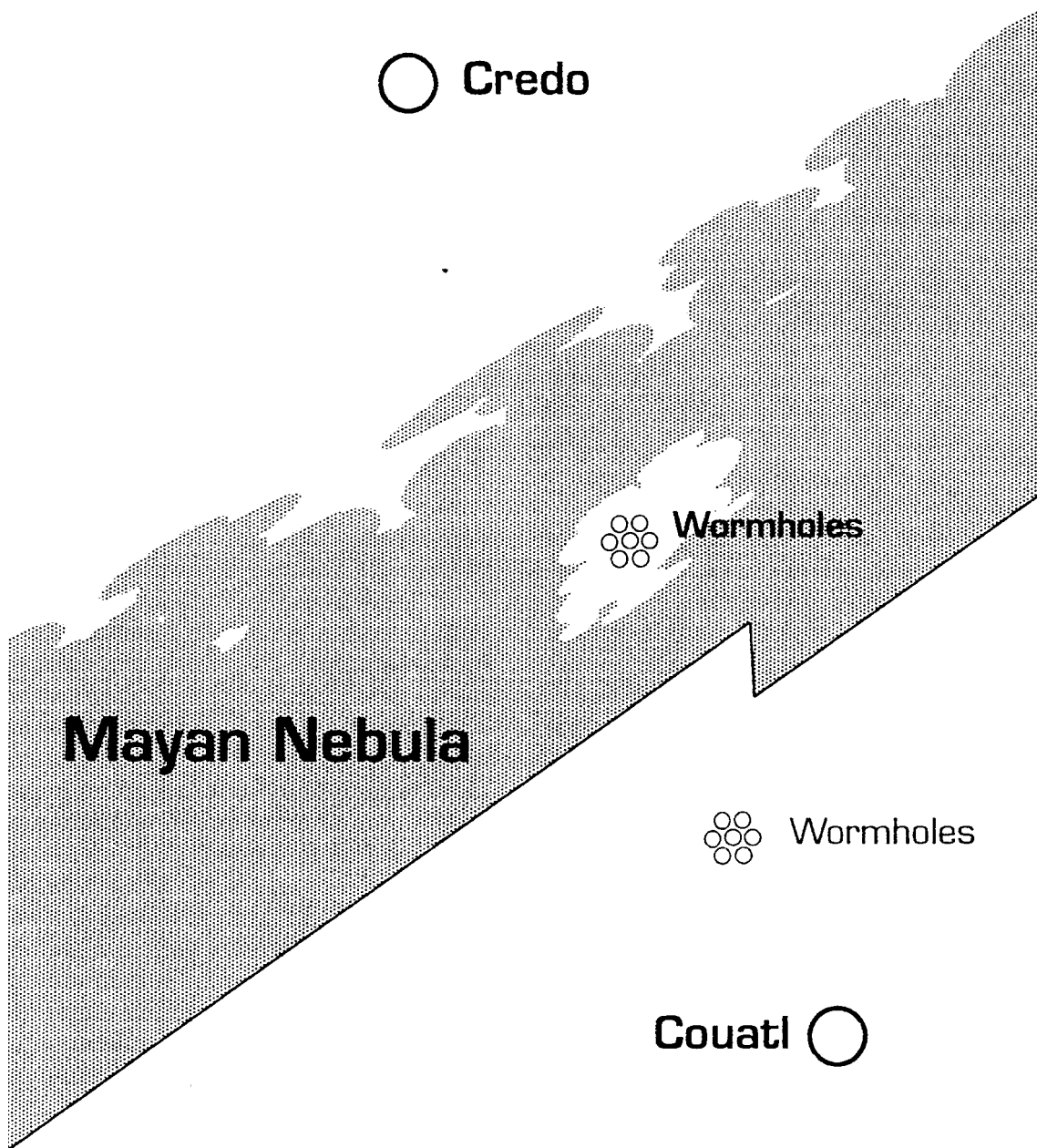
Espan Space

The Next Millennium

○ Espan

○ Dura

○ Credo



Pushed Too Far

Juan Campesino was a simple man. He had never asked for much: a loving family and a small plot of land to farm. He had little use for politics. He had never voted, and as far back as he could remember, neither he nor anyone he knew had ever had the opportunity to do so.

Sometimes, he and his friends would sit and drink wine in the local bodega after a long day's labor, and occasionally their conversation would drift to such matters as what was happening across their worlds and on other worlds that none of them had ever seen.

Since his youth, Juan had never had any inclination to leave Espan. He was happy enough there, and the pictures and videos he had seen of the "developed" worlds had never enticed him. To Juan, "developed" meant "paved." Industrialized worlds seemed to him to be vast expanses of concrete punctuated with vast conglomerations



Silent Death

tions of starscrapers that pierced the heavens.

Who could live in such a place, so insulated from the soil? These pale people that had never seen the sun didn't think much of Juan's lifestyle, either, he knew, but he didn't mind. They would never know the simple joys of working your own land with your own hands, surrounded at all times by those that you loved and who loved you in return.

But Juan's simple world had been shattered twice throughout the years. The first time had come when a woman named Alberta Poderez had deposed the government that Juan had lived under his entire life. He had not been involved in the coup at all. It had taken place thousands of miles from his home, and in the end, it had affected him very little, if at all.

The government still came and took their taxes from them. The old crooks that had shaken him down for money to protect his fields had been replaced by new ones. The only difference

Espan Life

For centuries, Espan was (on paper) one of the most politically and socially conservative provinces within the entire Empire, much to the Emperor's delight. As the leader of a tremendously large, interstellar government encompassing hundreds of star systems, the Emperor's own tendencies were distinctly conservative as well. Despite the fact that he couldn't possibly hope to impose his own moral and ethical codes upon each and every planet in the Empire, Modestinus III would have been pleased to hold Espan up as an example of how good, upstanding "community values" could form a province into a utopia. Unfortunately, things never ran quite that smoothly.

Instead of standing out as an example of what the zenith of civilization should look like, Espan was constantly plagued by astronomically high crime rates. Many attributed this to the fact that the province's laws automatically criminalized anyone caught using certain popular recreational substances, reading certain banned texts or espousing certain prohibited ideas. Officially, the Espan government blamed it on a degeneration of personal and family values.

The Old Way

To remedy the situation, Espan instituted a draft requiring each citizen, upon reaching 18 years of age, to serve in the provincial military for no less than three years. The government felt that while each and every young Espan man and woman was under their influence, they would be able to indoctrinate them with the kind of ideals that they felt were a necessary foundation of any society.

Some members of this conscripted force were used in Espan's "war on crime." In the course of their three years of service, many Espan soldiers saw more action than most other provinces' volunteer soldiers saw in their entire careers. They were also exposed to the kind of corruption that ran beneath their civilization's surface. This was so pervasive as to be entirely overwhelming. It soon became apparent to the grunts and

officers, if not to the politicians, that the war on crime could not be won—at least not in the halfhearted way they were being allowed to fight it.

Many soldiers came back entirely disillusioned with the "Espan way of life"—at least the way their government espoused. They found it difficult to return to the society they had fought to protect, and many of these ex-soldiers found that the only businesses that could use their skills were those criminal organizations they had been skirmishing with scant months before. The Espan government had unintentionally been training the next generation of criminals, and these crooks had learned the lessons the politicians had taught them.

Worse yet, many Espan officials had already decided to give up on the war. Corruption ran rampant throughout the entire province, through every level of government and business and deep into the heart of every city or settlement. Crime rates continued to skyrocket until it was painfully obvious that there was nothing anyone could do to stop them. Eventually (and much more slowly than most of their citizens had), the Espan government realized it was fighting a losing battle.

Alberta's Arrival

Espan eventually became a major hotbed of criminal activity in the Empire. Lawmakers and enforcers were powerless. For every honest soldier or politician willing to put his or her life on the line to better the community, there were three others ready to take a payoff to look the other way. The province became legendary as the Empire's moral cesspool. Things looked hopeless until one woman came along.

That woman was Alberta Poderez.

Poderez came onto the scene without warning. She was the eldest daughter of an honest officer murdered by smugglers on Espan IV, the province's capital planet, for refusing to accept a bribe. Fresh from her obligatory tour of duty in the province's mili-



tary, she led a ruthless campaign to clean up her hometown of Podreso. To everyone's surprise, she was successful.

Poderez's technique was to stir up what decent people were left in the local populace into taking matters into their own hands. If the law could not be trusted, if it could be bent and twisted so that good people were hung out to dry while evil ones went free, what good was it? Common sense would tell the people what to do: rise up and take back the power which they had given over to their government.

Those who stood in the way of these powerful and vicious vigilantes were summarily executed. The time for talk had passed. Look where proper procedure had gotten them so far, Poderez screamed at them. The only thing the crooks understood was force, and it was force they were going to get.

Hundreds of Podresans were lynched. Certainly a few innocents may have been swept up in the citizens' righteous fury, but if that was the price to be paid for a crime-free town, the Podresans were more than willing to meet it. What were the lives of a few people caught in the wrong place at the wrong time when compared to the well-being and peace of mind of the general populace of the entire city? Nothing, answered Poderez, absolutely nothing.

After the Revolution

Soon the town was free of crime. Every Podresan involved in criminal activity, as well as a few who were not, had either left the town or been buried beneath it. When news of this incredible turn of events reached Esperanza, the planetary capital, the Council immediately sent for Poderez to see if she could help them handle the provincial situation. They didn't know if her policies could be implemented on such a large scale, but they were willing to consider the chance.

Poderez spent several years in Esperanza battling with politicians, becoming frustrated with her inability to drive anything through the monolithic bureaucracy of the provincial government. Despite the fact that the Council usually kept her cooling her heels, Poderez refused to give in to the stonewalling.

She turned to the airwaves and, through a well-engineered propaganda campaign, turned herself into a national hero. Honest people everywhere, left with no one else to look up to, clung to Poderez like frightened children praying for deliverance from their nightmarishly abusive parents.

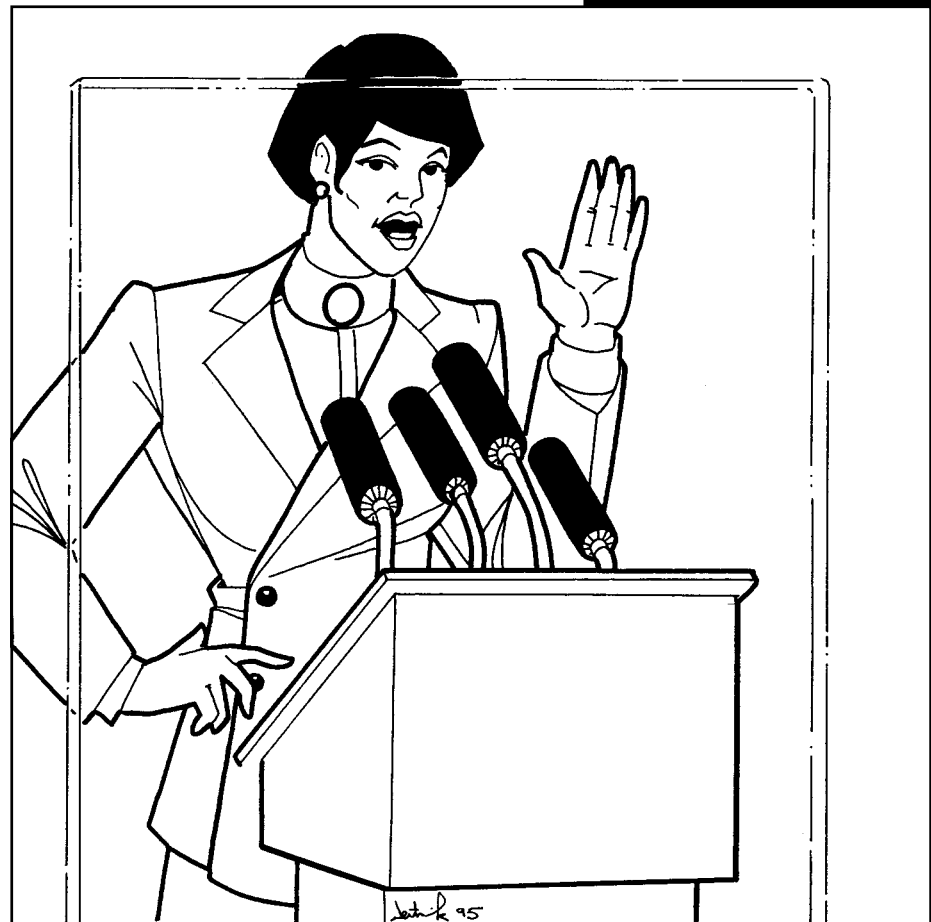
While her propaganda campaign was transforming her into a figure of local importance, Poderez initiated relationships with certain powerful members of the Board of Defense—the collection of generals and admirals that commanded the provincial military forces—who were sympathetic to her ideals. Together, they made a plan to overthrow the hopelessly inefficient and corrupt provincial Espan government. If the government was going to stand in the way of law and order, they would just have to get rid of the government.

Poderez managed to get a few key members of the Board to side with her in her savage campaign to clean up the province. Through a series of ruthless and underhanded moves, she blackmailed most of the others into either following her lead or resigning. Most complied peacefully. Those that did not were imprisoned on trumped-

The Next Millennium

was that these people actually had the law on their side. If he refused to pay, they wouldn't burn his crops. No, they'd toss him in a concrete cell instead.

Juan had to admire these new crooks, the ones that called themselves civil servants and politicians. They had the sweetest racket going that he had ever heard of. They could take whatever they wanted from nearly anyone, and there was nothing that anyone could do about it.



Silent Death

Juan hadn't minded the old government so much. At least it had left him alone to deal with the kind of crooks he could understand. What

up charges, or if it seemed impossible to incriminate them, they were quickly assassinated for the good of the province.

One of the key tenets of Poderez's plan was the old maxim, "The ends justify the means." There were no steps she would not take to ensure that the government would be able to take back the province from the criminals that ruled it. If the old Espan government couldn't—or wouldn't—see fit to acknowledge what had to be done and then do it, then she would simply tear down the old and start off with a new government and a fresh slate. Those few obstacles that re-

This, she swore, would not take long.

She promised that once the province had been brought back to a semblance of order, she would call for the formation of a constitutional congress. Once the new constitution was in place, democratic elections would be set up in which the people would choose a government of their own. She believed that this would happen within the space of five years.

Unfortunately, whether due to overconfidence, she would not make her self-imposed deadline. In any case, once the Grubs returned to Terran space, the people had other things to worry about besides their government.

For a brief moment after the coup, the populace actually held some hope for its future. In one fell swoop, Poderez had removed almost all of the corrupt officials from the provincial government. Most felt that the more-or-less private criminals would soon get their just desserts as well. After all, what was there to stop her from doing exactly what she wanted?

Life with the New Boss

Under Poderez's direction, the newly cleaned-up military ran a series of lightning-quick raids on the headquarters of every major criminal cartel they could find. Some criminals had taken the crooked government's fall as their cue and fled the province's planets for greener pastures, or at least ones that weren't about to be filled with laser and lead. Those who remained behind were slaughtered without even a passing thought of a trial.

All of this received tacit support from the Emperor himself. The previous Espan government had been an all-too-prominent blemish on the Empire, and it would not be missed by anyone engaged in the imperial scene. Poderez had managed to amass enough of a military power base, as well as enough popular support, so that all she really needed was for the Emperor to turn a deaf ear to the old government's pleas for help, a feat he happily performed.

For absolutely no effort on his part, the Emperor was getting happy citizens. This was a deal he could not lose out on, so he made sure that nothing could be done to jeopardize



was there to understand about the kind of government Alberta had brought him?

Worse yet, she and her crooks had promised him freedom. For the first time in his entire life, he had dared to hope that things might someday change. Of course, they had changed—they had gone from bad to worse.

mained to her assumption of dictatorial powers were removed during the coup.

The Poderez Government

On Imp 497:360, Alberta Poderez led a successful and nearly bloodless military coup of the Espan government, now known as the New Year's Eve Coup. Poderez struck when most of the corrupt officials were occupied in illegal partying, catching them (some quite literally) with their pants down. The few honest officials remaining seeing their lack of choice immediately threw their full weight behind Poderez's rule.

Poderez immediately set herself up as the Executive-in-Chief (dictator) of the Espan provincial government by virtue of her military backing. She dissolved the provincial senate, claiming she would rule by executive order alone. This would continue until the criminals who had corrupted the ousted government had been brought to justice.



dize it. Merely his lack of a public condemnation of Poderez's actions was enough to let the entire Empire, particularly the Espan province, know where he stood on the matter.

Crime rates plunged to all-time lows, and for the first time in a long while, average citizens did not fear simply walking the streets. For a brief moment, it appeared that Poderez had forged Espan into the utopian culture she (and the Emperor) dreamed of.

Poderez's second move was to offer military conscripts an opportunity to serve in civilian law enforcement instead. Most soldiers leapt at the chance to grab an assignment that would not involve breathing recycled air within ship confines.

The upshot was that the streets were safe, even in the middle of the night. Nearly every community had a well-armed police force ready to respond with lethal force to any threat at a moment's notice. President Poderez's rule grew to be a merciless one. Most people were simply in shock, especially the crooks that tried anything wrong. This peaceful state of things simply seemed too good to be true.

The shock wore off soon enough, as Poderez made her third bold move. She nationalized the media and placed terrible restrictions upon the people's right to free speech, due process of the law, and the right to bear arms. Additionally, she enforced the old laws against all recreational drugs, including alcohol and cigarettes. Possession of any of these items was a federal crime that carried stiff penalties. Selling them was a capital offense.

Overnight, Poderez had made criminals of a large portion of the populace. And to her surprise, this was a move that most of her people did not support.

Poderez dreamed of a Spartan state in which people's bodies were washed as clean as their minds. She believed that this could only be brought about through strict control, coming directly from a central government. Poderez's policy of "tough love" became an ever more excruciating thorn in her side, as neither the people in her government nor the citizens on the streets believed in it. Some braver souls actively fought to oppose it.

Poderez's Iron Rule

In passing her restrictions on certain previously inalienable rights (as well as some popular substances), Poderez was making a mistake that had been made before. This time, though, she swore it would be different. Poderez's rule was favored by a small, influential number of citizens who believed that the degeneration of society had its roots in the liberal media, as well as in the people's dependence on things like alcohol and tobacco to take their minds off just how bad things had become. Having been raised in a conservative family, Poderez shared this notion.

Unfortunately, the bulk of the Espan people weren't nearly so prudish. A lifetime of easy and liberal living was not readily given up by the populace. They enjoyed their freedoms too much, even if those freedoms meant being free to indulge in possibly subversive thoughts or private vices.

Everyone from generals to farmers, reporters to factory workers, found that they could no longer support the new government, as it was after their heads. It was a simple matter of self-preservation.

Thousands of generally law-abiding citizens were captured, arrested and charged with federal offenses in a systematic series of special-forces raids and sting operations. The already overburdened court system was soon overflowing, and the jails inevitably became horribly overcrowded. Governmental abuses were on the rise, as the police officers-overwhelmed by what their superiors expected of them and underpaid for their efforts, started taking bribes to look the other way. Judges were either bought off or assassinated, and witnesses to crimes were treated similarly.

To combat this trend, Poderez ripped through the law enforcement community, combing the lousy cops out of the people's hair with a fine-toothed comb. She endowed with almost unlimited powers the few good police officers that remained. Once they law-breakers were in their custody, the officers were free to act as judge and jury and, when deemed necessary, executioner. Their judgment was unquestioned and completely supported by Poderez's government. This led to horrible abuses of the system by "good" cops, and many people who had committed no

The Next Millennium

Just when Juan had thought the province had hit bottom, that it could sink no lower, they went from worse to worst.

The Hatchlings hit the Empire hard. They ignored Espan for a while, and for that Juan had been grateful. Despite his hopes that he and his family would entirely escape the aliens' wrath, though, the Grubs eventually found the province.

Alberta had led the defense of Espan, and she had eventually managed to drive the creatures out of the sector for good. Still, there were losses.

Juan's eldest son, Mateo, was killed in combat. He and his brother Marcos had been wingmen in the Espan military. Starfighter pilots both, Juan and his wife Maria had been so proud of them.

When Mateo died, Maria's heart broke. "It's wrong to outlive a child," she said. She wept for days. The doctors couldn't do anything for her, and neither could Juan, and she died within weeks.



Silent Death

Still mourning for his lost son himself, Juan was very nearly crushed by this second blow. It was many months before he could bring himself to tend his fields, so once the war was over, Marcos asked for and was given an honorable discharge from the Espan Navy.

The years passed, and eventually Juan found that he was able to go back to the bodega, and then to return to the fields. On his better days, he could still smile.

So when Juan's son came to him with talk of yet another revolution,

crimes in their entire lives suddenly—and very finally—disappeared.

Slowly, the people realized that they had traded one kind of tyranny for another. The criminal chaos had been replaced by a power-mad woman in charge of a tyrannical police state. The abuses were the same. Only the names had changed. The people were still spat upon, terribly oppressed and apparently helpless to defend themselves.

The situation was ripe for rebellion.

The War

Unfortunately, more urgent matters revealed themselves. In Imp 504, the Grubs returned to Terran space. For a few years, Poderez was able to use the threat of the Hatchlings to pacify those who talked about revolution. After all, the Terrans had to stick together against the larger threat, didn't they?

One revolutionary group known as the Red Knives recognized Poderez's rhetoric for what it was and went ahead with their plans. The small uprising that they caused in Imp 508 did little to Poderez's government, but the small thermonuclear warhead they used to destroy a mining operation on Dura III had a rather unexpected effect. It

alerted the Hatchlings to the Espans's presence. Suddenly, Poderez's predictions came terrifyingly true, and the Espans found themselves battling not for freedom, but for their lives.

Owing to the fact that nearly every Espan adult had military training, the Espans were not caught entirely unprepared. They fought bravely against the Grubs, and soon after the Empire's fall, they were able to drive the Night Brood from the province.

For a while, Poderez rode high on a new surge of popularity as the leader of the forces that saved the province from total destruction. Eventually, though, it was back to business as usual, although this time with a loose alliance with the Draconians.

The cold-blooded Draconians lent a helping hand to the Espan government, during and after the Brood Wars, when it was most needed. Moreover, the Primates absolutely refused to have anything to do with the oppressive Espans, making the province even more attractive to the Draconians. Still, since the province was so far off the beaten path. Support was more symbolic and financial than physical. The Draconians did little to aid Poderez in the rebellion, seeing it as a test of the strength of their allies.

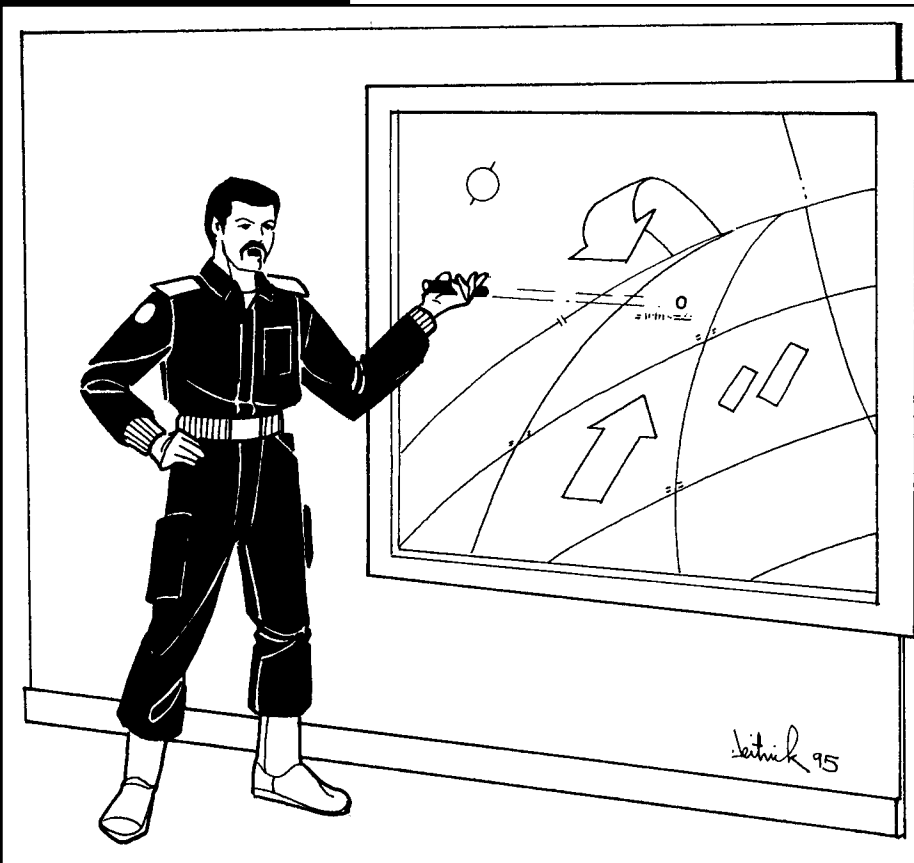
Rocky's Rebellion

Rocoso Salvadore's saving grace was that he was a simple man. He could not be threatened, seduced, cajoled or bought. He cared more about the future of his society than himself, and he felt that working for a better tomorrow was the only way to spend today.

When Alberta Poderez arrived on the national political scene, Salvadore was a young pilot in the Espan Navy. A good soldier, his ultimate talents did not lie in that direction—he would someday become a statesman par excellence—though he had yet to realize this for himself. Poderez's coup seemed to Salvadore to be the salvation of the Espan province. He had high hopes for Poderez's new government.

He was to be extremely disappointed.

When it became apparent that Poderez's private agenda was tearing the planet's population to pieces, Salvadore began searching for a way out. There had to be a peaceful solution to the problem, but whatever it was, it was too subtle for him to pick out. Eventually he recognized that, at least for a sol-



dier like himself, there was only one way off the horns of this dilemma. As much as it hurt him to admit it, it would have to be war.

Secretly he began to organize his forces. He contacted friends, both within the Espan military and outside, and explained to them his plans. He was amazed at the widespread amount of instant support he received from nearly everyone he contacted. Even those who did not join with him pledged not to turn him in for treason. The sheer amount of support he received, and the vehemence with which it was voiced, proved to him that Poderez's government had to be brought down.

He made several contacts with the underground community defying the president's rule. Many of these people had the equipment and skills Salvadore would need if he was to have a hope of success. It irked him to have to work with those he did not completely trust, but he realized that in war it is difficult enough to choose your enemies properly, much less your allies.

His plans were put on hold for the duration of the Terran-Hatchling war. Salvadore cared deeply about the Espan people, and he knew that it was more important to save their lives before battling for more abstract notions like freedom. In any case, he was content to work slowly. He was only going to get one good shot at making this revolution work, and he wanted to do it right.

Once the Grubs had been defeated, Salvadore set up his base of operations in a secret location in the middle of the asteroid belt in the Couatl system. Smugglers and pirates flocked to his banner, lured by the promise of an end to Poderez's rule and Salvadore's guarantee of amnesty to all criminals willing to side with the freedom fighters.

On 6:360 AL, the twentieth anniversary of Poderez's coup to the day, Salvadore launched his own attempt. Fully a third of the Espan air force defected en masse over to Salvadore's rebels. Thus the Renegades were born.

Salvadore had hoped for a quick end to the bloodshed, but unfortunately, his agents' best efforts to assassinate Poderez were botched. The rebellion was off to a bad start. Without Poderez and the public support she could generate, the Espan government would have collapsed like a house of cards. As it was, the war could go on for months.

The Civil War

Thus the civil war began in earnest. As such things go, it was not unique. On one side, it featured a powerful government. On the other, the rebels were smaller in number, but well-supplied, having made a secret alliance with the Primates. Although the Prometheans were unwilling to risk their own kind for the Espan cause, they did send much support in the form of resources.

It greatly pained Salvadore to accept the Primates' assistance. He feared indebting himself to another government, but he didn't see any other choice. Without the Primates' supplies, Salvadore's forces would soon have exhausted their resources. From there, they would be forced into making daring raids on Espan supply posts, raids that were sure to cost the Renegades dearly. These were losses the rebels could simply not afford to sustain.

For a contemporary civil war, it was a long and wearying one. Neither the Renegades nor the forces of Espan could ever seem to find their opponent's jugular. Thrust after killing thrust was parried aside. The most either side could ever seem to do was peck at the other's defenses in a futile effort to wear them down. Eventually, something would have to give, but which way would the events turn? No one knew for sure.

The Next Millennium

he laughed at the boy.

"Dad," Marcos said, "it's true. I've joined a band of freedom fighters, and together we're going to liberate the entire province."

Juan looked at his son as if a Grub had sprouted out of his head. He had clearly gone mad. Juan told him so.

"Dad, I know you don't think that one person can make a difference, but I'm telling you that I can. My friends from my old unit and I have given this some long, hard thought, and we're supporting General Salvadore in his bid to win freedom for our people.

"Freedom," snorted Juan. "Freedom is just a word, a fantasy, my son, a myth. Just where is your head? There is no such animal in my world."

Marcos fumed for a moment before calming himself. His father was old, and Marcos knew he had given up any kind of hope for a better tomorrow. He had known only hardship in his life.



Silent Death

“Look, Dad. Other worlds have democracies. They have governments in which the people can feel free to speak their mind, congresses in which they know that their words might actually be heard and even sway the opinions of those around them. We can have that, too. All we need to do is get rid of Alberta.”

Juan shook his head. He had heard this sort of talk before, many years ago when he even cared to listen to it. “I was young once, too,” he said. Juan held his arms out before himself. “Though you may not believe it now, these arms were once strong enough to work this land, and sure enough to hold my infant sons. They were not always withered so.”

He let his arms fall to his sides. “When I was so tender, I might have believed in your fight. I might even have asked to join it. Now all I wish is to be left alone with my family and my land.”

“You are still young, though, and I do not begrudge you your convictions.”

Renegade Fighter Units

This section details six of the most valorous of the Renegades’ units that distinguished themselves in the fight against Poderez. Squadron compositions listed here reflect the units’ state prior to initial contact with their foes.

All summaries are accurate as of 6:360 AL, the start of Rocky’s Rebellion.

Note: Using the pilot Luck stat is optional.

The Mistress

1ST RENEGADE SPECIAL UNIT

Commanding Officer: Jake Donner

During the old government’s reign, Donner was a free-lance smuggler who sold his services to the highest bidder, sometimes even to the government itself. He made quite a lot of money at it, too. At first, he was all too happy to brave the harsher dangers incurred by Poderez’s totalitarian government, along with the higher fees he was able to command. But eventually, things changed.

Donner began to see that if Poderez’s rule was allowed to continue, it would eventually crush the individuality of every Espan citizen. That was something he just couldn’t stand by and watch happen. So he left.

He was brought back into the conflict by Pedro Malmando, commander of one wing of the Renegades’ motley air force. As part of the Espan military, Malmando had been Donner’s chief nemesis for years, but the old foes managed to put their differences aside to fight for a cause that they both believed in: the freedom of the Espan people.

The *Mistress* is one of the most renowned ships in the Espan province. Donner was made famous by appearing on the system’s Most Wanted list for several years, and he’s become even more notorious as a revolutionary. The *Mistress* survived the war intact, but not unscathed. Gunner Ruben Primando was lost in an daring escape from Las Hermosas in which Donner managed to smuggle vital copies of the Espan war plans to the Renegades’ headquarters.

Primando was cited for bravery posthumously. His place was filled by Sancho Gutierrez (Gnr 5).

Ship Summary

MISTRESS

Pilot: Jake Donner (Plt 10, Gnr 10, Luck 7)

Gunner A: Ruben Primando (Gnr 3)

Gunner B: Melissa Katanopolis (Gnr 8)

Ship: Crescent

The Innocents

13TH RENEGADE FIGHTER WING

Commanding Officer: Susana Panza

Some of the finest Espan wings went over to the Renegades, and the Innocents were among them. This fighter wing was originally the highly decorated 1356th Espan Fighter Wing (they were known as the Innocents then as well) before the entire wing defected on the second New Year’s Day Coup attempt. They had fought well during the first New Year’s Day Coup under Poderez’s command, and they acquitted themselves even more admirably against her on behalf of the Renegades.

The 13th always seemed proud of their “unlucky” number, saying that if the number was bad luck, they’d used up all that sort of luck and had to move on to the good sort. The only bad luck they had was the kind they were going to give to their opponents. Like many other defector wings, the Innocents kept their old name and paint scheme to demoralize the Espan troops. Before the rebellion began, the Espan military considered the Innocents to be one of their greatest assets. Now the loyalists must confront them as their most dangerous foes.

The Innocents were easily the most famous of the Renegades’ wings. They seemed to be everywhere, all the time or, at the very least, exactly when they were needed. By the end of the conflict, they were aces one and all.



The pilots are characterized by their willingness to take fantastic risks and their radically unconventional styles. Although the Innocents took heavy losses throughout the campaign, there were always young crack pilots from other wings who were ready and willing to step forward and take the fallen pilots' places. Turnover might have been high for a while, but when the action was over, the Innocents counted almost as many men and women within its ranks as when it had begun the civil war.

Squadron Summary

FREE SQUADRON

Squadron Leader:

Marcos Mecedad (Plt 9, Gnr 6, Luck 2)

Assets: 16 x Spirit Rider

TRUTHFUL SQUADRON

Squadron Leader:

Pilar Obispo (Plt 8, Gnr 7, Luck 3)

Assets: 13 x Blood Hawk

JUST SQUADRON

Squadron Leader:

Luis Luchadore (Plt 10, Gnr 3, Luck 4)

Assets: 8 x Eagle

Thankless Children

7TH RENEGADE STRIKE WING

Commanding Officer: Jorge Camacho

The 7th is another of the wings that defected wholesale over to the Renegades to fight on the rebels' side on the eve of the Second New Year's Day Coup. Originally called the Serpents' Teeth, their commanding officer was a big fan of Shakespeare, and he found it quite fitting to change their name to the Thankless Children. His squadron commanders agreed. Upon his arrival at the rebel base on Couatl IV, Camacho swore that these Thankless Children were going to rise up and give the overbearing, parental Espan government the spanking of their lives!

Composed of SMACs & TMACs, the 7th was used mostly for lightning raids and quick strikes deep into the heart of the Espan territory. They specialized in finding the places the capital ships were not defending and then hitting the correspondingly poorly defended

targets for all they were worth. They left a trail of destruction in their wake that almost entirely demoralized the loyalists that survived long enough to see it.

When Salvadore needed a job done, no matter what the cost, he called in the Thankless Children. This unit's pilots were willing to risk their lives to push the Renegade forces forward. Although they all didn't always come back alive, they never failed.

The Thankless Children were one of the most decorated wings on either side of the war and were feared or respected by all. Unfortunately, their do-or-die mindset often meant sustaining heavy losses. Towards the end of the war, the Children were fairly well decimated. Fernando Valiente was the only one of the original Squadron leaders to survive, and in the closing days of the war, he disbanded the wing. Soon afterwards, he founded another wing: the Prodigal Suns. The Suns were present at the ultimate battle for Espan, lending vital starfighter support, and they acquitted themselves as well as their predecessors could have possibly hoped.

Squadron Summary

OEDIPUS SQUADRON

Squadron Leader:

Lucas Acertijan (Plt 7, Gnr 6, Luck 4)

Assets: 14 x Blood Hawk

ELECTRA SQUADRON

Squadron Leader:

Carmen Pictado (Plt 8, Gnr 6, Luck 3)

Assets: 12 x Lance Electra

ZEUS SQUADRON

Squadron Leader:

Nando Valente (Plt 10, Gnr 8, Luck 5)

Assets: 10 x Revenge

The Stingers

25TH RENEGADE SUPPORT WING

Commanding Officer: Pedro García

The Stingers' wing is composed of pilots from the private sector that offered what services they could to the rebellion. Although perhaps less skilled than their military trained counterparts, the Stingers make up for their lack of experience with sheer gung-ho fervor for their cause. Although this

The Next Millennium

Marcos spoke quietly and evenly. "That's just it, Dad. You know that Alberta has been slowly nationalized farmland across the planet."

The world suddenly seemed to stop spinning for Juan. An icy hand gripped his heart, the hand of Poderez. He knew what his son was going to say next, and he would have given anything to stop it. Anything.

"I've gotten word that our land is to be turned over to the government within the next six months. We'll have one more growing season, and then no more."

Juan's entire body shook in disbelief. As old as he was, he could not control his tremors for several moments. When they subsided, he spoke, the shivering still apparent in the waver in his voice.

"How can they do this?" he asked pointlessly. He knew how. They'd been nationalizing land for years. Here on the far side of the planet from the capital,



Silent Death

Juan had hoped that his small plot of land would somehow escape the government's notice. After all, they were so large, and he was so small.

Marcos's look told Juan that his son had no answers. "Can we stay on the land?"

Marcos stared at the ground. "I'm afraid not, Dad. They want us off at the end of the grace period."

A tear threatened to roll out of Juan's eye and spill straight down his darkly tanned, weather-beaten cheek. "Are they mad? Who will work the land when we are gone?" "They're going to attach it to the abutting land and make one large field out of it all. They have tremendous machines to work the soil and harvest the crops. They have no need for an old farmer and his son."

The tear swelled up and broke the hibiscus at the edge of Juan's eye. It flowed fat and wet down his face, following the wrinkles in his skin like a new stream flowing down an old, dry streambed.

wasn't always enough to get what the Renegades wanted, it was often enough to get what they needed.

Unfortunately, when it came to outfitting pilots of this caliber, the Renegades found that they were running out of quality ships. In a desperate move, a number of Saucer Shuttles—most often used for lifeboats or short, intra-system travel—were fitted with weapons and made ready for war. While the best pilots were assigned to better ships in other units, there was still no shortage of volunteers to fly these special retrofit jobs.

Although many pilots describe flying a Saucer as an experience similar to being strapped to a flying gun, there were still no lack of volunteers ready and willing to pilot them as the rebellion required. Ships like the Scorpion—formerly used for space salvage runs—and the Conestoga also made it into the Stingers' ranks, each filling their own specialized role. The Scorpions were particularly effective, and they appeared in many battles as support for the smaller and faster starfighters designed for the task.

The Stingers took heavy losses throughout the war, especially of those pilots flying the Saucer Shuttles. The Saucers' main attack formation involved swarming over a foe and trying to defeat it through sheer force of numbers. It often involved heavy casualties.

When the war was over, the wing was disbanded, and most of the Stinger pilots went back to their old jobs: commercial transport, space salvage and space freight driving. Still, when the time came, these heroic men and women rose from the ranks of an oppressed working class and found their place in the spotlight of history. Their legacy will live on forever.

Squadron Summary

HORNET SQUADRON

Squadron Leader:

Luciente Inglés (Plt 9, Gnr 7, Luck 6)

Assets: 25 x Saucer Shuttle

WASP SQUADRON

Squadron Leader:

Mercedes Apuerto (Plt 8, Gnr 7, Luck 5)

Assets: 10 x Scorpion

HONEY BEE SQUADRON

Squadron Leader:

Paolo Estolón (Plt 8, Gnr 8, Luck 4)

Assets: 8 x Conestoga

The Rangers

17TH RENEGADE UTILITY WING

Commanding Officer: Luis Salazar

The 17th Renegade Utility Wing started out as bits and pieces of several former Espan wings that came over to the Renegades soon after the failed coup attempt. These pilots and gunners were men and women whose commanding officers were loyal to Poderez's government, although they were not. On their own initiative, they stole their fighters in the confusion of the coup and managed to later make contact with Salvadore's forces to offer him their support. Suspicious as any good revolutionary should be, Salvadore looked each of these gift horses in their mouths. The ones who weren't determined to be suspect in any way quickly found themselves at the conflict's front lines.

Salazar, the Rangers' leader, was an Espan commander who defected over to the Renegades but was unable to bring over any more than a single group of starcraft, the notorious Aragorn squadron. An excellent leader, he quickly beat the mishmash of ragtag troops that was given him into one of the Renegades' best and most highly valued fighting forces.

The Rangers performed well throughout the war, and since Salazar encouraged his squadrons to operate independently of each other, it always seemed like they were popping up everywhere. They played a pivotal role in the final battle for Espan, and although they took heavy losses in that ultimate struggle, those who survived to see the light of freedom shine forth onto the entire Espan province were all awarded the highest honors that the new government had.

Sometime after the war was over, Salazar became a bestselling author. His book, *The Espan Rebellion Handbook*, sold millions of copies and made him into a household name overnight.



Squadron Summary

ARAGORN SQUADRON

Squadron Leader:

Juan Blanco (Plt 9, Gnr 10, Luck 5)

Assets: 8 x Dart
8 x Blizzard

SMOKEY SQUADRON

Squadron Leader:

Sofia Colon (Plt 8, Gnr 7, Luck 2)

Assets: 8 x Pit Viper
6 x Thunder Bird

RICK SQUADRON

Squadron Leader:

Cristobal Valdez (Plt 9, Gnr 8, Luck 3)

Assets: 10 x Saucer Shuttle
6 x Hell Bender

The Hitchhikers

42ND RENEGADE MAINTENANCE WING **Commanding Officer:** Dougal Gaiman

After the initial failed coup attempt, the Hitchhikers' were immediately launched into action. Working in small groups, they harassed squadron after squadron of Espan loyalist starcraft back into their hangars, if they didn't simply blast the loyalists straight into space dust. One of the most feared assignments for any Espan starcraft pilot was to face off against the legendary Hitchhikers that only months before had been the pride of the Espan military. Many a seasoned pilot questioned his or her choice of careers when faced with the prospect of going into battle with these terrors of the spaceways.

The Hitchhikers acquitted themselves as well in the Espan rebellion as they ever had in the long history of their wing which dates back to the beginning of the Espan province. By the end of the conflict, they had racked up more medals and commendations than any other wing involved in the war, and they had only lost less than a third of the crew members.

Squadron Summary

ADAMS SQUADRON

Squadron Leader:

Bea Bulbrox (Plt 10, Gnr 7, Luck 5)

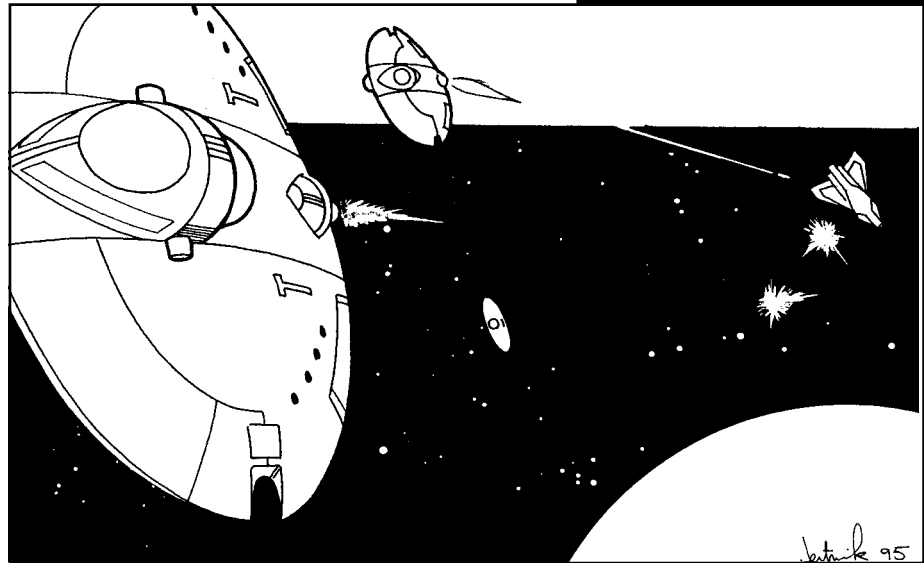
Assets: 4 x Crescent
4 x Blood Hawk
4 x Dart
4 x Blizzard

DENT SQUADRON

Squadron Leader:

Portia Trilliano (Plt 8, Gnr 7, Luck 3)

Assets: 6 x Salamander
2 x Sorenson III
4 x Lance Electra
4 x Teal Hawk



2 x Pharsii II

PREFECT SQUADRON

Squadron Leader:

Rob Martinez (Plt 7, Gnr 7, Luck 1)

Assets: 4 x Conestoga
4 x Eagle
2 x Scorpion

2 x Sentry

2 x Glaive

2 x Seraph

The Next Millenium

Marcos did his best to ignore it. He hated to hurt the old man like this, but there was nothing he could do about it. He was simply the bearer of ill tidings. He had done nothing to cause such pain and

would have saved his father from it if he could.

Juan's mind inevitably turned from the present tragedy to the uncertain future. "What shall become of us then? Where shall we go?"

A sardonic smirk crossed Marcos's face. "Alberta has apparently already thought of that. You are to be sent off to



Silent Death

a retirement community near the capital. You are to live out your days there in serenity.”

Juan raised hand to cover his heart. “And what about yourself, Marcos? Could you not care for your old father wherever they might send you? Perhaps they will let you work on one of their gargantuan farms. That is all you have known in your life. What else could they ask you to do?”

As the words left his lips, Juan knew the answer to his question, as horrible as it was for him to even contemplate.

“NO!” he cried. “No, no, no. They can’t take you away from me.” The tears were flowing freely now, flash floods in the canyons the years had

Espan Fighter Units

This section details the six most notorious Espan units that distinguished themselves in the fight for Espan. Squadron compositions listed here reflect the units’ state prior to initial contact with their foes.

All summaries are accurate as of 6:36 AL, the start of Rocky’s Rebellion.

Note: Using the Pilot Luck stat is optional.

Las Botas

1984TH ESPAN HEAVY FIGHTER WING
Commanding Officer: Acacia Sanchez

The 1984th is one of Poderez’s most loyal wings. They were key players in the New Year’s Day Coup that put Poderez in power, and they sided with her instantly on the eve of the second. No one dares doubt their fanatical devotion to their cause. Las Botas are prepared to squash this upstart rebellion at any cost.

Las Botas were instrumental in defeating the coup attempt on Imp 475:360. They took some minor losses in the scuffle, but on the whole, they emerged from the conflict unscathed. Their skill (or luck) has managed to get them out of many a scrape. Of course, their bloodthirsty nature helps.

Las Botas will kill a helpless rebel at any opportunity. They believe prisoners only get

in the way and jeopardize loyalist lives. They are under orders not to waste time helping the crews of disabled Renegade ships survive.

They expect the same treatment from their foes. They cannot conceive of mercy either given or received, so they ferociously fight to the death. They believe they will receive glory through their deeds, and it’s up to them to guarantee their foes the disgrace they deserve.

Early on in the rebellion, many of Las Botas’ officers were hunted down and killed in a series of preemptive strikes. The Renegades intended this as a warning to those who would casually ignore the rules of modern warfare (e.g., killing defenseless soldiers).

Due to the monstrous Espan propaganda machine, this move backfired. The Espan public was shown how the Renegades singled out and murdered valiant Espan loyalists, and the Espan military recruiters could barely cope with the surge of volunteers.

Squadron Summary

ALLIGATOR SQUADRON

Squadron Leader: Pablo Escovar (Plt 9, Gnr 6, Luck 2)

Assets: 2 x Death Wind
2 x Glaive
2 x Pharsii II
2 x Sentry
2 x Seraph

SNAKESKIN SQUADRON

Squadron Leader: Alonsa Mazatlan (Plt 8, Gnr 7, Luck 5)

Assets: 2 x Betafortress
2 x Drakar
2 x Eagle
2 x Epping
2 x Star Raven



Death's Symphony

7557TH ESPAN STRIKE WING
Commanding Officer:
Manuel "the Conductor" Acorde

Death's Symphony take its name from its infamous commanding officer. Acorde is a brilliant strategist, so much so in fact that an Espan general noted that he employed his force with the poetry and confidence of a conductor. The name stuck.

Acorde took to the name and began playing classical music while commanding his forces in battle. His all-time favorite piece is Wagner's *Flight of the Valkyries* which he plays in the opening moves of a strike deep into enemy territory. A victory is often followed by the *1812 Overture* as the ships make their way back home.

Some say Acorde is touched in the head, but his methods get results. Others have tried to imitate him, but none have succeeded. When asked why, Acorde answered, "Those beasts have no music in their souls, and so cannot be guided by its ways."

Death's Symphony mostly survived the war, with the notable exception of Mozart Squadron. It was destroyed in the attack on the rebel's stronghold but not until a Mozart Revenge fired the final torpedo that destroyed the Renegades' secret base. This forced the rebels out into the open once and for all.

Squadron Summary

BACH SQUADRON

Squadron Leader:

Marta Daliente (Plt 8, Gnr 6, Luck 2)

Assets: 4 x Sorenson III
4 x Lance Electra

BEETHOVEN SQUADRON

Squadron Leader:

Aldofo Nacidante (Plt 9, Gnr 7, Luck 3)

Assets: 6 x Kosmos
6 x Night Hawk

MOZART SQUADRON

Squadron Leader:

Alberto Martinez (Plt 8, Gnr 5)

Assets: 8 x Revenge

Guardian Angels

7777TH ESPAN DEFENSE WING
Commanding Officer: Pedro Santos

The Guardian Angels are part of Credo's defense forces. Their job is to keep the system safe for Espan citizens and, possibly more importantly, the millions of tourists that visit the system each year from every province in the Empire.

The best pilots aren't found in the Guardian Angels. Those men and women are off somewhere else, risking their lives for their province. The Angels are stocked instead by crew members who had some sort of influence with the military bureaucracy and so drew this cushy assignment. Unfortunately for these weekend warriors, who spent most of their training time sunning themselves on any of the system's thousand perfect beaches, the rebellion broke out, and now they are going to earn their pay.

Strangely enough, many members of the Guardian Angels easily adjusted to their new duties. Those that did not died quickly, but this separated the adults from the adolescents. The most notable pilot was the commanding officer of Clarence Squadron who simply seemed to be the luckiest man in the province. Time after time he would daringly enter a situation tinged with almost certain death to emerge alive, if not unscathed. Like the others in his squadron who survived the first month of the war, apparently Suave had finally earned his wings.

Squadron Summary

MICHAEL SQUADRON

Squadron Leader:

Nicolo Festive (Plt 9, Gnr 5, Luck 3)

Assets: 6 x Talon
6 x Blood Hawks

GABRIEL SQUADRON

Squadron Leader:

Chi-chi Natura (Plt 9, Gnr 5, Luck 3)

Assets: 12 x Blizzard

CLARENCE SQUADRON

Squadron Leader:

Rico Suave (Plt 6, Gnr 6, Luck 8)

Assets: 12 x Dart

The Next Millenium

carved into his face as he wept openly and unashamedly.

Marcos started to speak and found he was choked up. He raised a hand to his own cheek and found that it was wet, too.

"I'm sorry, Dad. My orders came in today. I'm to report in at Esperanza as soon as possible. I asked them for a few weeks to get my affairs in order. They gave me three days."

Juan began to wail.

Marcos reached over and gathered the old man into a bear hug. "Don't, Dad. Don't. It's going to be all right."

He held his father as the sobs wracked his body, trying to absorb the sorrow into himself. Eventually, the tears subsided, and Marcos let go.

He reached into his back pocket and fished out a bandana and handed it to Juan, who used it to wipe his face. He returned it then to Marcos, who did the same and then returned the bright red cloth to his pocket.

"In a way, this is funny, Dad. Alberta's given me a starfighter to



Silent Death

fly for her again. This time, though, once the rebellion begins, I'll be using her craft against her."

Juan's voice was still hoarse with emotion. "You must come back to me, son. Do not get killed in this revolution of yours. You must promise to come back. I have lost everything else. I can't stand to lose you, too."

Marcos shook his head. "I'm sorry, Dad. I can't make that promise. I wish I could."

"If everything goes as planned, the coup will be mostly bloodless, and I'll be home in time to help you plane next year's crops. But this is war, and nothing is ever certain in war."

"If I die, though, you'll know that I'm dying in the fight to make sure that you'll get your land back. I think that's something worth fighting for, and I'm going to do my best to make you proud."

Juan reached up with his arms and held his son's head in his hands and looked up into his deep brown eyes, which looked so much like his mother's. "You always

Space Sharks

5150TH ESPAN FIGHTER WING

Commanding Officer:

Maria "La Tiburón" Serrucha

The Space Sharks were one of the most decorated wings in Espan history, and they were no less effective against the Renegades than they were against any of their former foes. The Sharks' job was to cruise around Espan space, trolling for signs of Renegade movements in the hope of being able to track them back to their headquarters. Eventually, this tactic worked, but before that it resulted in several epic dogfights.

The Hammerhead Squadron was assigned the Shryak Shuttles during the Grub war. Despite their lack of speed they had served with distinction due to their heavy armament, 360 pulse lasers, and tough armor. At the end of the Grub War these smuggler craft were to be replaced by standard military craft, but the resources were never available.

Serrucha was one of the most honored commanders in Poderez's coup, but she failed to acquit herself honorably in the opening days of the Renegades' coup. She refused to order her ships to raze a defenseless mining settlement on Pequeña suspected of harboring a rebel leader. She was removed from her post and stripped of her command. Her replacement learned from her lesson and did not fail to commit such atrocities when ordered to do so.

En route from Pequeña to Espan, Serrucha was the target of a daring and successful Renegade rescue attempt. Having experienced her government's tyranny first hand, Serrucha was ready to defect and share with the Renegades all of the secret information she had about the Espan plans. Her loss was a telling one for the Sharks. They fought on for a while under a new commander, but the blow to their morale had simply been too much. They were eventually disbanded and reformed as the 2112th Patrol Wing, dubbed "the Watchdogs."

Squadron Summary

TIGER SQUADRON

Squadron Leader:

Masala Gigante (Plt 7, Gnr 6, Luck 3)

Assets: 16 x Pit Viper

GREAT WHITE SQUADRON

Squadron Leader:

Roberto Valazar (Plt 9, Gnr 6, Luck 2)

Assets: 4 x Eagle
4 x Thunder Bird
4 x Salamander

Hammerhead SQUADRON

Squadron Leader:

Ricardo Pelota (Plt 10, Gnr 7, Luck 4)

Assets: 4 x Hell Benders
4 x Spirit Riders
4 x Shryak Shuttle
4 x Death Wind

Rock Busters

9099TH ESPAN SUPPORT WING

Commanding Officer: Lucinda Santana

The Rock Busters take pride in the fact that when a job seems too tough to be done, Poderez calls in the 9099th. And no matter what the price, they always get the job done. This is usually at the cost of massive losses, but since membership in the 9099th is considered to be one of the most honored positions in all of the Espan armed forces, there are actually people waiting to fill the vacancies.

Because of their heavy overturn in crew members, the soldiers of the Rock Busters tend to be young, naive and idealistic. They believe that their fight is the good fight, and they will do anything to support President Poderez's regime. Those who do manage to survive a tour of duty with the Rock Busters inevitably go on to become some of the best pilots the galaxy has ever seen.

With their fighting style and their unequalled dedication to their cause, the fate of the Rock Busters was never really much in doubt. In times of peace, they were a popular and successful fighter wing, but when they became embroiled in a conflict which led them into battle day after day, they were simply worn down by the forces of attrition.

The Rock Busters acquitted themselves well throughout the war, but their turnover rate eventually became so high that the wing had to be disbanded just over halfway through the conflict. Some of the remaining pilots joined other already existing wings, but the best formed brand new flight wings of their own. When the war was over, every pilot who had ever been a member of the Rock Breakers retired. They wanted nothing

to do with the new government leaders whose coming to power they had fought so hard to prevent.

Squadron Summary

SATAN SQUADRON

Squadron Leader:

Augustus Faust (Plt 10, Gnr 6, Luck 4)

Assets: 16 x Dart

LUCIFER SQUADRON

Squadron Leader:

Adonna Fuego (Plt 9, Gnr 4, Luck 3)

Assets: 4 x Death Wind
4 x Sentry
4 x Seraph

MEPHISTOPHELES SQUADRON

Squadron Leader:

Angela Fiera (Plt 8, Gnr 7, Luck 3)

Assets: 8 x Conestoga
4 x Betafortress
4 x Star Raven

Star Snails

9035TH ESPAN MAINTENANCE WING **Commanding Officer:** Sancho Galí

The Space Snails may fly the slowest tubs in the Espan fleet, but they do not mind. They are happy just to be a part of the action and to lend a hand to the Espan loyalists. They recognize that not everyone can fly the zippy little SMACs into dogfights. Someone needs to staff the gunboats as well. The joke around the fleet is that the Snails are full of pilots and gunners who would get spacesick if they went too fast. While certain people may knock them for their lack of speed, no one ever calls their patriotism and their sense of duty into question.

Most Space Snails missions are flown in support of other wings, especially in concert with squadrons composed mostly of SMAC fighters. They find that their ponderous strength and durability complements the faster ships' lightning speed attacks extremely well. And when they're flying deep into Renegade territory, the jokes stop, and all Espans on the sorty are happy to have them along.

The Star Snails performed well throughout the conflict with the Renegades. They



suffered relatively few losses, and when it was over, the three squadron commanders transferred over to the new government. This fit in with the attitude that they had espoused all throughout the war—that they fought not for anyone so ephemeral as a president or even a dictator, as some called Poderez. They fought for Espan, and Espan alone.

Squadron Summary

Mad Hatter SQUADRON

Squadron Leader:

Licia Liddel (Plt 8, Gnr 6, Luck 6)

Assets: 8 x Conestoga
4 x Betafortress
4 x Drakar

MARCH HARE SQUADRON

Squadron Leader:

Chuck Dodgson (Plt 7, Gnr 8, Luck 1)

Assets: 4 x Sentry
4 x Epping
4 x Shryak Shuttle

DORMOUSE SQUADRON

Squadron Leader:

Ricardo Burton (Plt 9, Gnr 7, Luck 4)

Assets: 8 x Eagle
4 x Glaive
4 x Star Raven



Scenarios

This section features 19 brand-new scenarios depicting some of the greatest spacefighter battles that took place during the Espan conflict. The fighter units described in the previous two sections play a major part in each of these clashes.

These scenarios are representative vignettes of the more wide-sweeping battles that occurred during the conflict. Occasionally, these battles were overshadowed by struggles involving larger escort ships which were fought simultaneously. More often, they were isolated incidents, sometimes in remote sections of space.

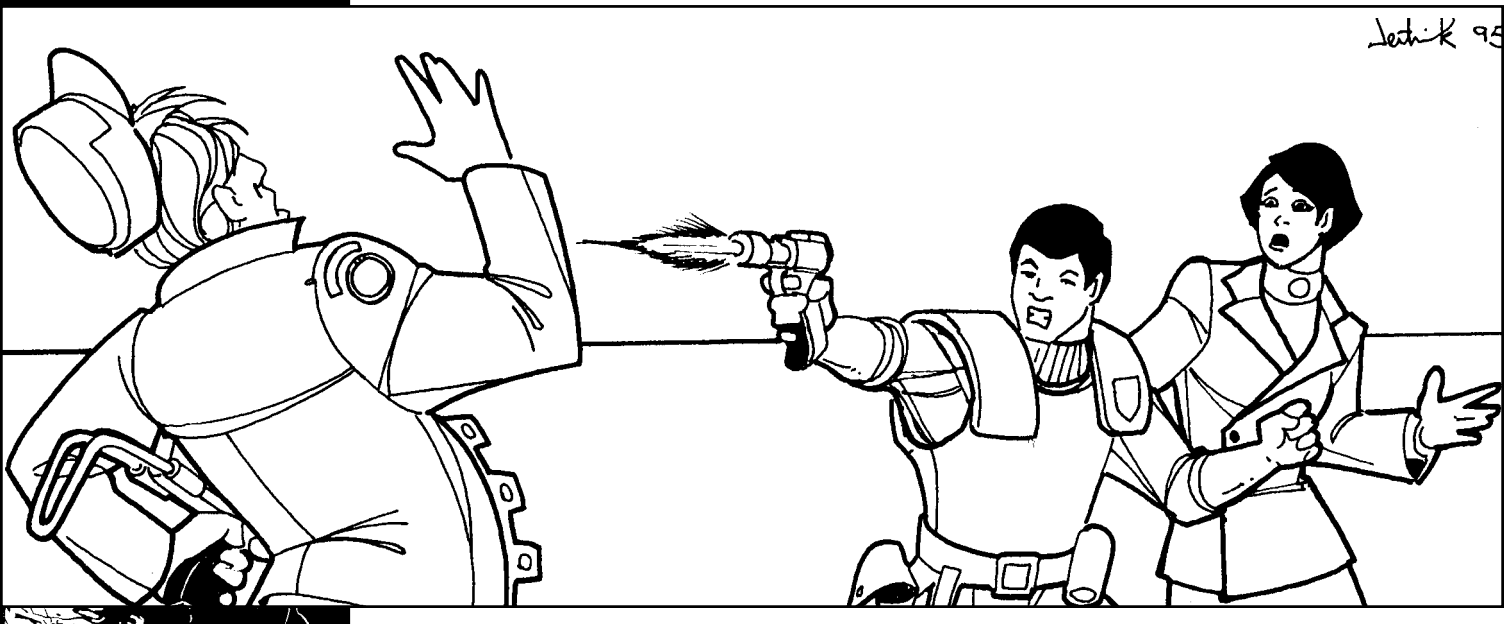
Fighter battles were more decisive in the Espan conflict than they had been in almost any previous civil war. This is mostly attributable to the fact that the Renegades had few larger ships, and so tended to avoid large-scale battles. Their expertise with the smaller craft proved to be quite an edge in the war—a war fought mostly on their own terms. Of course, when the Espans finally managed to stumble upon the Renegades' hideout, the tables were quickly turned, as the Renegades were immediately put on the defensive.

The Renegades were also helped by the Night Brood. The fact that the Hatchlings had invaded the province meant that it was likely that there were undiscovered Clutchworlds secreted within the provincial borders. Due to this, both sides had to be extremely careful to never concentrate too many of their forces in a single area for fear of accidentally awakening a Clutch. With the creatures only recently driven off, their hibernation could easily be disturbed, so both sides trod lightly throughout space.

This worked to the Renegades' advantage, as they were outnumbered by the Espan forces. Also, since the location of their base remained a secret until the end of the war, they were able to use their hit-and-run tactics with impunity. They could be sure that the Espan Navy would never concentrate their forces in any single area. This proved vital in the Renegade victory.

Maps

Unless otherwise noted, each scenario uses the standard map setup shown in the *Silent Death* rulebook.



Scenario 1: First Blood

EXCERPT FROM “A COUP GONE BAD”

It was the last day of 6 AL, and the celebrations were in full swing. Twenty years before, Alberta Poderez had led a successful military coup against the corrupt provincial Espan government. Tonight, a second group of soldiers were going to try to hoist her with her own petard. Everyone was waiting for the stroke of midnight—the partiers, the workers, even the men and women behind the second New Year’s Day Coup. And soon enough, it came.

Of course, the Renegades had started out from their hiding spots several hours before the festivities climaxed. They had plenty of time to maneuver their ships into position, and precisely at the stroke of midnight, they attacked.

New Years had been such a bold and unusual time for the first coup that the leaders of the current government had totally ignored the idea that such a foolhardy attack might be used again. They were caught unawares, but they had not had as much time as the previous administration to grow so complacent. They were still strong from their battles against the Night Brood, and so when the attack came, they were eventually able to repel it.

Thus, on the eve of the new year, Rocky Salvadore launched his attempt to depose Alberta Poderez from power. Unfortunately, the Espan forces would prevail. This did not mean the fight was over, though. In fact, it had just begun. What had been meant to be a nearly bloodless coup had now become a full-fledged civil war.

Date: 6:360 AL

Location: High orbit over Espan; Espan system.

Situation: The 7th Renegade Strike Wing (Thankless Children)—directly after their defection from the Espan military—takes on the 7557th Espan Strike Wing (Death’s Symphony), called in to support the local patrols. An exciting piece of the action is depicted here.

Forces

7557th Espan Strike Wing: Flight from Beethoven Squadron,

Set up first in Area F.
 Night Hawk A— Pilot (Plt 8, Gnr 3)
 Night Hawk B— Pilot (Plt 5, Gnr 6)
 Night Hawk C— Pilot (Plt 5, Gnr 4)
 Night Hawk D— Pilot (Plt 2, Gnr 3)

7th Renegade Strike Wing: Flight from Oedipus Squadron,

Set up second along Edge 4.
 Blood Hawk A— Pilot (Plt 10, Gnr 8)
 Blood Hawk B— Pilot (Plt 8, Gnr 7)
 Blood Hawk C— Pilot (Plt 7, Gnr 9)
 Blood Hawk D— Pilot (Plt 9, Gnr 6)

Special Rules

- 1) Due to the suddenness of the coup attempt, the Espan player automatically loses initiative for the first two turns.

Victory Conditions

The game lasts a maximum of 10 turns. At the end, the Espan player tallies up the TPV of all Renegade vessels destroyed, less the TPV of all Espan ships lost. Add +5 points for each Espan fighter which received fewer than five hits of damage.

Points	Result
30 or more	Decisive Espan victory
15 to 30	Marginal Espan victory
-14 to 14	Draw
-30 to -15	Marginal Renegade victory
-30 or less	Decisive Renegade victory

Battlefield Report

Although flying technically weaker craft, the Children’s superior skills, combined with the element of surprise, gave them the edge they needed to defeat their hapless foes. Other elements of the Renegades were not so successful. The Oedipus Squadron may have won this skirmish, but the Renegades failed to carry the day. Thus began the bloody war known as the Espan Rebellion.

“If you want a picture of the future, imagine a boot stamping on a human face—for ever.”

—George Orwell,
PreImp 9688



Silent Death

Happy Anniversary

It was New Year's Eve, and President Alberta Poderez was feeling good. *Why not?* she asked herself. *After all, tonight is the twentieth anniversary of the night that I took control of the Espan province, and what a glorious twenty years it's been!*

As she preened in front of her dressing room mirror, Alberta noticed that while she may have done a lot of good over the years, they had still not been kind to her. She absolutely refused to go in for cosmetic surgery. Strangely enough, it was her vanity that kept her from doing so. After all, she couldn't have her people talking about how pretentious and image-conscious they way they would if she suddenly looked twenty years younger.

Her people. That had such a nice ring to it. She knew that there were some who disagreed with her policies. There had even been a few foolhardy enough to

Scenario 2: Supply Raid

EXCERPT FROM "RENEGADES: THE STORY OF ROCKY'S REBELLION"

At first, the war was characterized by guerilla-style attacks led by Salvadore's pilots on comparatively defenseless Espan starcraft. The Espan military had been decimated by the defections on New Year's Day, and there simply weren't enough ships to protect all of the traffic going in and out of the province. As a result, smaller wings than were needed were sent out on sorties to lend aid to ailing ships in Espan territory.

If the Renegades got wind of one of these situations, they inevitably would ambush the comparatively defenseless ships while they could. The rewards were often amazingly large, and so occasionally the Renegades would take risks of their own where they were not particularly warranted.

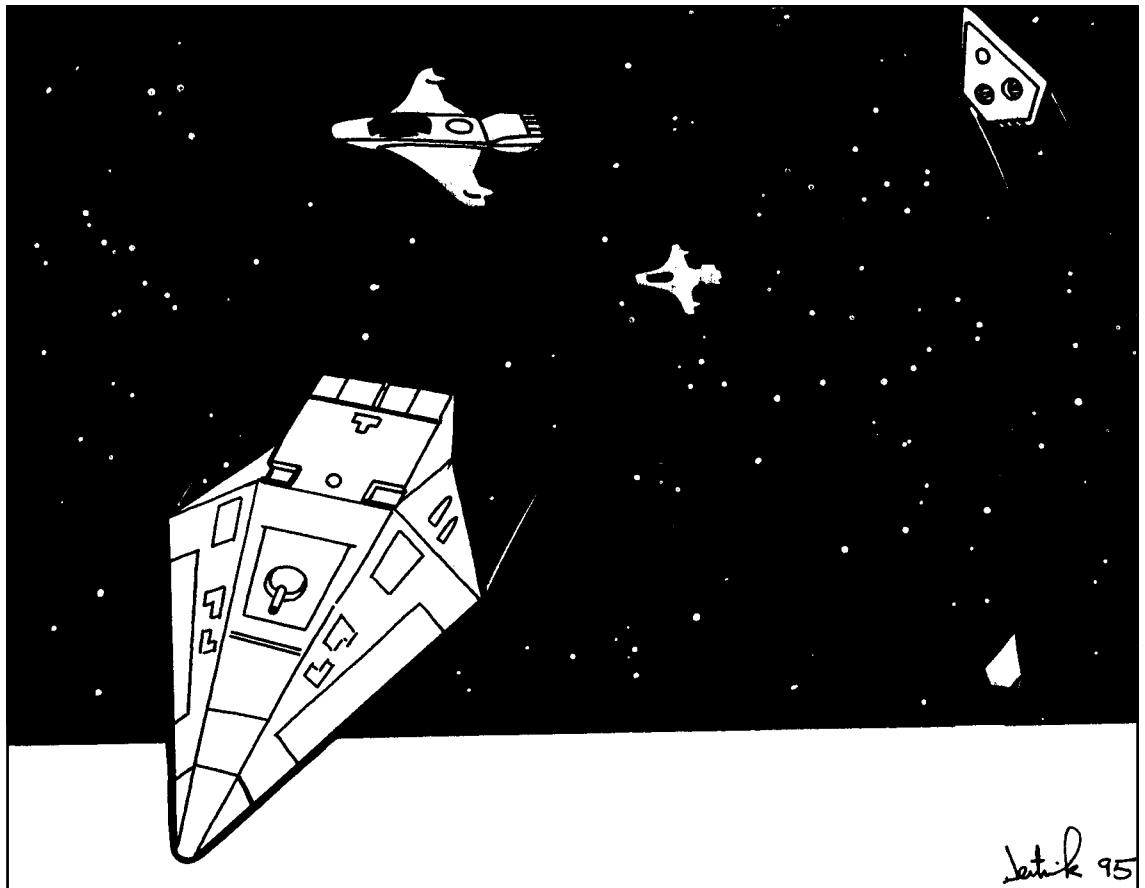
Every so often, this would result in legendary dogfights fought even in the depths of space. The tales the survivors told of these battles and the details that their flight re-

corders were able to provide paint a picture of desperation on both sides, even at this early stage in the war. These pilots and gunners seemed to be instinctively aware that, at least at first, this would be a war of attrition, fought more over supply lines than any battle front.

Date: 7:5 AL

Location: Deep space between the Duran and Espan systems.

Situation: One mixed flight of the 13th Renegade Fighter Wing (the Innocents) with a Scorpion from the 25th Renegade Support Wing (the Stingers) manage to locate part of a Conestoga convoy having some problems with its hyperdrive systems. The convoy is accompanied by a small part of the 3546th Espan Escort Wing (the Gigolos).



Forces

3546th Espan Escort Wing: small element from the Roth Squadron with part of a Conestoga convoy.

Set up first in Area E.

Conestoga A—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 4) Gunner C (Gnr 5) Gunner D (Gnr 6)
Conestoga B—	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 3) Gunner D (Gnr 4)
Conestoga C—	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 9) Gunner B (Gnr 9) Gunner C (Gnr 2) Gunner D (Gnr 1)
Teal Hawk A—	Pilot (Plt 6, Gnr 3) Gunner (Gnr 8)
Teal Hawk B—	Pilot (Plt 4, Gnr 7) Gunner (Gnr 4)

13th Renegade Fighter Wing, Flight from the Free Squadron. Accompanied by an Eagle from the Just Squadron

25th Renegade Support Wing: Scorpion from the Wasp Squadron

Set up second along Edge 1.

Scorpion A—	Pilot (Plt 8, Gnr 7, Luck 5) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 5)
Eagle A—	Pilot (Plt 6, Gnr 4, Luck 3) Gunner A (Gnr 5) Gunner B (Gnr 3) Gunner C (Gnr 3) Gunner D (Gnr 6)
Spirit Rider A—	Pilot (Plt 9, Gnr 3)
Spirit Rider B—	Pilot (Plt 7, Gnr 2)
Spirit Rider C—	Pilot (Plt 4, Gnr 5)
Spirit Rider D—	Pilot (Plt 3, Gnr 5)
Spirit Rider E—	Pilot (Plt 4, Gnr 6)
Spirit Rider F—	Pilot (Plt 5, Gnr 4)
Spirit Rider G—	Pilot (Plt 6, Gnr 6)
Spirit Rider H—	Pilot (Plt 2, Gnr 1)

Special Rules

1) The Conestogas are desperately struggling to fix their light-speed drives. At the end of each turn, the Espan rolls a D10 for each ship. On a result of 1, that ship

has finally managed to regain control of it's hyperdrive and can exit the board the following turn during its turn in the movement phase. Simply remove it from the board as soon as it enters hyperspace. If both players agree, the Espan player can make these rolls secretly.

2) Neither Teal Hawk has a hyperdrive. They may not exit the board until all Conestogas have either left the board or been destroyed. They will not abandon their wounded charges for any reason.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. After the game, the Renegade player tallies up the TPV of all enemy vessels destroyed, less the TPV of all Renegade ships lost. Add +10 points for each Conestoga that has been captured by the Renegades.

Points	Results
60 or more	Decisive Renegade victory
21 to 59	Marginal Renegade victory
0 to 20	Draw
-40 to 0	Marginal Espan victory
-41 or less	Decisive Espan victory

Battlefield Report

The convoy saw the Renegades coming, but the couldn't do anything about it. The Teal Hawks did the best they could to scare off incoming fire while the Conestogas ran in the classic circle defense maneuver, but it was all for naught. A lucky hit from the Scorpion early on disabled a Conestoga, and from there the Espan case went quickly downhill.

In the end, the Espans were nearly entirely defeated. The final result: two Teal Hawks destroyed, one Conestoga captured and one destroyed. Luckily, one of the transports managed to repair its hyperdrive and escape the battlefield, preventing the Renegade victory from being complete.

The Renegades took some losses as well, including four of the Spirit Riders. Additionally, the Eagle was disabled, though not destroyed. With the help of its wingmates, the gunboat managed to make it back to the nearest Renegade base.

The Next Millennium

argue with her openly.

She never understood those people. They knew that she would have to silence them one way or another for the public good. It wouldn't do for her people to see her bickering with her lieutenants about petty matters.

Such things weren't good for tourism, and tourists were Espan's bread and butter. Sure, the province had some mines and some excellent farmland, but hardly enough of either to export tremendous portions of them. The real money, the basis of the Espan economy, came from outside the province, carried in by overstressed wealthy people looking for someplace to relax and have a good time.

Alberta was only too happy to cater to these people's desires. If they wanted more beaches, she built more beachfront. If they wanted luxurious ocean cruises, she commissioned the finest ships. If they wanted sunshine, she got them the finest



Silent Death

weather control system money could buy.

What they wanted, she was selling.

She was so deep in thought that the hand on her shoulder startled her. She looked into the mirror, and when she Guillermo standing behind her in his finest clothes, she sighed audibly.

"Nervous, pet?" her husband asked quietly, his low voice comforting her instantly. She nodded at him with a mild grimace.

"Don't be," he said. "What is there to be nervous about? Tonight is your night. Don't let anything spoil it."

She began to speak, but he shushed her.

"It's the rumors of revolution again, isn't it?" He knew her so well. "Don't pay them any heed, my dear. They crop up at the same time every year. It's something about your coup—long ago as it must seem to you now. It fires the imagination.

"And year after year, the rumors turn out to be just that: rumors. Don't lend them any credence.

Scenario 3: Severing Ties

EXCERPT FROM "THE ESPAN REBELLION HANDBOOK"

A favorite tactic of Rocky Salvadore's pilots was to capture vital communications equipment like satellites. The loss of such devices would be devastating to the Espan loyalists, as it would cripple their ability to detect and warn each other of the Renegades' movements. Additionally, the Renegades would be able to use these same devices in setting up a communication network of their own, albeit only one thrown roughly together—hardly a reliable early warning system.

Since many of the Renegades were former members of the Espan military, they had a great advantage. They knew exactly where to find these devices, and even if the devices were moved, they had a good idea as to where they could be found. Conversely, the Espans had no clue as to where the Renegades could be found.

Date: 7:12 AL

Location: High orbit above Navidade, Espan system.

Situation: The 5150th Espan Fighter Wing (Space Sharks) were flying a patrol and support mission with the 9035th Espan Maintenance Wing (Star Snails) when the Renegades arrived on the scene. The 25th Renegade Support Wing (Stingers) has been pressed into duty, their mission: to capture or destroy as many satellites as possible.

Forces

5150th Espan Fighter Wing: Elements from the Great White Squadron

9035th Espan Maintenance Wing: a Glaive from the Doormouse Squadron

Set up first in Area E or F.

Glaive A—	Pilot (Plt 8, Gnr 4) Gunner (Gnr 8)
Salamander A—	Pilot (Plt 6, Gnr 5) Gunner (Gnr 6)
Salamander B—	Pilot (Plt 5, Gnr 2) Gunner (Gnr 7)

25th Renegade Support Wing: Elements from the Hornet and Wasp Squadrons

Set up second along Edge 1.

Scorpion A—	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 8) Gunner C (Gnr 9)
Scorpion B—	Pilot (Plt 7, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 6) Gunner C (Gnr 5)

Saucer Shuttle A—	Pilot (Plt 9, Gnr 5)
Saucer Shuttle B—	Pilot (Plt 6, Gnr 3)
Saucer Shuttle C—	Pilot (Plt 5, Gnr 5)
Saucer Shuttle D—	Pilot (Plt 3, Gnr 2)
Saucer Shuttle E—	Pilot (Plt 2, Gnr 2)

Saucer Shuttle F— Pilot (Plt 1, Gnr 1)

Reinforcements

5150th Espan Fighter Wing: Elements of the Tiger Squadron

Enter along Edge 2 at the beginning of turn 3.

Pit Viper A—	Pilot (Plt 7, Gnr 4)
Pit Viper B—	Pilot (Plt 6, Gnr 5)
Pit Viper C—	Pilot (Plt 6, Gnr 4)
Pit Viper D—	Pilot (Plt 3, Gnr 3)

Special Rules

- 1) Before the game, the Espan player should place three comm sats on each of the two map sheets. Each sat must be at least six hexes from any map edge.
- 2) Comm sats have a DV of 14. They jam torps on a 1-3 result on a 1D4 and can jam all torps tracking them although they cannot dodge torps. They take 20 points of damage, but can only be engaged by cannon fire at a range of 15 hexes or less. They mass 50 tons. Starcraft cannot turn or end a movement phase in the same hex as a comm sat.
- 3) The Scorpions can capture satellites with their claws or tractor beams. Once a sat is brought into the Scorpion's hex, it is considered to be on board the ship. Claws that have grabbed a sat automatically bring it on board.
- 4) The Espan player is not allowed to de-



stroy satellites, although he or she may destroy Renegades with captured satellites. The Renegades can capture or destroy the sats as they like.

- 5) After the Renegades have captured or destroyed all of the sats, they can leave. They do so by exiting the board through Edge 1.

Victory Conditions

After turn 10, the game concludes if it has not done so already. After the game, the Renegade player tallies up the TPV of all of the Espan vessels destroyed, less the TPV of all Renegade ships lost. Add +5 points for each satellite destroyed and +10 points for each satellite captured and undestroyed at the end of the game.

Points

70 or more
31 to 69
0 to 30
-40 to 0
-41 or less

Results

Decisive Renegade victory
Marginal Renegade victory
Draw
Marginal Espan victory
Decisive Espan victory

Battlefield Report

The Star Snails were on a routine maintenance patrol with members of the Space Sharks along for protection from any possible raiders. The Espan pilots picked up the Renegades on their early warning sensors and were ready for them when they arrived. Unfortunately, it would take some time for additional support to arrive.

By the time the reinforcements appeared on the scene, the Stinger Scorpions had already captured several Espan satellites and were preparing to leave. The Tiger Squadron Pit Vipers made a valiant last-ditch attempt to stop them and managed to destroy one of the Scorpions. It was carrying a load of two satellites which were also destroyed.

Overall, the Renegades considered the operation a great success. They took some sustainable losses and managed to cripple the Espan system's early warning system. In the future, they would be able to attack with greater impunity. Plus they had gotten away with some satellites of their own, for which they could certainly find some use.

The Next Millennium

"After all," he said, "the coup was such a bold, brilliant move, so original at the time. Who would be foolish enough to try the same thing again?"

She knew he was right, but a lifetime of paranoia made it hard for her to believe. She had fought so hard to get where she was today, and she knew there were those that would seek to depose her for their own ends.



Silent Death

Alberta truly believed that she always had the best interests of her people at heart, and it worried her to think that their fate might someday be in someone else's hands. No one knew her people better than she, and no one was more qualified to serve their needs. No one.

Tonight would be fine. Nothing would happen, and she would have a good time celebrating twenty years of her rule.

The fanfare that greeted her entry brought a smile to her face as it always did. She had commissioned the theme from an old friend of her father's, a man who had been one of her teachers in college. Felix Prospero had been a brilliant man, shaping her young mind in so many ways, and he was still one of her closest confidantes and most valued advisors.

Felix had been the one who had encouraged her to get involved in her country's future in the first place. For that, she owed him a great debt. If he had been a bit younger or more determined, he might have

Scenario 4: The Hornets' Nest

EXCERPT OF "GULLIVER OR GOLIATH?"

Captain Swift grinned. This tiny Renegade had been running for thirty minutes, and still hadn't outpaced Swift's Eagle while trying to limp back home. With any luck, its sensors had been damaged, too, and it would lead Swift to the rebels' hideout.

Swift suddenly realized his mouth was watering with anticipation of the kill to come. The lone tiny fighter had absolutely no chance against the gunboat.

Then one of his gunners spoke up, ruining his mood. It was Hernandez, staffing his left wing. "Sir?" she said timidly. Swift's temper was legendary, as were the punishments he handed out.

"Yes, Hernandez?" he answered, the irritation evident in his voice

"I don't think our quarry is alone. Check out the front left quadrant." Swift switched over to his long-range scanners, and there they were: seven more of the puny shuttles sweeping in from sunward. He laughed. His Eagle would send them all to hell at once.

Soon thereafter, the battle was met, and he wasn't laughing anymore. "Bloody gnats!" he cursed. "They're everywhere! Williams, Hernandez, I need some support. And Xavier! Four of them are on our tail. Bring those Splatterguns to bear. I don't have the time right now to come back and fire them myself!"

Xavier never had a chance to respond. Before Swift could open his mouth again, the tail section of his ship was gone.

Renegades vs Espan

Date: 7:19 AL.

Location: Between San Mateo and Boquillo; Dura system.

Situation: An Eagle from the 1984th Espan Heavy Fighter Wing (Las Botas) pursues a Saucer Shuttle from the 25th Renegade Support Wing (The Stingers). The Eagle believes the Renegade is a straggler cut off from the Renegade force during an assault on San Mateo. In fact, Swift is being drawn into a trap.

Forces

1984th Espan Heavy Fighter Wing: A single ship from the Snakeskin Squadron
Set up first in Area A.

Eagle A— Pilot (Plt 7, Gnr 6)
Gunner A (Gnr 7)
Gunner B (Gnr 6)
Gunner C (Gnr 5)
Gunner D (Gnr 4)

25th Renegade Support Wing: A single ship from the Hornet Squadron

Set up second in Area B.

Saucer Shuttle A— Pilot (Plt 9, Gnr 7,
Luck 3)

Reinforcements

25th Renegade Support Wing: Elements From the Hornet Squadron

Enter on Edge 2 at the beginning of turn 2.

Saucer Shuttle B—Pilot (Plt 7, Gnr 8)
Saucer Shuttle C—Pilot (Plt 6, Gnr 6)
Saucer Shuttle D—Pilot (Plt 5, Gnr 4)
Saucer Shuttle E—Pilot (Plt 4, Gnr 3)
Saucer Shuttle F—Pilot (Plt 2, Gnr 5)
Saucer Shuttle G—Pilot (Plt 2, Gnr 1)
Saucer Shuttle H—Pilot (Plt 1, Gnr 5)

Special Rules

1) The Renegades automatically gain the initiative for rounds 2 and 3.

Victory Conditions

The player with the last ship on the board is the winner. If the game is not over by turn 10, the game is a draw.

Battlefield Report

Outnumbered and outgunned, the Espan ship fought valiantly, but to no avail. Eventually it was overwhelmed by the sheer force of the numbers against it. Before it fell, though, it took out several of the Hornets. Only a handful of the Renegade pilots survived to enjoy their victory. Still, this battle sent a clear warning to Espan not to underestimate the courage and cunning of the Renegades.



Scenario 5: Breakout

EXCERPT FROM "THE FURTHER ADVENTURES OF JAKE DONNER"

The original Espan constitution tucked into the secret pouch hanging beneath his shirt, Donner made a final preflight check and started the Mistress's engines. He was just about to start take off when Ruben's voice came ringing over the intercom.

"Better punch it, Jake," shouted Donner's oldest friend. He'd known Ruben since their days back on that Las Hermosan farm, and he'd never heard that kind of panic in the man's voice. "We've got company."

Donner checked the outside monitors and spotted the source of Ruben's distress: a squad of Espan cops were firing on the Mistress with their puny hand lasers. The Mistress's deflector shields could handle these tiny blasts. Nothing to worry about yet, but the big guns were no doubt close behind.

He reached out and stabbed at the repulsion drive button and threw the throttle wide open. "Hold on!" he yelled as the ship's drives tossed them almost violently into the air. There was an explosion as the ground beneath the ship suddenly disappeared. Donner checked the monitors again and spotted the Splattergun below and off to the left that had just made the crater where the Mistress had been only moments before. The gun's barrel was swiveling up to fire at them again, but Donner knew that by the time it came full about, the Mistress would be long gone.

As the ship slipped out of Cáliz's atmosphere, Donner finally felt himself start to relax. He and the others had spent a few hellacious days on the planet's surface, but that was all behind them now. They'd make the jump to hyperspace before anyone could catch up with them. "We're free and clear, guys. Mission accomplished." The relief in his voice was evident. It didn't last long.

"Jake!" screamed another voice. This one belonged to Melissa, who was in the right gunpod. Mel was the best gunner Donner had ever met. Something more seemed to be happening between them than the usual pilot-gunner relationship, but he hadn't had much time to think about it since they'd set foot on the rotten planet three days ago.

"Jake, we got Blood Hawks coming in at

four o'clock high. There're four—no, five—of them. Their weapons are armed and ready to fire. They should be within range in ten seconds."

Donner cursed silently to himself before he wrestled the controls into sending the ship into a series of evasive maneuvers. "Looks like I spoke too soon."

"Support's on it's way," Mel reported. "Three Renegade Darts from three o'clock."

Donner evaluated the situation quickly. "Okay, folks, looks like we're in for a close one. They're faster than we are. A lot. You're going to have to keep them from blowing us away long enough for us to get out of Cáliz's gravity well. Once we make the jump to light speed, they'll never catch us. We're gone."

The sound of gunfire erupted from the left gun. It was quickly followed by a bellow of triumph. "Got him!" yelled Ruben. The view from Donner's monitor showed him a quickly coalescing ball of flame.

"Good shooting!" he yelled as he tossed the ship through a sequence of barrel rolls. "Only four more to go."

Date: 7:25 AL.

Location: High above Cáliz; Credo system.

Situation: Jake Donner, captain of the Mistress, has just stolen the original copy of the Espan province's founding constitution. The Renegade council plans to use this piece of history as a reminder of the cause around which they rally their forces. Its theft would mean a real moral victory for the Renegades. Unfortunately, the Cálizian government stumbled onto Donner's scheme. Although they failed to foil it on the ground, they've sent off a part of the 7777th Espan Defense Wing (Guardian Angels) to stop Donner from leaving the system alive. On his way off planet, Donner rendezvoused with two ships from the 17th Renegade Utility Wing (Rangers) which managed to slip in under the Cálizian defenses. Their job is to escort the Mistress off the planet until it can reach the safety of hyperspace.

The Next Millennium

become president instead of her, but he seemed to be happy as kingmaker rather than king.

Alberta smiled widely at the well-wishers in the room as she and Guillermo walked to their place at the head of the presidential table at the front of the room. The wide, tall windows behind the table looked out over the streets of Esperanza. Across the reflecting pool, floodlights lit the tall granite fist that her congress of advisors had commissioned in her honor. Its shimmering image in the water stretching out before her reminded her of just how ephemeral power could be.

The clenched fist raised high in the air had become a Alberta's symbol in the days before and after her coup. It symbolized every pent-up bit of anger and frustration that the people had felt toward their government in those days. At the time, Alberta had almost felt as if she were the living personification of her's people's rage. These days, it seemed more



Silent Death

often like she was the one inspiring these feelings instead.

There were some among her people, even a few in her own military she knew, that despised her for what she had become: the benevolent tyrant that a province with as many problems as Espan was in dire need of. Democracy would not work in a society that was in such a state of decay. It could not.

When she had taken power, there had been all sorts of hard decisions that had to be made. Some of these choices were not going to be

Forces

7777th Espan Defense Wing: Elements from the Michael Squadron.

Set up along Edge 1 (see special map set up).

- Blood Hawk A— Pilot (Plt 9, Gnr 6, Luck 3)
- Blood Hawk B— Pilot (Plt 6, Gnr 8)
- Blood Hawk C— Pilot (Plt 5, Gnr 6)
- Blood Hawk D— Pilot (Plt 4, Gnr 5)

The 1st Renegade Special Unit (a.k.a. the Mistress)

17th Renegade Utility Wing: two ships from Aragorn.

Set up second along Edge 1 (see special map set up).

- Crescent A— Pilot (Plt 10, Gnr 10, Luck 7)
Gunner A (Gnr 3)
Gunner B (Gnr 8)
- Dart A— Pilot (Plt 4, Gnr 4)
- Dart B— Pilot (Plt 4, Gnr 3)

Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) The maps are to be used as a kind of scrolling playing surface. When the *Mistress* moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the *Mistress* to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing sur-

face moving in one direction.

- 3) The game is over once the *Mistress* has moved across a total of five map sheets (including the first two). Once it has done this, it has made the jump into hyperspace and escaped.

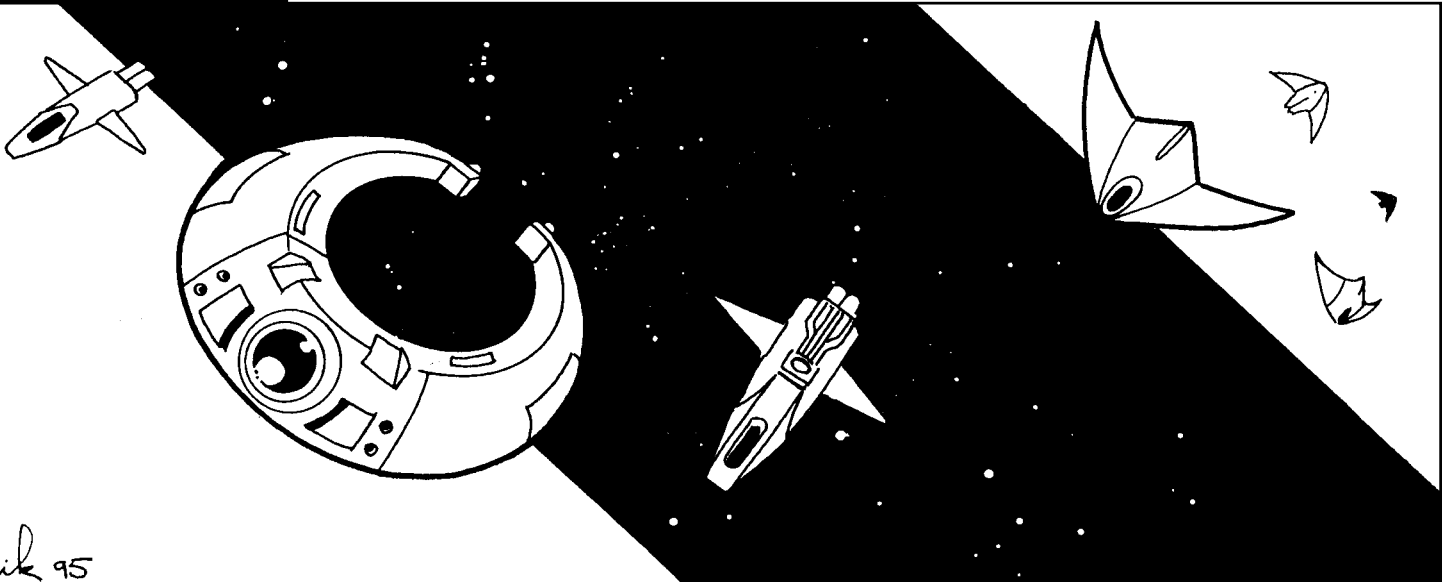
Victory Conditions

The Renegade player wins if the *Mistress* escapes. Otherwise, the Espan player wins.

Battlefield Report

The *Mistress* left Cáliz like someone had set her tail on fire. The Espan ships tried, but just could not catch her. Her wingmates were simply too skilled and determined to let anything happen to her. For their cause, they made the ultimate sacrifice.

The sacrifice of the man and woman that flew those Darts made them martyrs to the Renegade cause. By laying down their lives, they enabled the *Mistress* to escape with the Espan constitution. This resulted in yet another groundswell of support for the rebellion. Donner was awarded the Medal of Honor, and the two Dart pilots were given the same honor posthumously.



Detrick 95

Scenario 6: Destroy the Supply Post

EXCERPT FROM “RENEGADES: THE STORY OF ROCKY’S REBELLION”

At every opportunity, the Renegades hijacked convoys of arms and other goods. Few free traders felt the risks of supplying the Espans were outweighed by the potential profits, and those that did were more often than not apprehended by Renegade patrols, their ships and cargoes confiscated.

The Renegades weren’t content with this, however. They launched effective assaults against Espan supply dumps. One such raid occurred on 7:39 AL, when the Renegades attacked the vital Espan supply post on Pequeña, a moon of Espan V.

Up until this point, most of the Renegade raids had been mostly just a nuisance to the Espan military, but Pequeña was a distribution point from which the whole of the Espan military was supplied. Its destruction was more than harassment.

Date: 7:39 AL.

Location: Nearby Pequeña; Espan system.

Situation: The 7th Renegade Strike Wing (Thankless Children) attacks an Espan supply post on Pequeña, a moon of Espan V. Destroying this post will be a crippling blow to the Espan war effort, as they will have to rebuild their distribution systems and reroute their goods through another port.

Forces

1984th Espan Heavy Fighter Wing: Elements from Snakeskin and Alligator Squadrons.

Set up first along Edge 3.

Drakar A—	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 3) Gunner D (Gnr 7)
Seraph A—	Pilot (Plt 5, Gnr 3) Gunner (Gnr 7)
Pharsii II A—	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5)

7th Renegade Strike Wing: Part of the Zeus Squadron.

Set up second along Edge 1.

Revenge A—	Pilot (Plt 9, Gnr 8) Gunner (Gnr 9)
Revenge B—	Pilot (Plt 8, Gnr 7) Gunner (Gnr 8)
Revenge C—	Pilot (Plt 5, Gnr 6) Gunner (Gnr 7)
Revenge D—	Pilot (Plt 5, Gnr 5) Gunner (Gnr 8)

Special Rules

- 1) The supply post has some ground defenses: the Espan player may fire one additional Mk. 20 torpedo per turn from Edge 3 at any opponent.
- 2) The Renegades are there to destroy the supply post. To accomplish this, they need to fire their weapons at a target off the map via Edge 3. The range to the target is 5 hexes off of Edge 3, and the Renegades must do a total of 500 points of damage to the post.
- 3) Being a large piece of land, the Espan supply post cannot dodge incoming torpedoes, but it does have a highly effective set of point-defense anti-torp weapons. Its kill spread is 1-6, but it can be used against up to 25 torps each turn. It can also jam torps locked on to it with a roll of 1 on a 1D4 and can jam up to 25 torps each turn.

Victory Conditions

The game ends on turn 10 if it has not already done so. If the Renegades have managed to destroy the Espan supply post, the Renegade player wins the game. Otherwise, the Espan player carries the day.

Battlefield Report

Thankless Children darted into the system hoping to catch the Espans unawares, but their foes were ready for them. The battle was hard fought, but the Revenges’ torpedoes made the ultimate difference, utterly destroying the supply post.

popular, but she knew in her heart that they were the right thing to do. She would give up her rule by presidential decree when the time was right.

Unfortunately, twenty years later, the time had still not come. She placed no faith in the lobbyists that would become politicians under a democratic government. They would argue and bicker among themselves for weeks and months on end while the problems never got solved, only talked to death.

But she was getting tired of it now. Two decades of keeping the province going by sheer force of will had taken its toll on her. At least Guillermo had always stood by her side. He was the one person she could count on—him and Felix Prospero.

She put those kind of thoughts out of her mind as she sat down in her high-backed chair, upholstered in red velvet. Guillermo was on



Scenario 7: The Missile Platform

EXCERPT FROM "THE ESPAN REBELLION HANDBOOK"

her left, Felix sat to her right. She stretched out a hand to each man, and they each took her hand in theirs. This was the way she started every state dinner, with these two men at her side.

She squeezed their hands tightly and then let go before standing up. It was time for her speech.

She looked out at the people seated around the tables scattered before her, all dressed in the finest clothing money could buy. Many of them had gotten rich off of the policies Alberta had instituted, and over the years, some of them had even gotten fat. She wondered where the idealists she knew in her youth had gone. Most of them, she knew, had sold out for a condo in the Southern Keys.

To a table at her right sat her generals, their families scattered elsewhere throughout the ballroom. They, she knew, were the source of her power, and she never let them forget what sort

The Renegades were on a roll, or so they thought. Although someone had apparently leaked the information of their assault on Pequeña, the operation had gone off with barely a hitch. They hunted high and low for the traitor, but were unable to uncover the perpetrator. Although they knew that their security was compromised, they decided to go ahead with a planned surprise attack on Dura V. It ended in the first setback for the Renegades since the foiling of the initial coup.

From the beginning, it was apparent to the pilots involved in the first wave of the assault that something was wrong. The Espans were there, ready and waiting for them, and it was simply a bloodbath with the Renegades coming out on the losing end of it all. The point of the assault was so terribly and finally turned away that the second wave never came. Rocky Salvadore prudently called for an all-out retreat, leaving behind the remnants of the first wave to cover the rest of the Renegades' retreat.

Fortunately, due to the way in which the Espans were prepared, Salvadore was able to determine exactly who it was that had so wholly betrayed him and his people. The man's name was Alberto Sandoval, and he was a general in the Renegade army. It was he who had been the cause of all the Renegades' woes from even before the failed coup attempt.

He had been the commander of the 17th Renegade Strike Wing, a group known less formally as Los Locos, which had defected over to the Renegades on the eve of the second New Year's Day Coup. Although Salvadore had not known the man personally before the coup attempt, he had come highly recommended by soldiers that Salvadore did trust, and the discovery of the man's treachery was a cruel blow. Before the traitor could be arrested, however, Sandoval disappeared, taking the Renegades' war plans with him.

Date: 7:45 AL.

Location: High above Dura V in the Dura system.

Situation: Riding high on the Renegades' victory over the Espan forces defending Pequeña, Rocky decides to press his people's luck. In a bold move, he calls for an all-out assault on Dura V. First, the 13th Renegade Fighter Wing (the Innocents) is sent in to destroy or disable a series of missile platforms located in orbit above Dura. The larger Renegade force will arrive soon after in an attempt to take the (hopefully) undefended Dura by storm. This scenario represents a small part of the larger action. In it, the 5150th Espan Fighter Wing (Space Sharks) has stepped in to attempt to foil the Renegades' plans.

Forces

5150th Espan Fighter Wing: Elements from Hammerhead Squadron.

Set up first in Area E or F.

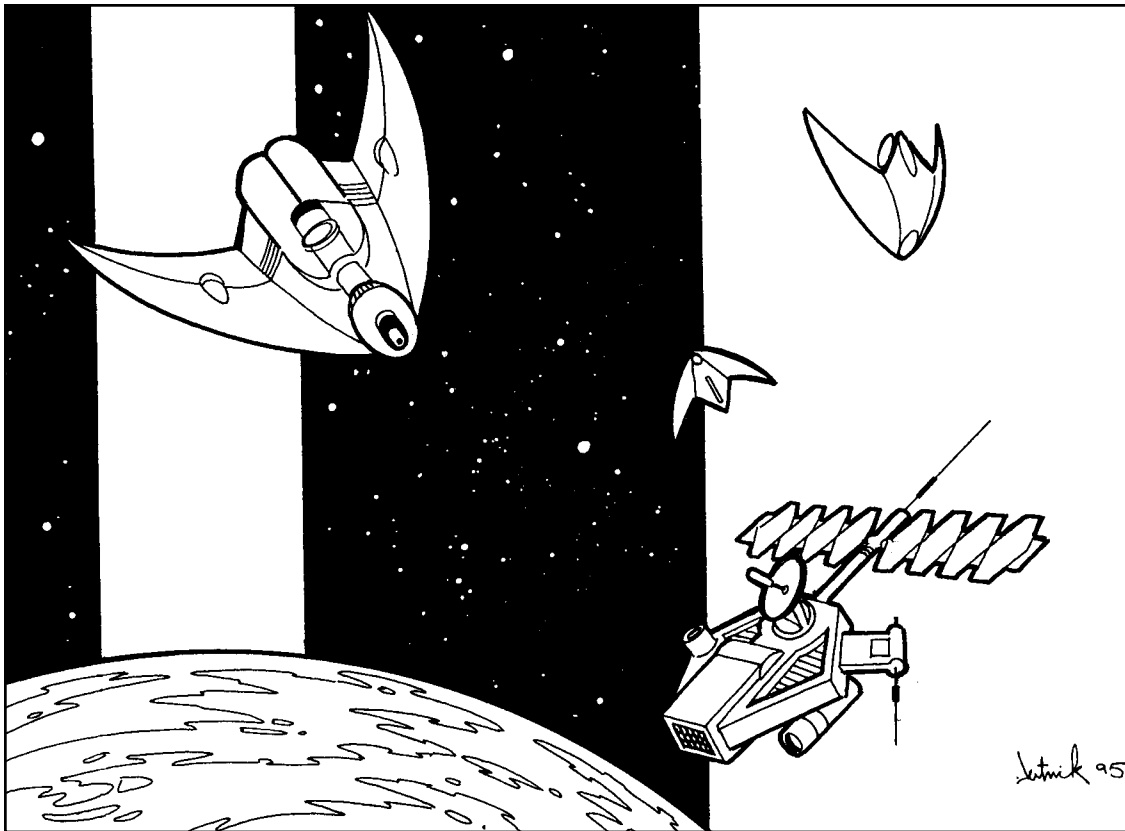
Death Wind A—	Pilot (Plt 8, Gnr 6) Gunner (Gnr 7)
Death Wind B—	Pilot (Plt 6, Gnr 4) Gunner (Gnr 8)
Death Wind C—	Pilot (Plt 6, Gnr 5) Gunner (Gnr 6)
Death Wind D—	Pilot (Plt 5, Gnr 3) Gunner (Gnr 5)

13th Renegade Fighter Wing: Elements from the Truthful and Just Squadrons.

Set up second along Edge 1.

Blood Hawk A—	Pilot (Plt 8, Gnr 6)
Blood Hawk B—	Pilot (Plt 7, Gnr 5)
Blood Hawk C—	Pilot (Plt 5, Gnr 4)
Blood Hawk D—	Pilot (Plt 5, Gnr 4)
Blood Hawk E—	Pilot (Plt 4, Gnr 6)
Blood Hawk F—	Pilot (Plt 3, Gnr 7)
Eagle A—	Pilot (Plt 10, Gnr 3, Luck 4) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 5) Gunner D (Gnr 4)





The Next Millennium

of sacred responsibilities that burdened them with. Some of them weren't there tonight, still doing her work out in the field. She favored those who could attend with a smile as she began to speak.

"Dear friends and fellow citizens. Twenty years ago this very evening, a child was born in this very building, a child known as the Espan government. It was here that it took its first unsure steps on the road to adulthood; where it went through many early successes and nearly as many growing pains. Of course, like most children, it had an awkward adolescence, made even more difficult by the murder of its grandfather, Modestinus III, and the harassment of intergalactic bullies know as the Brood."

Murmurs passed through the hall at the mention of the hated Hatchlings. Memories of their savagery were still all too real for some.

Alberta paused and let a smile play slowly out across her face.

"And today, it comes of age, finally having made it through its first

Reinforcements

More members of the Hammerhead Squadron of the 5150th Espan Fighter Wing:

Enter on turn 3 along Edge 1.

Hell Bender A— Pilot (Plt 7, Gnr 4)
Hell Bender B— Pilot (Plt 5, Gnr 6)

Special Rules

- 1) At the beginning of the game, the Espan player may place the missile platform counter in any open hex in either Area E or Area F.
- 2) The missile platform can fire up to 10 missiles at any one target per turn. It gets one chance to lock on per turn. For this purpose, it has Gunnery 6.
- 3) The platform is mobile and can dodge torpedoes. For this purpose, it has Piloting 8.
- 4) The platform's Defensive Value is 15. Although its maneuvering thrusters are not strong enough to permit it to leave its hex, they do allow it to move evasively. It jams torps tracking it on a 1 on a 1D4, and it can jam up to 10 torps per turn. The platform can take up to 20 points of damage before being destroyed. After taking 10 points of damage, the platform can only fire no more than 5 missiles per

turn.

- 5) The platform is considered to be like a ship for the purposes of movement and starcraft fire focused against it. In other words, no ships can turn in or end their moves in the platform's hex, and the platform cannot block an attacker's line of sight to its intended target. It has a mass of 150 tons.

Victory Conditions

The game ends on turn 10 if it has not already done so. If the Renegades have managed to destroy the missile platform, the Renegade player wins the game. Otherwise, the Espan player is the victor.

Battlefield Report

For the betrayed Renegades, the operation was a complete bust. Somehow, the Espans had been tipped off by the traitorous General Sandoval about the Renegades' impending attack. When the rebels showed up over Dura, the 5150th was already there, ready and waiting for them. Almost 60% of the missile platforms emerged from the initial action nearly unscathed. When the second Renegade wave arrived, they found that their daring ploy had turned into a slaughter. Realizing this, they turned tail and fled.



Silent Death

two troublesome decades. I would like to congratulate you, its godparents, who saw it through this far.”

Applause burst through the room, but it was suddenly cut short by a bear of a man with long white hair tied back in a braid. Alberta recognized him as Paco Antiguo, a great general whose betrayal of the old government had played a crucial part in the success of her coup. He was red-faced with anger, and he had something to say.

“Better that this child had been stillborn than to have matured into such a horrid monstrosity!” he was shouting.

The crowd gasped. People had been put to death for less. Alberta waved for silence and then turned to Antiguo.

“Old friend,” she said, “I can understand that you are filled with emotion on such an evening. Still, I think perhaps that your tequila had loosened your tongue a bit much. Sit down, please, before something happens that

Scenario 8: Into the Belt

EXCERPT FROM “THE FURTHER ADVENTURES OF JAKE DONNER”

Since they’d established contact with the Arachne, a Renegade Scorpion, just outside of Cáliz’s gravity well, things had gone as smoothly as could be expected. Almost too smoothly, Donner thought to himself.

The five Espan Blizzards that zoomed out at the Mistress and the Arachne from the curve of the asteroid belt proved his suspicions right. They’d been waiting for them there the whole time. There was no way that the Renegade ships could outrun the speedy Espan craft, and Donner knew it. He looked around for somewhere to hide—anywhere. And then he saw it.

“Follow me!” he shouted into the comm, confident that Mantenez would hear him and obey without hesitation. Okay, with a little hesitation.

“Where do you think you’re going?” she screamed at him. Mantenez always had been a little high-strung.

“Straight into the asteroid belt,” Donner answered. It was all he could do not to laugh hysterically. “Why? Is there a problem?”

She yelled back something both affirmative and obscene. “Those rocks will shred us. We’d be better off with the Blizzards.”

“Suit yourself,” Donner answered grimly. “I’d rather fly hoops around rocks than face off against their disruptorguns any day. Outnumbered as we are, we stand a much better chance against them if we distract them with something, like those big, bad rocks. Follow me if you want to live.”

She did.

Date: 7:56 AL.

Location: Las Piedras; Credo system.

Situation: The *Mistress* rendezvoused with the *Arachne* off Cáliz, and things went without a hitch. Then, just outside of Las Piedras, the Blizzards from the 7777th Espan Defense Wing (Guardian Angels) appeared out of nowhere. Realizing that he did not have enough time to set up his hyperdrive and that he was outnumbered and outgunned, Donner dove into the asteroid belt, taking his wingmate with him, their foes hot on their tail.

Forces

7777th Espan Defense Wing: A flight from the Gabriel Squadron.

Set up second along Edge 1.

Blizzard A—	Pilot (Plt 9, Gnr 7, Luck 5)
Blizzard B—	Pilot (Plt 7, Gnr 6)
Blizzard C—	Pilot (Plt 6, Gnr 7)
Blizzard D—	Pilot (Plt 6, Gnr 6)
Blizzard E—	Pilot (Plt 4, Gnr 5)

The Mistress and a25th Renegade Support Wing: A single ship from the Wasp Squadron.

Set up first in Areas E or F.

Crescent A—	Pilot (Plt 10, Gnr 10, Luck 5) Gunner A (Gnr 5) Gunner B (Gnr 8)
Scorpion A—	Pilot (Plt 7, Gnr 3) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 6)

Special Rules

1) Use the rules for asteroids. This belt is dense, so use all available asteroids.

Victory Conditions

The game ends on turn 10 if it has not already done so. If the *Mistress* has not yet been destroyed, the Renegade player wins. Otherwise, the Espan player wins.

Battlefield Report

The Espan pilots bravely followed Donner and his wingmate into Las Piedras. They had hopes of bringing down the now legendary *Mistress* once and for all.

They were sorely disappointed. In the end, Donner’s ship was the only one to escape the belt intact. He picked up the Scorpion’s crew in their life pod before leaving the system.



Scenario 9: The Black Hole

EXCERPT FROM “THE ESPAN REBELLION HANDBOOK”

Scientific research teams on Deep Space Station Hawking picked up Renegade ships on their long range sensors and notified the Espan high command. The closest available ships, a Betafortress and a Drakar, were dispatched to check out this dubious report. Out on the edge of the black hole that the space station was researching, they encountered a small group of Crescents that had been sent out by the Renegade military to put an end to the space station’s investigations, one way or another.

Date: 7:58 AL.

Location: Deep space between the Espan province proper and the Mayan Nebula.

Situation: Two gunboats from the 9035th Espan Maintenance Wing (Star Snails) encounter four Crescents from the 42nd Renegade Maintenance Wing (Hitchhikers) near Deep Space Station Hawking. The Crescents flee toward the black hole, and the gunboats give chase. The Renegades know that they could easily outrun the Espan loyalists, but they choose to make a stand outside the black hole instead, using the phenomenon as cover from the gunboats’ attacks. The gunboats pull up outside of the hole’s sphere of influence and begin their slow but methodical attack.

Forces

9035th Espan Maintenance Wing: Elements from the Mad Hatter Squadron.

Set up first on Edge 1.

Betafortress A—	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5) Gunner C (Gnr 5) Gunner D (Gnr 3)
Drakar A—	Pilot (Plt 7, Gnr 3) Gunner A (Gnr 8) Gunner B (Gnr 6) Gunner C (Gnr 3) Gunner D (Gnr 3)

42 Renegade Maintenance Wing: Elements from the Adams Squadron.

Set up second along Edge 3.

Crescent A—	Pilot (Plt 10, Gnr 6) Gunner A (Gnr 7) Gunner B (Gnr 8)
Crescent B—	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 7)
Crescent C—	Pilot (Plt 8, Gnr 4) Gunner A (Gnr 5) Gunner B (Gnr 5)
Crescent D—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 5) Gunner B (Gnr 4)

Special Rules

- 1) There is one black hole on the board, and it has a radius of ten hexes.
- 2) Using slingshotting is recommended.
- 3) The Renegade player places the black hole in Area E or F before the Espan player places ships on the map.
- 4) The Mayan Nebula wreaks havoc with electronic tracking systems. Ranges for all cannon weapons and missile launchers are halved. Torps cannot be jammed. Torps cannot track a target further than 10 hexes away. If a target is lost track of due to range, the torpedo is removed from the game.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. If the Espans have destroyed or chased off all of the Renegade ships, the Espan player wins the game. Otherwise, the Renegade player wins.

Battlefield Report

The Renegades had the Espans on the ropes for a while, but they simply couldn’t wear the hulking ships down quickly enough. After sustaining a fair amount of damage, the Crescents decided that discretion was the better part of valor and turned and fled for parts unknown.

The Next Millennium

we will both regret.”

The old general laughed, the golden epaulets on his broad shoulders shaking as he did.

“My only regret,” he intoned, his voice full of menace, “is that I didn’t do this a long time ago.”

With that he drew his service revolver and pointed it at Alberta. As he fired, Guillermo leapt between his wife and her assailant. Three rounds riddled the man’s body before he fell. The fourth went wide, but the fifth found Alberta’s shoulder. He was overwhelmed by security guards before he could let loose with his final bullet.

Alberta screamed as she fell forward onto her husband’s body. He was already dead, one of the bullets having pierced his brain. Drenched in blood, she was unaware of what was happening around her until Felix dragged her away and out of the room.

As she left, she looked back and saw that a scuffle had broken out between the people, some of them coming out in favor of her, and others against. Still others were simply



Silent Death

scrambling for their lives, eager to avoid any further gunfire.

As her guards hustled her into her office, the safest room in the entire building, Alberta cried to Felix, "What's wrong with my ears? The pounding won't stop!"

The old man looked around. "Nothing's wrong with you my dear. Those are bombs you hear falling in the distance."

Then she knew: the rebellion she had always feared, it had finally begun.

Drenched in both her and her husband's blood, Alberta finally came to her senses. Already her mind was calculating possibilities, figuring chances.

At first she couldn't believe that someone had actually tried to kill her. A doctor was hurried into room to tend to her, but she ignored him as he worked. She knew it was a minor wound. Her mind was elsewhere.

"They blew their assassination attempt,"

Scenario 10: Dancing Round Dead Stars

EXCERPT FROM "THE ESPAN REBELLION HANDBOOK"

The space outside of the Espan province is seemingly riddled with holes like Swiss cheese. This gave rise to even more exciting phenomena such as the binary black hole system located just outside of the nebula's outer fringe. Two black holes are in such close proximity to each other that they are actually attracted to each other. Strangely enough, they have set up a stable orbit around each other that causes them to spin through space at incredible speeds.

A group of scout ships from the 9099th Espan Support Wing, better known as the Rock Busters, were out investigating the area after the battle off of Deep Space Station Hawking only days before. They almost tripped over a flight of Salamanders from

the Hitchhikers. The Espan Darts harried the Salamanders back and forth across the stars for several minutes, herding them into a position from which the Espan Seraphs could fire upon them at will. Desperate to turn the tables on his foes, the Renegade commanding officer led his flight straight into the binary black hole system, the Espan loyalists hot on their tail.

Only those as desperate as the Renegades would possibly have tried to use these anomalies to their advantage. Most pilots would have considered buzzing the edges of these sorts of gravity wells to be too risky to even consider, but not these brave souls. They weren't fighting just for their lives; they were engaged in a life or death struggle for the political and social future of their worlds.

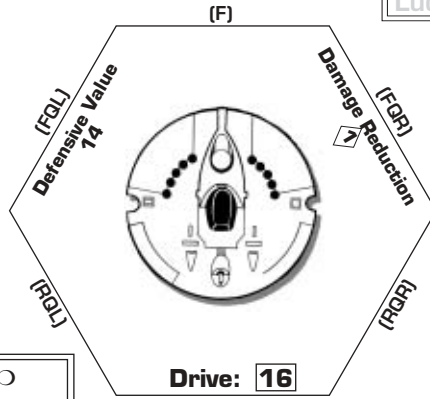


BPV: 6 I.D. SAUCER SHUTTLE

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

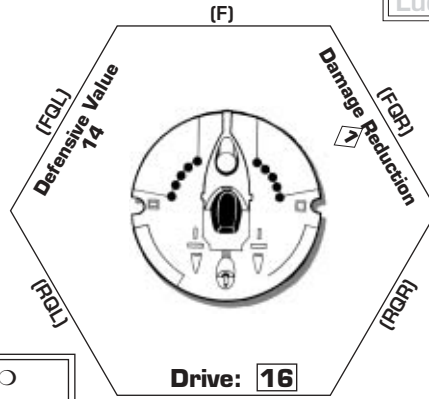


BPV: 6 I.D. SAUCER SHUTTLE

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

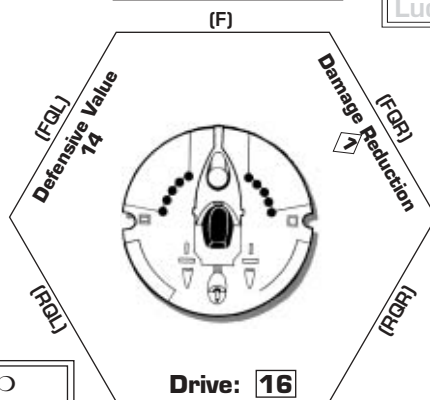


BPV: 6 I.D. SAUCER SHUTTLE

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3

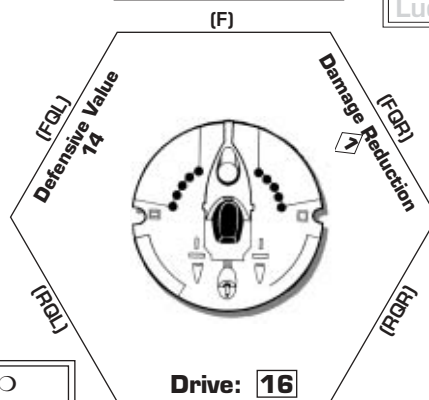


BPV: 6 I.D. SAUCER SHUTTLE

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Decoys: ○
 P-D: —
 Dmg Con: 1-2

Drive: 16
 (A) Tight Turn Cost: _____ +3



CRITICAL HITS

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

PULSE LASER SPECS

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

BLOOD HAWK

BPV: 41 I.D.

TPV

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

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

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

BLOOD HAWK

BPV: 41 I.D.

TPV

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

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

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

BLOOD HAWK

BPV: 41 I.D.

TPV

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

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

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

BLOOD HAWK

BPV: 41 I.D.

TPV

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

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

(F)

(FQL)
Defensive Value
15

(FQR)
Damage Reduction
2

(RQL) (RQR)

Drive: 19

(A) Tight Turn Cost: _____ +3

Decoys: ○○
 P-D: 1-4[2]
 Dmg Con: 1-4

DAMAGE TRACK

→

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

CRITICAL HITS

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

PLAZGUN SPECS

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

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

CRESCENT

I.D.

BPV: 52

TPV

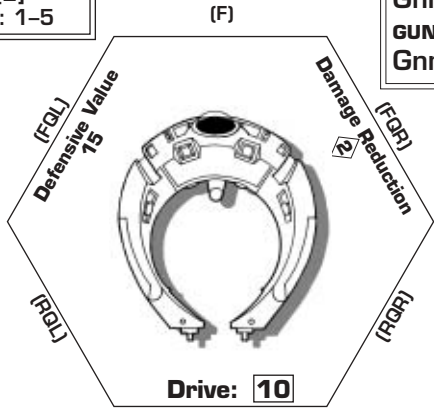
Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Decoys: ○○○○
P-D: 1-4[2]
Dmg Con: 1-5

Mk. 10
Torps

○
○
○
○
○



(A) Tight Turn Cost: _____ +3

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

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

DAMAGE TRACK

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

CRESCENT

I.D.

BPV: 52

TPV

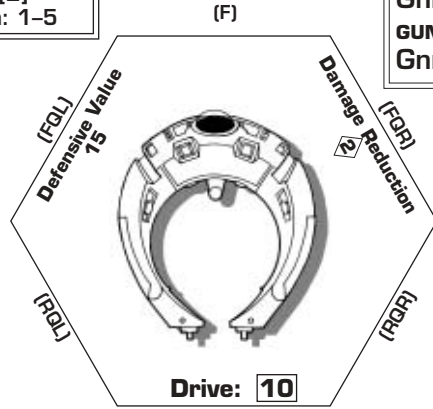
Pilot
4 Pulse Lasers (F)
To Hit: 2D8+ADB+3
Damage: Low+3

Crew
PILOT
Plt:
Gnr:
Luck:
GUNNER A
Gnr:
GUNNER B
Gnr:

Decoys: ○○○○
P-D: 1-4[2]
Dmg Con: 1-5

Mk. 10
Torps

○
○
○
○
○



(A) Tight Turn Cost: _____ +3

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

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

DAMAGE TRACK

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

CRITICAL HITS

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

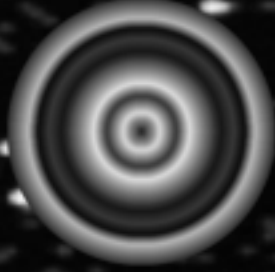
PULSE LASER SPECS

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

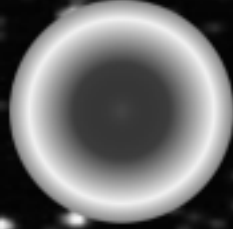
GAME TURN RECORD TRACK

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

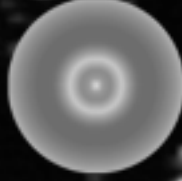
Espan



Dura

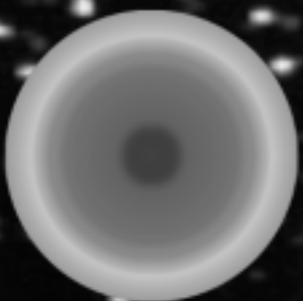


Credo



Espan Space

Couatl



Mayan Nebula



Renegade Space

Deep Space

Date: 7:61 AL.

Location: Deep space between the Espan province proper and the Mayan Nebula, close to the edge of the mysterious nebula.

Situation: Mixed units from the 9099th Espan Support Wing (Rock Busters) dive into a binary black hole system off the edge of the Mayan Nebula. The Espans are trying to force the Renegades to retreat in the direction of their hidden base of operations in the hopes that they'll be able to finally track them down to where they live. The Renegades from the 42nd Renegade Maintenance Wing (the Hitchhikers) have their collective backs against a wall and must fight to save their lives. They will not retreat. The location of their base is simply more important than their lives.

Forces

9099th Espan Support Wing: Elements from the Satan and Lucifer Squadrons.

Set up second along Edge 1.

Dart A—	Pilot (Plt 7, Gnr 4)
Dart B—	Pilot (Plt 6, Gnr 3)
Dart C—	Pilot (Plt 5, Gnr 7)
Dart D—	Pilot (Plt 4, Gnr 6)
Seraph A—	Pilot (Plt 8, Gnr 5) Gunner (Gnr 6)
Seraph B—	Pilot (Plt 3, Gnr 5) Gunner (Gnr 7)

42nd Renegade Maintenance Wing: A flight from the Dent Squadron.

Set up first in Areas E or F.

Salamander A—	Pilot (Plt 9, Gnr 5) Gunner A (Gnr 7)
Salamander B—	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 5)
Salamander C—	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 7)
Salamander D—	Pilot (Plt 2, Gnr 4) Gunner A (Gnr 5)
Salamander E—	Pilot (Plt 1, Gnr 6) Gunner A (Gnr 6)

Special Rules

- 1) There are two black holes on the board, and they each have a radius of ten hexes.
- 2) Using slingshotting is recommended.
- 3) The Renegade player places the black holes in Areas E or F after placing his or her ships. They must be placed along a straight line of hexes, 10 hexes apart.

4) The black holes are orbiting each other at an incredibly fast rate. The orbit is centered around the single hex that's five hexes away from each black hole, directly between them. At the end of every movement phase, rotate the two holes clockwise around the axis by 60°. Apply any affects the black holes might have on ships immediately.

5) The Mayan Nebula wreaks havoc with electronic tracking systems. Ranges for all cannon weapons and missile launchers are halved. Torps cannot be jammed. Torps cannot track a target further than 10 hexes away. If a target is lost track of due to range, the torpedo is removed from the game.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. After the game, the Espan player tallies up the TPV of all Renegade vessels that were destroyed, less the TPV of all Espan ships lost.

Points	Results
30 or more	Decisive Espan victory
15 to 30	Marginal Espan victory
-14 to 14	Draw
-30 to -15	Marginal Renegade victory
-30 or less	Decisive Renegade victory

Battlefield Report

The Rock Breakers gave the Hitchhikers a run for their money, but luck was with the rebels that days. When the last shot had been fired, the Renegades came out on top. Both of the Espan Seraphs were swallowed up when they fell into the path of one of the black holes and were unceremoniously swept in. The Espans even lost a severely damaged Dart to the incredible attraction of the holes. The wily Renegades avoided these hazards, but still lost two ships.

The only records of this battle come directly from the crews of the three surviving Renegade starcraft. Given the amazing nature of the battlefield, this report might have been assumed to be apocryphal, but the pilots' flight recorders corroborated their amazing claims.



Silent Death

she spat. She looked down at herself. "So much for a 'bloodless' coup."

She turned to Felix, and he was there to serve her, as always. "Felix, figure out which of my generals are still backing me. I think most of them were here tonight. The traitors will be in the field. Gather them here in my office as quickly as you can. I want a full assessment of the situation in fifteen minutes."

The old man stared at her as if he was amazed that she could still breathe much less talk.

"Don't stand there gaping at me, Felix. We've got to move now, or we're dead. I will not let Guillermo's sacrifice be in vain. If we're going to survive the night, we've got to defend ourselves. We must respond."

As Felix ran off to fulfill her latest orders, Alberta finally turned to see the doctor working on her shoulder. "You're very lucky," he said. "It's only a flesh wound. The bullet passed right through. I'll have you stitched up soon. You'll be good as new in no time."



Scenario II: Homeward Bound

EXCERPT FROM "THE FURTHER ADVENTURES OF JAKE DONNER"

Jake Donner was out and out sick of the war. He had signed up for a coup, and here he was fighting the battles of his life for abstract notions like freedom and liberty. Donner had always made the freedom to do whatever he wanted, and he was forever taking liberties with other people and their property. He didn't really know what he was fighting for.

Before the war began, he had understood one thing: cold, hard cash. Now, he wasn't so sure he understood much of anything. He'd seen so many of his friends and compatriots die, and he'd come close to being killed so many times by people he didn't even know. He'd been called upon to blow up people and places he had nothing personally against, and it was making him sick at heart. He had decided that what he needed was some time for a little R&R, so orders be damned, he had told Salvadore he was leaving, and no, he wasn't sure when he was coming back. Or if.

Melissa had gone along for the money. She had been against joining the rebellion from the start. They were smugglers. What business did they have getting involved in provincial politics? But now, things were different. She had the fire of a revolutionary in her eyes. Ever since Ruben died.

Funny. That was probably when things had started turning sour for Donner. When Ruben, had gone spiraling off into some god-forsaken part of the Credo system along with part of the Mistress, some of the wind had been knocked out of Donner's sails. Sure, he'd hired on another gunner, and Bee was doing fine, but it wasn't the same.

When Ruben died, so did Donner's sense of invulnerability. No matter how unfounded or unrealistic it had been, Donner had always managed to hold on to that innate feeling of immortality normally held only by adolescents and the mad. And now it was gone.

For the first time in as long as he could remember, Donner didn't feel absolutely sure about himself. His notorious cockiness bordering on arrogance—his youth—was

gone. Maybe forever.

But suddenly there was no time for such thoughts. "Jake." It was Mel's voice coming over the intercom, and it had a tone of urgency, "We've got two ships incoming from the direction of the planet's surface. Computer's identified them as two Night Hawks. They're on an intercept course with us, and I think it's safe to say that they're not with the Renegades."

Donner swore and started readying the ship for battle. "All right, Mel, Bee, listen up. It looks like we're going to have to go through them. Those birds have no wings, so if we can reach air, we should be fine. It'll be a rough ride, though. Warm up those guns." As the Mistress swooped to meet its foes, Donner cracked a mad grin.

Date: 7:63 AL.

Location: En route to San Mateo; Dura system.

Situation: Jake Donner is taking the *Mistress* home to roost. Unfortunately, he is having a hard time convincing the Espan fighters on his tail of how sincerely he wants to get home. They picked him up when he dumped out of hyperspace just outside of San Mateo's gravity well, and now they're trying to shoot him down before he can make it planetside. Donner decides to make a run for it. Since the Espan ships don't have atmospheric capabilities, once Donner makes it into San Mateo's golden sky, he's home free.

Forces

7557th Espan Strike Wing: A flight from the Beethoven Squadron.

Set up first in Area A as shown on the special map setup below.

Night Hawk A— Pilot (Plt 9, Gnr 6)

Night Hawk B— Pilot (Plt 7, Gnr 6)

The 1st Renegade Special Unit.

Set up second along Edge 1 of the special map setup shown in the diagram below.

Crescent A— Pilot (Plt 10, Gnr 10, Luck 5)

Gunner A (Gnr 5)

Gunner B (Gnr 8)

Special Rules

- 1) Do not use the standard map configuration. Use long map setup instead.
- 2) The maps are to be used as a kind of scrolling playing surface. When the *Mistress* moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the *Mistress* to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the *Mistress* has moved across a total of five map sheets (including the first two). Once it has done this, it has managed to get low enough into the San Mateon atmosphere that the Night Hawks are unable to follow it for fear of breaking up. It has escaped.

Victory Conditions

The Renegade player wins if the *Mistress* manages to escape. Otherwise, the Espan player wins.

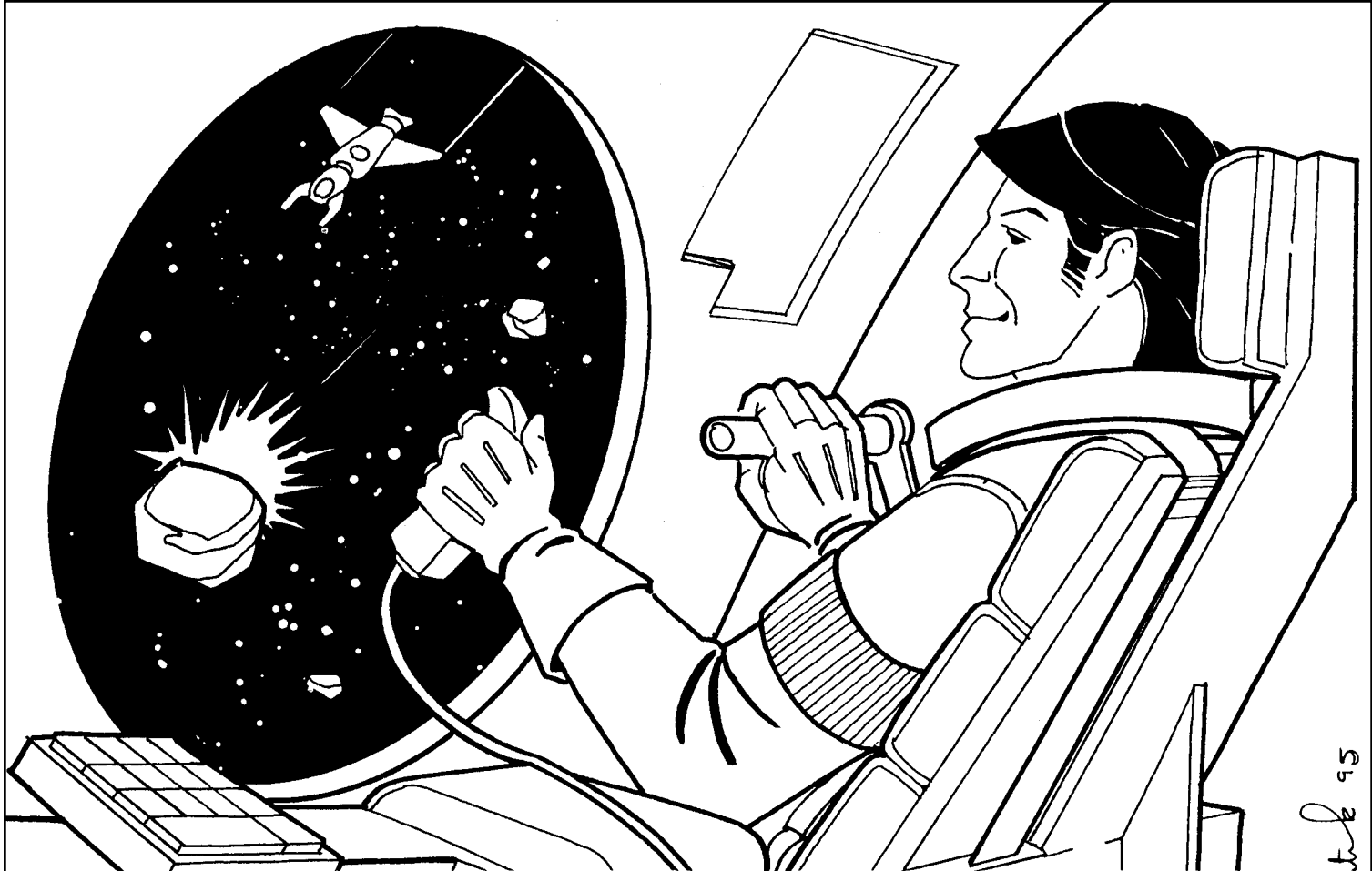
Battlefield Report

The *Mistress* made it down to the planet's surface with only minimal damage, leaving one of the Night Hawks watching it from above the planet's atmosphere while the other's atoms wondered why they weren't neighbors with each other anymore. After a few days of raucous shore leave, Donner decide that the rebellion couldn't be won without him, so he, Mel and Bee bid San Mateo a heartfelt good-bye, jumped into the *Mistress* and shipped off for the Renegades' headquarters.

The Next Millenium

Alberta looked down at her shoulder and then at the blood and brain matter spattered across her dress. No, she would not be all right, not for a very long time.

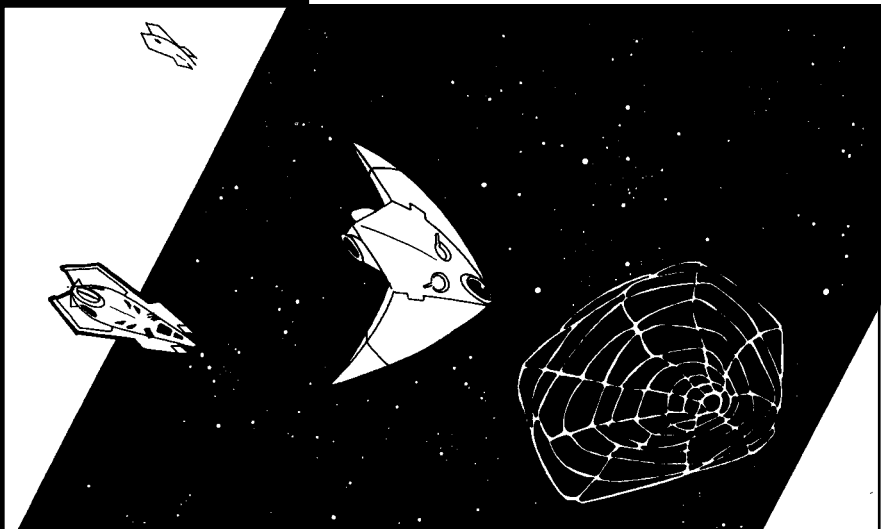
Still, there would be time for healing later if she survived the night. Right now, there was no time to dwell on her loss. She had to take her emotions and hone them into something sharp and deadly, something she could use to take her revenge on the rebellious scum who had



Silent Death

perpetrated this horrific crime against herself and the state. She silently vowed to herself to hunt down and exterminate every last one of the people behind this rebellion.

There would be no place that they could hide from her righteous wrath. Any who stood in her way would be put to death without benefit of anything so



bothersome as a trial.

As she began to formulate her plan, her generals trickled in one at a time. When they were all there, Alberta made an announcement.

Between clenched teeth, she hissed, "If it's a fight they wanted, they're going to get it!"



Scenario 12: Playing Dice with the Universe

EXCERPT FROM "THE ESPAN REBELLION HANDBOOK"

Parts of space outside and inside of the Mayan Nebula just aren't all there. At least not in the consecutive, three-dimensional way in which you and I think about it. In fact, some bits of it are downright screwy.

Case in point, the sector on the outskirts of the Mayan Nebula that's facing more or less in a direct line from the center of the Nebula to the Duran system. A semi-stable system of wildly oscillating wormholes of limited and random range like this one are extremely rare to say the least. Of course, it had to become a battle field.

Forces

5150th Espan Fighter Wing: Half of the Hammerhead Squadron.

Set up second along Edge 1.

Hell Bender A—	Pilot (Plt 7, Gnr 4)
Hell Bender B—	Pilot (Plt 7, Gnr 3)
Spirit Rider A—	Pilot (Plt 6, Gnr 7)
Spirit Rider B—	Pilot (Plt 1, Gnr 1)
Shryak Shuttle A—	Pilot (Plt 9, Gnr 5) Gunner (Gnr 5)
Shryak Shuttle B—	Pilot (Plt 3, Gnr 2) Gunner (Gnr 5)
Death Wind A—	Pilot (Plt 7, Gnr 5) Gunner (Gnr 6)
Death Wind B—	Pilot (Plt 4, Gnr 5) Gunner (Gnr 3)

42nd Renegade Maintenance Wing: Part of the Prefect Squadron.

25th Renegade Support Wing: Elements from the Hornet Squadron.

Set up first along Edge 3.

Eagle A—	Pilot (Plt 10, Gnr 3) Gunner A (Gnr 5) Gunner B (Gnr 6) Gunner C (Gnr 7) Gunner D (Gnr 5)
Eagle B—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 6) Gunner D (Gnr 4)
Saucer Shuttle A—	Pilot (Plt 9, Gnr 5)
Saucer Shuttle B—	Pilot (Plt 4, Gnr 5)
Saucer Shuttle C—	Pilot (Plt 4, Gnr 7)
Saucer Shuttle D—	Pilot (Plt 3, Gnr 7)
Saucer Shuttle E—	Pilot (Plt 3, Gnr 5)
Saucer Shuttle F—	Pilot (Plt 3, Gnr 5)
Saucer Shuttle G—	Pilot (Plt 3, Gnr 4)
Saucer Shuttle H—	Pilot (Plt 1, Gnr 3)

Special Rules

- 1) Wormholes may be used.
- 2) Using slingshotting is recommended.
- 3) Only one map set is to be used in the scenario. All wormhole jumps take place within the confines of the map.
- 4) Separate the chips into two stacks, one labeled with capital letters and one labeled with lower case letters. Randomly

scatter the capital letters on the map. If the players like, they can take turns placing the holes.

- 5) Place the lower-case-lettered chips into an opaque cup. Whenever a ship moves into a wormhole, the controller of the ship draws a counter from the cup at random. The ship then exits the wormhole of the corresponding capital letter. It's possible for the ship to be spat back out of the hole it entered if the player draws the appropriate counter.
- 6) These wormholes can move. At the end of every turn, roll a 1D6 to determine which direction each hole moves in. Use the compass rose as your guide. Then roll 1D6 to see how many hexes it moves in that direction. If a move would take a wormhole off the map, it stops on the very edge.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. After the game, the Espan player tallies up the TPV of all Renegade vessels that were destroyed, less that of all Espan ships lost.

Points	Result
30 or more	Decisive Espan victory
15 to 30	Marginal Espan victory
-14 to 14	Draw
-30 to -15	Marginal Renegade victory
-30 or less	Decisive Renegade victory

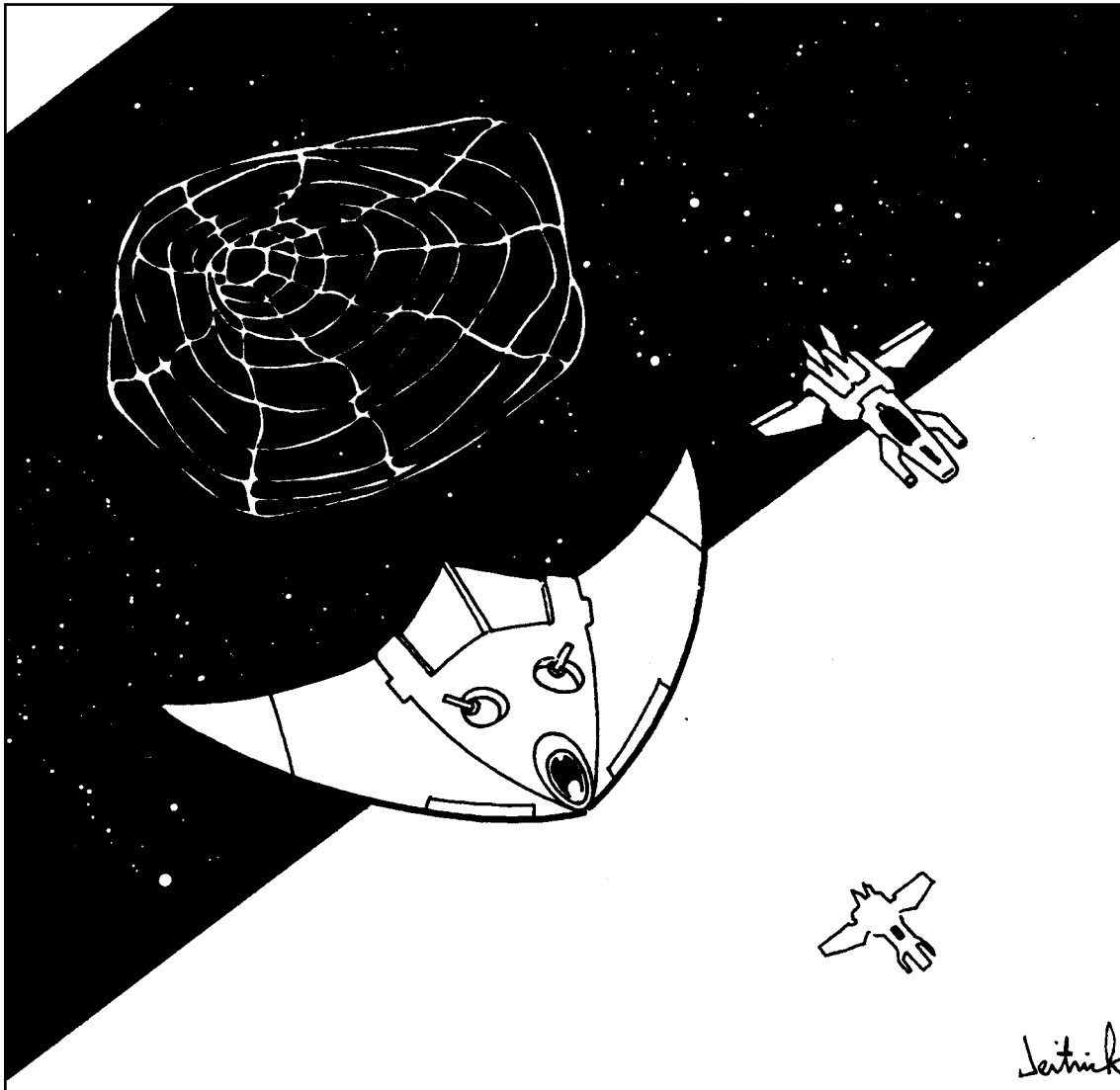
Battlefield Report

Over half of the Saucer Shuttles were destroyed, along with one of the Eagles, but the Renegades fared much better than their foes. Of the Espan loyalists, only the Hell Benders survived, and when they fled, the battered Renegades opted to let them go.

The Next Millennium

“Perhaps you don’t understand the gravity of the situation, my friend.”

— Origin lost



Silent Death

Evacuation

“What do you mean ‘We’ve been discovered?’,” Pilar?” General Rocosco Salvadore demanded, the edge in his voice terrifying the already terminally frightened pilot on the other end of the glowing viewscreen. Sweat was rolling down the young woman’s face in rivulets. Rocky could see scorch marks on the canopy behind and above her.

“We were en route to a raid in the Dura system. When we came through the wormholes, we found an entire Space Sharks squadron waiting for us on the other side.”

Rocky cursed heartily at the news. “And?”

“We were outnumbered, but they were only in Pit Vipers. We made quick work of them, but...” Her shame glowed on her face.

“But not quick enough,” Rocky finished. He ran a hand through his rapidly graying hair. “It’s not your fault, Pilar. I’m sure you and your pilots did your level best. It’s impossible to outrun a tachyon beam, though, no matter how hard you may try.” Still, he grimaced at the news.

Scenario 13: Rescue the POWs

EXCERPT FROM “THE ESPAN REBELLION HANDBOOK”

Maria Lopez was Rocosco Salvadore’s second in command, the valiant leader of the Renegades’ galaxy-spanning starcraft wings. Much of the early success the Renegades had in the war was attributed to General Lopez’s amazing strategic skills. She was a brave woman, who led her forces from the front. She was a crack pilot and racked up a near-record number of kills in the conflict. For a while, it seemed like she was untouchable. Like most legendary figures, her vaulted invulnerability turned out to be little more than a combination of her fantastic skill and her incredible luck. But eventually, her luck ran out.

She had come to the Las Herosas system to rendezvous with a courier bringing her vital intelligence about Alberta Poderez’s war plans, but when she reached the agreed-upon point, her contact was missing. He’d been discovered planetside and executed for treason.

Unbeknownst to Lopez, the martyred man’s place had been taken by a wing of vicious Blood Hawks from the 1324th Espan Strike Wing (Birds of Prey) who lay in ambush for her on the far side of the smaller of Las Herosas’ two moons. She was taken totally unawares by the Espan loyalists, and although she put up a valiant battle, she was outnumbered eight to one, and eventually the difference in numbers told the tale.

Amazingly, she took out three of her attackers before her fighter simply fell apart around her. It had simply sustained too much damage to remain in one piece. Lopez managed to eject her life pod before the rest of her starcraft went up in a balloon of silent flame. She was picked up by her opponents who were under orders to bring her back alive if at all possible.

There was no doubt that Lopez’s capture

could mean disaster for the Renegades. She knew far too much about the Renegade forces, their locations and their plans. If the Espan loyalists could get her to talk, they might be able to put a quick end to the war once and for all.

Lopez resisted as best she could: she was loyal to the Renegades and would do just about anything to prevent them from coming to harm. Since the local loyalists weren’t having any luck with their initial clumsy attempts, Lopez was sent to Espan along with a collection of other recalcitrant Renegades for a thorough interrogation by the system’s finest and cruelest questioners, including the legendary La Muerte, the doctor who had broken every “patient” she’d ever met.

The decision to launch a desperate attempt to rescue the POWs was made, and a plan was thrust into action. The pilots were under strict orders to take the fight to the cowardly Espans and to bring their people back alive!

Date: 7:68 AL.

Location: Deep space outside of the Espan system.

Situation: The Espans are transporting key political prisoners from the Duran system to the Espan system, and the Renegades dispatched a fighter wing to recover them in a daring deep space raid. Maria Lopez, the commander of the Renegade starcraft wings is amongst the POWs. This mission is of supreme psychological importance to the Renegades, and the strike force is determined to succeed. Elements of the 25th Renegade Support Wing (the Stingers) and the 7th Renegade Strike Wing (Thankless Children) catch up with the prison ship from the 9099th Espan Support Wing (Rock Busters) and its escort from the 5150th (Space Sharks) on the outskirts of the Espan system, just as the Espans come out of hyperspace.



Forces

The 9099th Espan Support Wing:
A Conestoga from the Mephistopheles Squadron.

5150th Espan fighter Wing: An escort flight from the Hammerhead Squadron.

Set up first in Area E or F.

Conestoga A—	Pilot (Plt 5, Gnr 3)
	Gunner A (Gnr 4)
	Gunner B (Gnr 7)
	Gunner C (Gnr 3)
	Gunner D (Gnr 4)
Spirit Rider A—	Pilot (Plt 6, Gnr 6)
Spirit Rider B—	Pilot (Plt 7, Gnr 5)
Spirit Rider C—	Pilot (Plt 5, Gnr 4)
Spirit Rider D—	Pilot (Plt 5, Gnr 4)

25th Renegade Support Wing: A Scorpion from the Wasp Squadron.

7th Renegade Strike Wing: A flight from the Oedipus Squadron.

Set up second along Edge 1.

Blood Hawk A—	Pilot (Plt 8, Gnr 5)
Blood Hawk B—	Pilot (Plt 7, Gnr 6)
Blood Hawk C—	Pilot (Plt 5, Gnr 4)
Blood Hawk D—	Pilot (Plt 3, Gnr 2)
Scorpion A—	Pilot (Plt 4, Gnr 5)
	Gunner A (Gnr 5)
	Gunner B (Gnr 7)
	Gunner C (Gnr 4)

Special Rules

- 1) The rules for life pods are in effect for this scenario.
- 2) If the Conestoga fires its life pods, the prisoners are in one pod, and the ship's crew in another. Which is which will be entirely obvious to both sides. They should be marked clearly on the board.
- 3) A jettisoned life pod may be picked up by the Scorpion at any time during the game (using its salvage claws or tractor beam), or by any ship on the winning side after the battle is over. Once the Scorpion picks up the prisoners. The prisoners' pod and the crew's pod eject separately and should be treated separately. There are ten prisoners in their pod. Roll for each one's survival separately.
- 4) The Espan player cannot fire on the Conestoga or the life pods in an effort to thwart the Renegades' rescue attempt. He or she can, however, attempt to destroy the prisoners once they are on the Scorpion.

Victory Conditions

The game ends on turn 10 if it has not already done so. If the prisoners have been recovered, the Renegade player wins. Otherwise, the Espan player does.

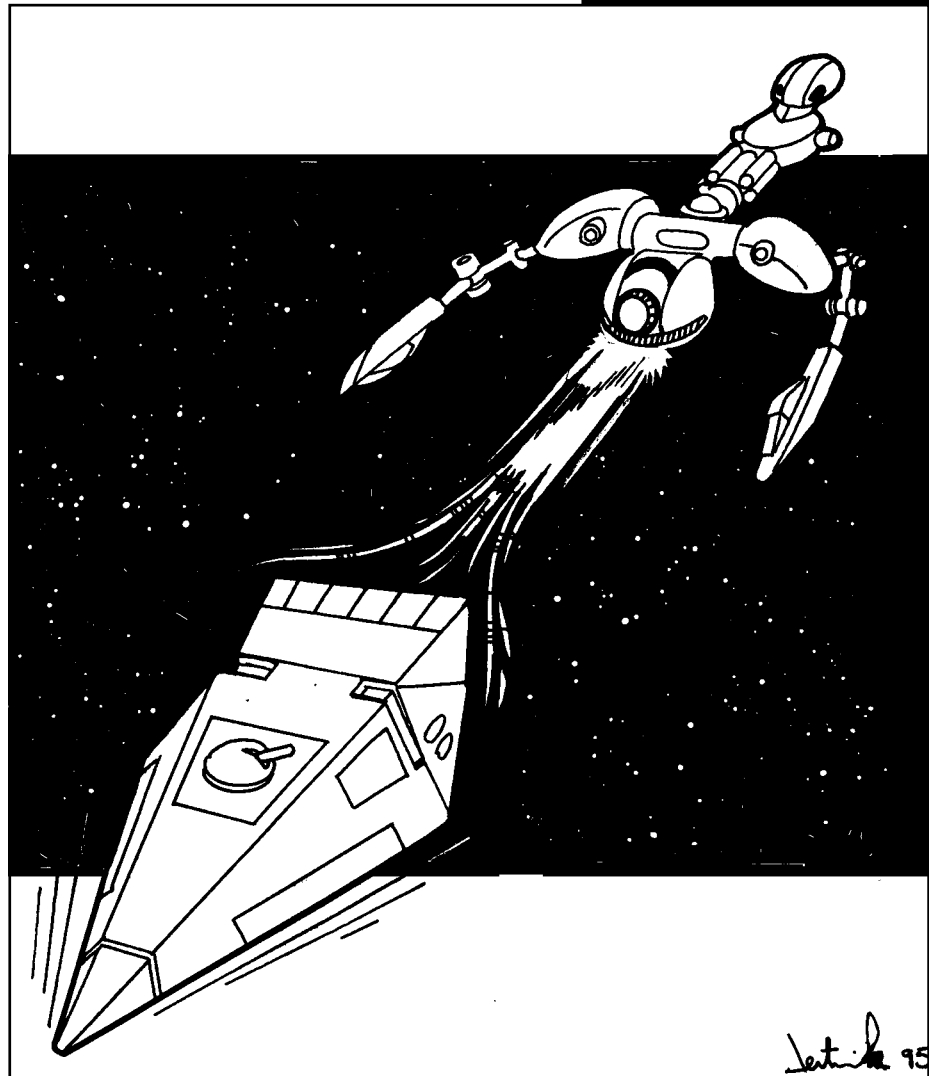
Battlefield Report

The operation was a resounding success. The Conestoga was disabled early on, and the Blood Hawks and the Scorpion then made quick work of the Spirit Riders. Lopez was rescued alive and unharmed. She soon became a symbol of the fact that Poderez was doomed to fail.

The Next Millennium

He looked at her through the viewscreen again. Something else was wrong. "How many casualties?"

He saw that he had guessed right. "It was a hard-fought battle, sir. We lost four ships. Of those, only one pilot managed to eject from his craft safely."



Silent Death

Rocky's grimace punched deeper into his face. These days it seemed like he was rarely without it. It felt like weeks since he'd laughed.

"Names?"

"Martinez, Hualpa and Krandall."

All three had been crack pilots, especially Krandall. An expatriate from the Hibernian Freehold, he had seen a cause in Espan worth fighting for. Now, despite the fact that barely anyone he knew outside

Scenario 14: Inside the Nebula

EXCERPT FROM "THE HOLE IN THE WALL OF SPACE: THE RENEGADES' SECRET BASE"

For the Espan loyalists, the most frustrating part of the war was their inability to carry the attack to their opponents. The Renegades were aware of their advantage, and they made as much use of it as they could. The location of their main headquarters was the most jealously and carefully guarded secret in the entire province, and it was a long time before it was broken.

After making several failed attempts to find the base and stumbling into a number of cunningly laid Renegade traps, the loyalists were ready to abandon hope. The only thing that kept them searching on was Poderez herself. She warned her forces that if they could not somehow manage to discover the location of the base, the war would

never come to an end. Until the loyalists were able to bring the battle to their foes, the Renegades could simply continue to engage them in guerilla-style tactics, harassing them until the populace finally rose up and openly joined the rebellion against the Poderezan government.

This was something that Poderez simply could not allow.

After weeks of tracking and searching for Renegade ships on their way back to their base, the Espan loyalists finally got a break. A technician in the search team noticed that almost all of the ships seemed to be headed in one way or another for the Mayan Nebula, situated on the very edge of Espan space.

While this startling news was helpful, there was still much work to be done. The Nebula is a big place, and inside



Seitnik 95

which normal sensors are practically useless due to all the cosmic static. Finding the Renegades' base would still be difficult.

The loyalists began a methodical search of the Nebula, crisscrossing it in a fixed pattern that would eventually allow them to cover the entire thing with their sensors. It would take a long time, perhaps years, to complete their task, but at least they were narrowing in on their prey, pass by pass, inch by inch.

Date: 7:76 AL.

Location: Within the Mayan Nebula.

Situation: Working on research performed by a loyalist Espan astronomer, Poderez sends ships into the Mayan Nebula to search for the Renegade's secret base. Members of the 1984th Espan Heavy Fighter Wing (Las Botas), the 7557th Espan Strike Wing (Death's Symphony) and the 7777th Espan Defense Wing (Space Sharks) stumble upon an element from the 25th Renegade Support Wing (the Stingers) and an Eagle from the 13th Renegade Fighter Wing (the Innocents) during routine patrolling maneuvers on the outskirts of the nebula.

Forces

1984th Espan Heavy Fighter Wing: A Betafortress from the Snakeskin Squadron.

7557th Espan Strike Wing: Lance Electra from the Bach Squadron.

7777th Espan Defense Wing: A flight of Talons from the Michael Squadron.

Set up second along Edge 1.

Betafortress A—	Pilot (Plt 7, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 7) Gunner C (Gnr 4), Gunner D (Gnr 5)
Lance Electra A—	Pilot (Plt 5, Gnr 4) Gunner (Gnr 5)
Talon A—	Pilot (Plt 7, Gnr 6)
Talon B—	Pilot (Plt 7, Gnr 5)
Talon C—	Pilot (Plt 6, Gnr 3)
Talon D—	Pilot (Plt 3, Gnr 3)

25th Renegade Support Wing: Elements from the Wasp and Hornet Squadrons.

13th Renegade Fighter Wing: An Eagle from the Just Squadron.

Set up first in Area E or F.

Saucer Shuttle A—	Pilot (Plt 6, Gnr 5)
Saucer Shuttle B—	Pilot (Plt 5, Gnr 8)
Scorpion A—	Pilot (Plt 5, Gnr 6, Luck 3) Gunner A (Gnr 7) Gunner B (Gnr 6) Gunner C (Gnr 5)
Scorpion B—	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 5)
Eagle A—	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 5) Gunner B (Gnr 6) Gunner C (Gnr 8) Gunner D (Gnr 6)

Special Rules

- 1) The Mayan Nebula wreaks havoc with electronic tracking systems. Ranges for all cannon weapons and missile launchers are halved. Torps cannot be jammed. Torps cannot track a target further than 10 hexes away. If a target is lost track of due to range, the torpedo is removed from the game.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. After the game, the Espan player tallies up the TPV of all enemy vessels destroyed, less the TPV of all Espan ships lost.

Points	Results
30 or more	Decisive Espan victory
15 to 30	Marginal Espan victory
-14 to 14	Draw
-30 to -15	Marginal Renegade victory
-30 or less	Decisive Renegade victory

Battlefield Report

The Renegades managed to rout the Espan team, but not before they managed to get off a communiqué back to Poderez's headquarters. The damage had already been done almost before the fight had begun. Poderez had found proof of the location of the Renegades' hideout.

The Next Millennium

of the rebellion had actually lived in the Espan province, he had given his life for that cause.

"Any bodies?" He knew his people would like to be buried in their native soil. As for Krandall, that was another issue altogether.

Pilar shook her head. "None at all, sir. Each ship suffered catastrophic damage."

Military-speak for saying they blew up into space dust, the pilots' and their ships' atoms scattered throughout the void. There would be no recoverable wreckage.

Although he hated to bring up the subject of the other ships at such a time, Rocky knew he had to. "Any chance of salvaging the other craft?" he asked, even though he knew what the answer would likely be.

Pilar shifted in her flight seat. "Not much to go with here, sir. We could try to haul one or two shells back with us, but we're hampered with the one life pod as it is." Desperation was creeping into her voice. She'd had a bad day.



Silent Death

Rocky nodded at her. "I understand. Forgive me for even asking, but fairly soon we're going to be missing those ships badly—as well as those pilots."

He sat back for a moment and rubbed his stubbled chin. The last few days had all been long ones, and he'd had little time to bother with such matters as shaving.

"Bring your people back to the base, Pilar. We need to prepare for what's coming. Rocky out."

As the viewscreen faded to black, Rocky activated it again. This time, the face of his old friend and second-in-command David Cloque appeared. The man was a few years older than Rocky, but the months of the rebellion had been less kind to him. Dark circles surrounded his sunken, bloodshot eyes.

"Yes," he said.

"What the hell are you still doing awake?" Rocky demanded. "I sent you to your bunk hours ago."

David favored him with a tired smile. "There's too much to do. I can sleep when I'm dead. I'll have all the time I need then."

Scenario 15: Gravity Wells

EXCERPT FROM

"THE HOLE IN THE WALL OF SPACE: THE RENEGADES' SECRET BASE"

While searching in the Mayan Nebula for the Renegades' base, a group of fighters from the Rock Busters, an Espan support wing, stumbled upon some starcraft from the Rangers on deep space maneuvers. Upon spotting the Espans, the Renegades decided to try to lose them in the Nebula, so they turned tail and fled. The Espan loyalists transmitted their findings back to the capital ship waiting for them on the edge of the Nebula, and then gave chase.

Eventually, the Renegades realized that they could never outrun the speedy Espan Darts. The Ranger commander located a black hole approximately twenty kilometers across on his sensors and told her pilots to head for it. This was where they would make their stand.

Date: 7:79 AL.

Location: Inside the Mayan Nebula.

Situation: Espan ships from the 9099th Espan Support Wing (the Rock Busters) running a search pattern through the Mayan Nebula encounter a portion of the 17th Renegade Utility Wing (the Rangers) on maneuvers. The two sides chase each other for a while before getting to the outskirts of a black hole, both sides apparently undaunted by the prospect of being sucked into the phenomenon's gravity well.

Forces

9099th Espan Maintenance Wing: A portion of the Satan Squadron.

Set up first along Edge 1.

Dart A—	Pilot (Plt 10, Gnr 8)
Dart B—	Pilot (Plt 8, Gnr 7)
Dart C—	Pilot (Plt 6, Gnr 7)
Dart D—	Pilot (Plt 6, Gnr 6)
Dart E—	Pilot (Plt 5, Gnr 5)
Dart F—	Pilot (Plt 5, Gnr 3)
Dart G—	Pilot (Plt 4, Gnr 3)
Dart H—	Pilot (Plt 3, Gnr 5)

42nd Renegade Maintenance Wing: A portion of the Adams Squadron.

Set up second along Edge 3.

Blood Hawk A—	Pilot (Plt 10, Gnr 6)
Blood Hawk B—	Pilot (Plt 8, Gnr 5)
Blood Hawk C—	Pilot (Plt 6, Gnr 5)
Blood Hawk D—	Pilot (Plt 5, Gnr 7)
Blood Hawk E—	Pilot (Plt 5, Gnr 6)
Blizzard A—	Pilot (Plt 7, Gnr 3)
Blizzard B—	Pilot (Plt 6, Gnr 5)
Blizzard C—	Pilot (Plt 4, Gnr 4)
Blizzard D—	Pilot (Plt 3, Gnr 5)

Special Rules

- 1) There is one black hole on the board, with a radius of ten hexes.
- 2) Using slingshotting is recommended.
- 3) The Renegade player places the black hole in Areas E or F before the Espan player places the Espan ships.
- 4) The Mayan Nebula wreaks havoc with electronic tracking systems. Ranges for all weapons are halved. Torps cannot be jammed. Torps cannot track a target further than 10 hexes away. If a target is lost track of due to being out of range, the torpedo is removed from the game.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. The player with the most ships left at the end of the game is the winner.

Battlefield Report

Once again, the Renegades' superior piloting carried the day. The Espans were destroyed right down to their final starcraft. Unfortunately, by the time the battle was met, the damage to the Renegades had already been done. The Espan ships managed to radio off news of their battle before they were taken out. Espan high command knew that Renegade craft had been spotted in the Mayan Nebula again. They realized there had to be a connection, although they were unsure exactly what it was.

Scenario 16: The Gates Discovered

**EXCERPT FROM
“THE HOLE IN THE WALL OF SPACE:
THE RENEGADES’ SECRET BASE”**

Eventually, the Espan loyalist scouts discovered that the nebula was full of wormholes which led to the far side of the galaxy and a solar system named Couatl—and the Renegades’ secret headquarters!

Date: 7:81 AL.

Location: Inside the Mayan Nebula.

Situation: Tipped off by the previous skirmishes in the Mayan Nebula, Poderez redoubles her efforts to locate the Renegades. The 5150th Espan Fighter Wing (the Space Sharks) finds, deep within the heart of the nebula, several more or less stable wormholes that can be used to cover most of the galaxy in a split second. Before the Espan loyalist scouts can actually investigate the wormholes, though, a squadron from the 13th Renegade Fighter Wing (the Innocents) spins though them, landing in the middle of the Espan forces. Realizing that their cover is in imminent danger, the Renegade forces attack.

Forces

5150th Espan Fighter Wing: Tiger Squadron.

Set up first on Map 1.

Pit Viper A—	Pilot (Plt 7, Gnr 6, Luck 3)
Pit Viper B—	Pilot (Plt 8, Gnr 3)
Pit Viper C—	Pilot (Plt 7, Gnr 5)
Pit Viper D—	Pilot (Plt 7, Gnr 5)
Pit Viper E—	Pilot (Plt 7, Gnr 4)
Pit Viper F—	Pilot (Plt 7, Gnr 3)
Pit Viper G—	Pilot (Plt 6, Gnr 5)
Pit Viper H—	Pilot (Plt 6, Gnr 4)
Pit Viper I—	Pilot (Plt 6, Gnr 4)
Pit Viper J—	Pilot (Plt 6, Gnr 3)
Pit Viper K—	Pilot (Plt 5, Gnr 7)
Pit Viper L—	Pilot (Plt 5, Gnr 6)
Pit Viper M—	Pilot (Plt 5, Gnr 2)
Pit Viper N—	Pilot (Plt 4, Gnr 5)
Pit Viper O—	Pilot (Plt 4, Gnr 4)
Pit Viper P—	Pilot (Plt 2, Gnr 1)

13th Renegade Fighter Wing: Truthful Squadron.

Set up second on Map 2.

Blood Hawk A—	Pilot (Plt 8, Gnr 7, Luck 3)
Blood Hawk B—	Pilot (Plt 9, Gnr 7)
Blood Hawk C—	Pilot (Plt 8, Gnr 6)
Blood Hawk D—	Pilot (Plt 8, Gnr 3)
Blood Hawk E—	Pilot (Plt 7, Gnr 6)
Blood Hawk F—	Pilot (Plt 7, Gnr 5)
Blood Hawk G—	Pilot (Plt 7, Gnr 5)
Blood Hawk H—	Pilot (Plt 7, Gnr 4)
Blood Hawk I—	Pilot (Plt 6, Gnr 5)
Blood Hawk J—	Pilot (Plt 5, Gnr 3)
Blood Hawk K—	Pilot (Plt 3, Gnr 2)
Blood Hawk L—	Pilot (Plt 2, Gnr 2)

Special Rules

- 1) Use the map setup from Scenario 4 in Silent Death (page 107). Separate the wormholes into two groups, capital and lowercase lettered. Scatter one group on each map.
- 2) Using slingshotting is recommended.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. The player with the most ships left at the end of the game is the winner.

Battlefield Report

The Renegades were taken even more by surprise than their foes. They fought valiantly, but they were doomed to fail. They utterly destroyed their foes, but not before the Espans fired off a communiqué stating where they were and what they had found.

Though these Espans would never enjoy the fruits of their discovery, they had ensured that they weren’t the last Espan ships the Couatl system would see. Soon the entire place would be overrun with them. After the battle, the Renegade survivors headed home with heavy hearts, preparing themselves to tell their compatriots that they had been found. They would have to abandon their home immediately.

Rocky chuckled humorlessly. “You may get your chance to find peace more quickly than you might have guessed.”

David wrinkled his forehead at him. “What do you mean? Have you had some sort of news?”

Rocky nodded slowly. “That I have. I’ve just been informed by Captain Obispo that the gates have been discovered.”

“Dios mio!”

Rocky jabbed a thick finger at the screen. “I want you to do two things for me, David. Do you think you can handle that?”

Fatigue fell from the old warhorse’s face. “Yes, sir!”

Rocky grinned. He’d been dreading this moment for months, fearful that Alberta’s soldiers would find them before they were ready to be found. Now, despite his trepidations, he was going to enjoy this. If the Renegades were going down, they were going to do it with a bang.

“First, initiate Plan Omega.”



Scenario 17: The Barricade



Shock warred with pleasure on David's face. "Are you sure, Rocky? There's no other way?"

Rocky shook his head. "No. I'm sorry, amigo, but this is it."

David screwed his face up at him. "Do you think we're ready?"

Rocky leaned back and rubbed his chin again. "It doesn't matter. We're stretched to the limit.

EXCERPT FROM "THE HOLE IN THE WALL OF SPACE: THE RENEGADES' SECRET BASE"

Once the existence and location of the Mayan Wormholes had been discovered, it would only be a short time before the Espan loyalists managed to find and destroy the Renegades' no-longer-secret base of operations. After a long debate with his advisors, Salvadore decided to evacuate the planet and move the Renegades temporarily to another hiding place. The most immediate difficulty the Renegades were now facing was a lack of time. The Espans would surely make an assault upon the headquarters before it could be entirely abandoned, and the Renegades were reluctant to leave anyone or anything behind.

Although it pained him deeply to do so, Salvadore made a general request for volunteers for a most dangerous mission. The

overwhelming response proved to Salvadore once again that he was fighting on the right side. But which people would he send into the lion's den?

Jorge Camacho, the commander of the 7th Renegade Strike Wing, the infamous Thankless Children, made a special plea to Salvadore to let his people shoulder this burden. His wing was to make a valiant attempt to stem the encroaching Espan tide by jamming them up at the only bottleneck in their flight path: the Mayan Wormholes. Salvadore thanked Camacho for his loyalty to their cause and sent him on his way. If the Thankless Children could manage to purchase any additional time for the Renegade evacuation effort, they would not have sold their lives cheaply.



Date: 7:86 AL.

Location: Inside the Mayan Nebula.

Situation: Now that they have found the wormholes that led to the Couatl system and the Renegades' secret hideout, the Espan loyalists are eager to launch an all-out attack on the Renegades' base. They send a large part of their forces into the Mayan Nebula on their way to the other side of the galaxy. When they drop out of hyperspace to travel through the wormholes, they encounter a group of Renegade starcraft sent to plug the wormholes as long as they can. This scenario depicts a small part of this conflict which features part of the 7777th Espan Defense Wing (the Guardian Angels) in mortal combat with the 7th Renegade Strike Wing (the Thankless Children) in a field of wormholes.

Forces

7777th Espan Defense Wing: Michael Squadron.

Set up on Map 1.

Talon A—	Pilot (Plt 9, Gnr 5, Luck 3)
Talon B—	Pilot (Plt 6, Gnr 6)
Talon C—	Pilot (Plt 6, Gnr 5)
Talon D—	Pilot (Plt 5, Gnr 3)
Talon E—	Pilot (Plt 2, Gnr 1)
Talon F—	Pilot (Plt 1, Gnr 1)
Blood Hawk A—	Pilot (Plt 5, Gnr 5)
Blood Hawk B—	Pilot (Plt 4, Gnr 5)
Blood Hawk C—	Pilot (Plt 4, Gnr 4)
Blood Hawk D—	Pilot (Plt 4, Gnr 4)
Blood Hawk E—	Pilot (Plt 2, Gnr 3)
Blood Hawk F—	Pilot (Plt 1, Gnr 1)

7th Renegade Strike Wing: Oedipus Squadron.

Set up second on Map 2.

Blood Hawk A—	Pilot (Plt 7, Gnr 6, Luck 4)
Blood Hawk B—	Pilot (Plt 9, Gnr 8)
Blood Hawk C—	Pilot (Plt 8, Gnr 7)
Blood Hawk D—	Pilot (Plt 8, Gnr 3)
Blood Hawk E—	Pilot (Plt 7, Gnr 5)
Blood Hawk F—	Pilot (Plt 6, Gnr 5)
Blood Hawk G—	Pilot (Plt 6, Gnr 5)
Blood Hawk H—	Pilot (Plt 6, Gnr 4)
Blood Hawk I—	Pilot (Plt 6, Gnr 3)
Blood Hawk J—	Pilot (Plt 5, Gnr 5)
Blood Hawk K—	Pilot (Plt 3, Gnr 5)
Blood Hawk L—	Pilot (Plt 2, Gnr 4)
Blood Hawk M—	Pilot (Plt 1, Gnr 5)
Blood Hawk L—	Pilot (Plt 1, Gnr 4)

Special Rules

- 1) Use the map setup from Scenario 4 in Silent Death (page 107). Separate the wormholes into two groups, capital and lowercase lettered. Scatter one group on each map.
- 2) Using slingshotting is recommended.
- 3) Due to the nature of the Renegades' surprise attack, the Espan player automatically loses initiative for the first two turns of this game. Beginning with the third turn, initiative is rolled for normally.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. If the Espans have destroyed all of the Renegade ships, the Espan player wins the game. Otherwise, the Renegade player wins.

Battlefield Report

This time, it was the Espans who were surprised. They had expected the Renegades to concentrate their efforts on an evacuation or a last ditch defense of their base or operations. Instead, they ran into them in the wormhole field, well before they were ready to fight.

The Espans needn't have worried overly much about the ultimate outcome of the battle, however. They had a substantial advantage in their numbers. While the Renegades handily won the skirmish that this scenario depicts, they had no hope of stopping the Espan advance. All they could do was slow the loyalists down long enough to buy more time for their fellows to evacuate their headquarters. This they did with great valor and success.

The vast majority of the Renegades' ships even managed to survive the encounter, as Camacho gave the order to pull out once it was apparent that the dam they had tried to put up had been shattered. They had bought their people some time, but like it or not, the Espans were coming through.

The Next Millennium

Once Alberta's got us on the run, it's over. We've got to do it now or never."

"If we fail—"

"Ah!" said Rocky, wagging a finger at the viewscreen. "But if we succeed! We have no choice, David. Set the wheel in motion. We will follow this little drama though to its end. With luck, we will find we have written not a tragedy but a triumph!"

David stuck out his lower lip, weighing these words in his mind. Finally, he nodded his assent. "All right. What's the second thing?"

Rocky grinned at him. "Get some sleep. You're going to need it. Rocky out."

• • •
At Krاندall's wake, Rocky surprised himself by how light he felt. The burdens of sending brave men and women into war would soon no longer be his. After over three months of warfare, there was finally an end in sight. Now all that had to be determined was who was going to win this thing.



Silent Death

“Hey, Rock, how’s it going?” Martin Cuarte walked over and greeted his commander. He was smiling from ear to ear.

“You’re awfully happy.” Rocky noted.

Martin’s grin turned sheepish, and his hand reached back and rubbed his neck. “Yeah, well, I guess I am. I don’t know about you, Rock, but I’m sick of hiding out in this backwater place. Too damn cold around here for my Espan bones. I never knew what thermal wear was for before we came here.”

Rocky laughed in agreement. “There will be an end to it soon, the hardships, everything.”

Martin nodded, serious now. “So I hear. Omega, eh? Are you sure it’s wise?”

“No,” Rocky sighed and sipped his Hibernian whiskey. Krandall would’ve enjoyed its flavor nearly as much as the sight of his leader’s face as it burned down his throat. “No, I’m not sure at all, but I just don’t see any other way out of this. I’m open to suggestions, though.”

Scenario 18: Covering the Retreat

EXCERPT FROM

“THE HOLE IN THE WALL OF SPACE: THE RENEGADES’ SECRET BASE”

Eventually, the Espan loyalists hunting for the Renegades’ secret headquarters made their way through the wormholes in the center of the Mayan Nebula and into the Couatl system. Inevitably, they located the Renegade base on Couatl IV, but luckily, the scout ships were detected by the Renegades’ forces. They could not stop the scouts from escaping with their hard-won intelligence, and the Renegades recognized that their cover was blown. They immediately began an evacuation of their forces to a backup base hidden deep within the Mayan Nebula.

In the interim, Salvadore sent the Thankless Children off to fight a delaying action against the Espans entering through the wormholes. This solution was a temporary one at best. It was only a matter of time until the Espan loyalists found the Renegades again, Salvadore knew. Once the Renegades had managed to get to safety, he was going to call his generals in for a design session for the ultimate war plans. This war had already dragged on for too long. Innocents were being injured and valuable resources were being devoured by the industrial war machines supporting either side. It had to be brought to an end, one way or another, as soon as humanly possible.

But first, the Renegades had to get out. Those who managed to get away would live to fight another day—a day in the not-too-distant future.

Salvadore stood in front of his assembled warriors and asked for volunteers. He needed a select number of good men and women who were willing to lay down their lives so that the large majority of the Renegades would be able to get away clean. It was vital that these volunteers succeeded, but they should know that their chances of survival were slim. They would be remembered throughout history, though, by all those who ever hungered for freedom.

When Salvadore finally made his formal call for those who were willing to lend a hand in this most dangerous of tasks to stand up and prepare to be counted, not a single person in the entire hall remained seated.

Date: 7:88 AL.

Location: High over Couatl IV.

Situation: The Renegades begin to evacuate their secret headquarters on Couatl IV, but they simply can’t get everyone away in time. They leave behind a substantial rear guard to try to stall the rampaging Espan loyalists long enough for the bulk of the Renegade force to get away. This scenario depicts a small portion of that conflict in which parts of the 7557th Espan Strike Wing (Death’s Symphony) face off against what was left of the 13th Renegade Fighter Wing (the Innocents) in what was one of the most heroic battles of the entire war.

Forces

7557th Espan Strike Wing: Elements from the Beethoven and Mozart Squadrons.

Set up second along Edge 1.

Night Hawk A—	Pilot (Plt 8, Gnr 6)
Night Hawk B—	Pilot (Plt 7, Gnr 6)
Night Hawk C—	Pilot (Plt 4, Gnr 2)
Night Hawk D—	Pilot (Plt 3, Gnr 1)
Kosmos A—	Pilot (Plt 9, Gnr 7)
Kosmos B—	Pilot (Plt 6, Gnr 8)
Kosmos C—	Pilot (Plt 5, Gnr 3)
Kosmos D—	Pilot (Plt 4, Gnr 3)
Revenge A—	Pilot (Plt 8, Gnr 8) Gunner (Gnr 7)
Revenge B—	Pilot (Plt 6, Gnr 5) Gunner (Gnr 6)
Revenge C—	Pilot (Plt 6, Gnr 3) Gunner (Gnr 7)
Revenge D—	Pilot (Plt 3, Gnr 2) Gunner (Gnr 4)



13th Renegade Fighter Wing: Elements from the Just and Truthful Squadrons.

Set up first in Area E or F.

Blood Hawk A—	Pilot (Plt 10, Gnr 6, Luck 2)
Blood Hawk B—	Pilot (Plt 8, Gnr 7)
Blood Hawk C—	Pilot (Plt 6, Gnr 6)
Blood Hawk D—	Pilot (Plt 5, Gnr 7)
Blood Hawk E—	Pilot (Plt 5, Gnr 4)
Blood Hawk F—	Pilot (Plt 4, Gnr 4)
Blood Hawk G—	Pilot (Plt 3, Gnr 2)
Blood Hawk H—	Pilot (Plt 1, Gnr 1)
Eagle A—	Pilot (Plt 9, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 7) Gunner D (Gnr 4)
Eagle B—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 7) Gunner D (Gnr 6)

Reinforcements

25th Renegade Support Wing: A Scorpion from the Wasp Squadron.

Enter on turn 3 along Edge 1.

Scorpion A—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5) Gunner C (Gnr 6)
-------------	--

Special Rules

No special rules are used in this scenario.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. If the Espans have destroyed or critically disabled all of the Renegade ships remaining on the playing surface, the Espan player wins the game. Otherwise, the Renegade player wins (although this is only a moral victory, as the Renegades' secret base will soon be destroyed).

Battlefield Report

The Renegade forces that stayed behind to form the evacuation's rear guard failed to carry the day and were soundly defeated. They sold their lives dearly, though, and for their troubles, they bought enough time for their brethren to escape to another secret base of operations.



The Next Millennium

“How about we keep running?” chipped in Roberta Chamas as she strolled over, a snifter of tequila warming in her hand. “Face it, Rocky. We’re just not ready to take on Alberta toe to toe.”

The Renegade movement leader’s eyes flashed angrily at Roberta. Her status as a former lover of his did not extend to questioning his judgment in public. “We don’t have any choice, Roberta. Now that Alberta’s found us, it’s only a matter of time before they hunt us down and kill us like dogs.”

Knowing he was playing to an audience, he raised his voice. “I don’t know about you, but I’d have a hand in determining our fate right away rather than dying off over the next few years. Sure, we could stick with the old guerrilla routine, pecking away at Alberta, irritating her like a burr in her flightsuit, but that’s all we’d ever be: an irritation.”



Silent Death

“No, if we ever want to succeed, we’re going to have to raise the stakes as high as we can and then lay all of our cards on the table at once. I’m not doing this to make some kind of political statement. The Renegades will not be a footnote in the Espan province’s history. We’ll be a whole damned chapter!

“I’m not satisfied with taking tiny battles week after week. This is a war, and it’s one I intend to win!”

Roberta stared slack-jawed at him for a moment. The room was

Scenario 19: The Battle Royale

**QUOTE ASCRIBED TO
ROCKY SALVADORE DURING
THE RENEGADE ATTACK ON ESPAN**
“All right, boys and girls, this is it!”

Date: 7:100 AL.

Location: Espan III; Espan system.

Situation: Pressured by the Espan discovery of the Renegades’ hideout, Rocky organizes an all-out assault on the provincial capital at Espan III. This scenario depicts only a small part of the larger action. Elements of the 5150th Espan Fighter Wing (Space Sharks), the 7557th Espan Strike Wing (Death’s Symphony) and the 1984th Espan Heavy Fighter Wing (Las Botas) take on members of the 25th Renegade Support Wing (the Stingers), the 7th Renegade Strike Wing (Thankless Children), the 13th Renegade Fighter Wing (the Innocents) and the 42nd Renegade Support Wing (the Hitchhikers).

Forces

5150th Espan Fighter Wing: Elements from the Hammerhead and Great White Squadrons.

7557th Espan Strike Wing: Bach and Beethoven Squadrons.

1984th Espan Heavy Fighter Wing: Alligator and Snakeskin Squadrons.

Set up first along Edge 3.

Spirit Rider A—	Pilot (Plt 5, Gnr 3)
Spirit Rider B—	Pilot (Plt 3, Gnr 5)
Thunder Bird A—	Pilot (Plt 8, Gnr 4)
Thunder Bird B—	Pilot (Plt 7, Gnr 6)
Thunder Bird C—	Pilot (Plt 5, Gnr 2)
Thunder Bird D—	Pilot (Plt 3, Gnr 4)
Night Hawk A—	Pilot (Plt 9, Gnr 8)
Shryak Shuttle A—	Pilot (Plt 5, Gnr 3) Gunner (Gnr 5)
Seraph A—	Pilot (Plt 6, Gnr 8) Gunner (Gnr 7)
Sorenson III A—	Pilot (Plt 6, Gnr 4) Gunner (Gnr 5)
Epping A—	Pilot (Plt 5, Gnr 3) Gunner A (Gnr 5) Gunner B (Gnr 6) Gunner C (Gnr 6)
Drakar A—	Pilot (Plt 10, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5) Gunner C (Gnr 4) Gunner D (Gnr 5)

25th Renegade Support Wing: Forces from the Hornet, Wasp and Honey Bee Squadrons.

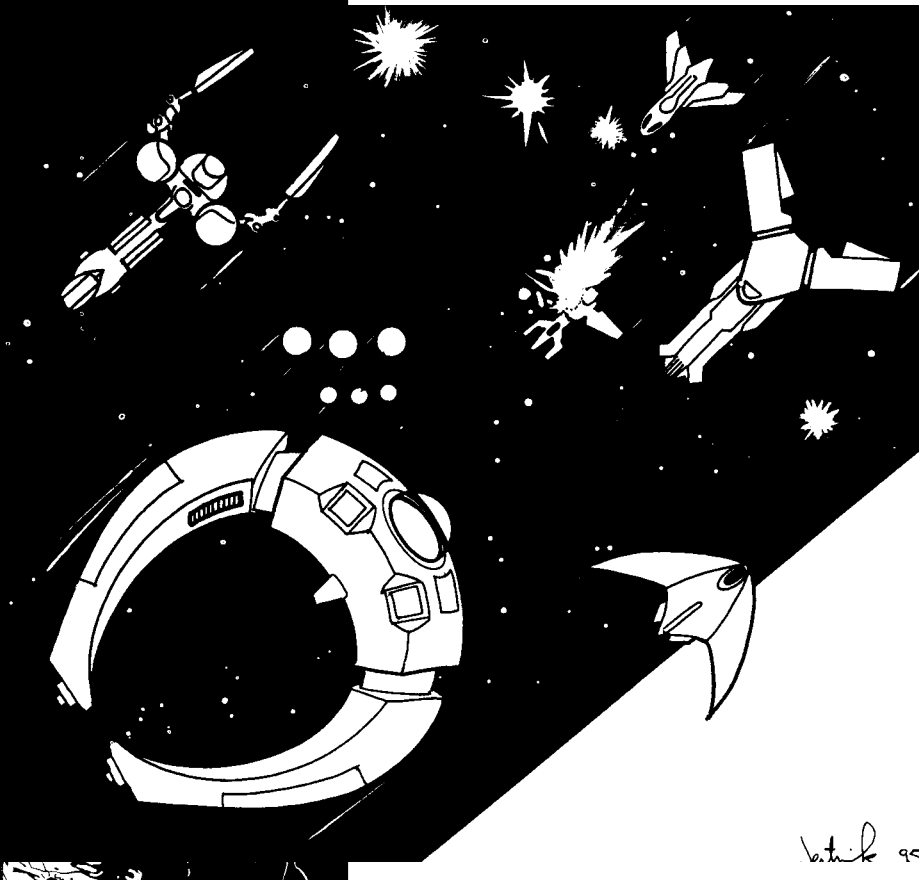
7th Renegade Strike Wing: Oedipus Squadron.

13th Renegade Fighter Wing: Just Squadron.

42nd Renegade Support Wing: Crescent from the Adams Squadron.

Set up second along Edge 1.

Saucer Shuttle A—	Pilot (Plt 6, Gnr 4)
Saucer Shuttle B—	Pilot (Plt 5, Gnr 5)
Saucer Shuttle C—	Pilot (Plt 5, Gnr 3)
Saucer Shuttle D—	Pilot (Plt 2, Gnr 2)
Blood Hawk A—	Pilot (Plt 9, Gnr 8)
Blood Hawk B—	Pilot (Plt 6, Gnr 6)
Blood Hawk C—	Pilot (Plt 5, Gnr 6)
Blood Hawk D—	Pilot (Plt 4, Gnr 2)
Blood Hawk E—	Pilot (Plt 3, Gnr 7)





The Next Millennium

covered in silence. Then David, from the back of the room, started to clap, then another person, then another, until nearly everyone in the room was applauding Rocky's speech. Roberta was the last to join in, and when she did, she muttered so that only he could hear, "About damn time, Rocky. About damn time."

• • •

Rocky was proud of his pilots. When he had made his call for volunteers to fight the rear guard action against the oncoming loyalists, not a one of them had hesitated to offer to serve the Renegades in what could very well be a suicide mission.

He gave each of his soldiers very specific orders. Hold the Espans off as long as you can. There were still things that needed doing here on the surface, and every moment would count. Then, when you were unable to fight any longer, get the hell out of there. All units would rendezvous at the secondary base.



Crescent A—	Pilot (Plt 8, Gnr 6, Luck 4) Gunner A (Gnr 5) Gunner B (Gnr 7)
Scorpion A—	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5) Gunner C (Gnr 2)
Eagle A—	Pilot (Plt 9, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 7) Gunner C (Gnr 6) Gunner D (Gnr 4)
Conestoga A—	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 7) Gunner D (Gnr 6)

Points	Results
51 or more	Decisive Renegade victory
26 to 50	Marginal Renegade victory
-25 to 25	Draw
-50 to -26	Marginal Espan victory
-51 or less	Decisive Espan victory

Battlefield Report

The Renegades caught the Espan loyalists flat on their feet. It was a hard-fought battle, but the outcome was never in doubt. The Espan starfighter forces crumbled beneath the ferocity of the Renegade onslaught. With air superiority established, it was only a matter of time until the ground troops took the capital city and exiled Poderez and her government.

This was a great moment in Espan history. The Espan rebellion, as it was known then, was soon called the Hundred Days War. Rocosco Salvadore was made president, and he immediately called for free elections. Due to his role in the war, he felt that he could not, in good conscience, run for political office and declined the nominations he received from each new political party. The elections were held ninety days later and were overwhelmingly won by Rocky's sister Pilar, who ushered in a new era of peace and prosperity for the Espan province. At least, for a while.

Special Rules

- 1) Due to the element of surprise, the Renegades automatically win initiative for the first two turns.

Victory Conditions

At the end of game turn 10, the game concludes if it has not done so already. After the game, the Renegade player tallies up the TPV of all enemy vessels destroyed, less the TPV of all Renegade ships lost.

Silent Death

He warned them to avoid capture at all costs. Alberta's soldiers would not hesitate to torture the location of the new base out of them. If they were somehow brought in alive, they were to give up the base's location right away. Alberta's interrogators might not believe them and might still torture them anyway, but there was a chance that they would not be harmed.

Secretly, Rocky was planning on some of the Renegade warriors being captured. In this kind of situation, it was almost inevitable that one sky jockey or another would stick around too long

The Espan Campaign

A *Silent Death* campaign is a series of starfighter battles strung together to form at least a rough outline of an entire war. In *Renegades*, you can recreate the starfighter combat of the Espan rebellion. Escort ships and ground forces played a relatively insignificant part in this war. This was due in a great part to three factors. Air superiority was held to be the key instead,

First, the Grub War had depleted vast amounts of resources. Most of the capital ships of the Espan province were destroyed, as were many of the ground forces while preventing planetary infestation. Espan's space fleet was not quickly replenished because of the Empire's, diminished strength. Also the rebellion mustered very few Capital ships to it's side. Few neighboring provinces maintained active shipyards for producing fighter craft. Some were able to sell or trade with the Espans.

Second, as they wanted a highly diverse and mobile force, the Espans spent little of their military budget on large ships. Their preferred weapons were SPACs, TPACs and MPACs. When the Renegades defected from

the Espan military, they could only take what the Espans had. Thus, they also ended up with mostly smaller craft.

Third, even if the Espan loyalists had a large army with which to fight, they wouldn't have had any targets to pit their ground forces against. The Renegades held no ground of strategic importance within the Espan province. Until the final conflict the Espans had nowhere to attack. Also the Renegades only maintained small, light-tactical forces.

This war was different from other modern wars in many ways besides the weapons with which it was fought. If either side could score a single telling blow against its foe's headquarters, it would surely win the war. The task was simpler for the Espan loyalists in concept, if harder actually to perform. If the Renegades' secret headquarters could be found and destroyed, it would put the rebellion to a quick end. Dominating the skies and destroying headquarters would also win the war.

Nobody-on either side-wanted a war that would destroy their planets or summon the



Brood out of their slumber. They just had overwhelmingly different ideas about how these planets should be governed. The Espan loyalists believed in the ability of Alberta Poderez to rule the province in wholesome prosperity.

The Renegades disagreed. They felt the only way the province could be rightly governed was through an open democratic system. A system that encouraged and guaranteed the right to free speech and free trade. They dreamed of a living with a form of self-rule espousing the rights of the individual in harmony with the rights of the group, with a governing body that values liberty and freedom over all else.

Because the Espans loved their land so well, almost all of the conflict took place in deep space, far from the orchards and beaches that support the vast bulk of Espan's economy. This was at the tacit insistence of both sides, neither one of which wished to claim a glowing ember as their long-sought prize. Ruling over a wasteland would have been a hollow victory for either side, to be sure.

The Renegades had an advantage over most rebels by having a well-trained force due to Espan's conscription. They also had a well-supplied space fleet via clandestine backing from the Primates. This made them almost an equal to the Espan loyalists in armaments if not in other military aspects. The relative lack of capital ships in the province worked in the favor of the rebels. They had plenty of potential targets that were usually guarded by a slightly superior number of Espan starfighters. More often than not, prime targets lay undefended, ripe for the taking. It made for an interesting war.

The Espans had only the military numbers on their side. The Renegades had the popular support of the people on theirs.

Campaign Overview

First, the players select their forces, using an agreed upon number of points to purchase their ships. Then they play an introductory scenario. Afterwards, records are checked and the players move their forces about in preparation for the next turn. Then, a set of games is played, depending on how the players allocated their forces.

After each set of games has been played, players pause to make decisions on a more or less strategic level. At this point, each side checks to see if they've fulfilled their victory

conditions. With this dual-level system in use, it's possible that both sides will manage to fulfill their victory conditions at once. In the event of this unlikely occurrence, the players will then bring their remaining forces to bear upon each other in a final battle that will determine who will rule the province.

Selecting Forces

The first thing the players need to do is determine the number of points each of them will use to purchase their ships with. The more points, the longer the campaign.

We suggest the following number of points for each side: 500 points for a short campaign (2-3 scenarios), 1000 points for a moderate campaign (4-6 scenarios), 2000 points for a long campaign (7-10 scenarios) or 5000 points for a mega-campaign. (11-20 scenarios).

The longer the campaign, the more authentic it will be. Shorter campaigns allow more for luck than strategy. Diehard *Silent Death* players won't be satisfied playing with anything less than 2000 points and should try point values larger than 5000.

Once the number of points has been agreed upon, the players must determine who will play each side: the Espans or the Renegades.

Then the players must decide which advanced and optional rules they will be using through out the campaign. These rules must be in effect for the entire campaign. They cannot be changed from scenario to scenario. For assistance in making and keeping track of these decisions, consult page 50 in *Silent Death*. for a rules checklist.

Next, each player builds his or her forces by purchasing and crewing ships with their allotted number of points. The Renegades can purchase any sort of ship. Espan loyalists are not allowed to purchase either Saucer Shuttles or Scorpions. Each ship must have a crew member of at least skill 1 in each available crew slot. A ship costs its Base Point Value in points, and pilots and gunners are purchased as detailed in *Silent Death*. Otherwise there are no restrictions besides the ones that the players place upon themselves.

Players may buy extra pilots and gunners before the campaign starts if you wish. Unused points cannot be saved to use later in the campaign. Points not used by the beginning of the campaign are lost.

The Next Millennium

and find himself at the mercy of the loyalists.

The location of the secondary base was unimportant. The Renegades wouldn't be there long enough for Alberta's people to catch them there. It was little more than a supply post—and a staging area for the last round of this war.

• • •

By the time the Espan loyalists showed up at the Renegades' base on Couatl IV, most of the rebel personnel had already been carted away to a temporary new base somewhere in the Mayan Nebula. Still, not everyone had made it out of the system when Alberta's forces arrived.

The Renegades were ready for them.

Rocky was long gone. He had left his warriors with these parting words: "Give 'em hell, kids."

As he left, he felt a longing to be with them, to not abandon them to fight the battle on their own, but he knew he was just being foolish. The years had whittled away at his razor-sharp reflexes. He was no longer the crack pilot he had



Silent Death

once been. His place was behind a tac-comm center now, directing the battle from far behind the actual lines. Still...

Never a religious man, Rocky whispered an almost silent prayer for his friends as they flew off to battle for him once more. He swore to himself that he would soon bring this all to an end.

• • •
Captain Pilar Obispo swore violently at her foes as she spun her Blood Hawk into a desperate series of evasive maneuvers. The Innocents had taken a battering throughout the war, their ranks filled by a motley crew including both ace starfighters and raw recruits.

Usually, they were more than able to hold their own. The aces consistently racked up impressive numbers of kills, and the rookies were learning as quickly as they could. This time, though, they were getting their heads handed to them on silvered dinnerware.



Pilot Luck

Pilot Luck can be used in one of three ways, depending on what the players decide.

- 1) Luck can be purchased with points. Thereafter, it can be used and earned normally.
- 2) Luck cannot be purchased. All pilots start with a Luck of 0. Luck is earned and used normally.
- 3) The rules for Pilot Luck are not allowed in this campaign. Pilots cannot be purchased with Luck, nor can they ever earn it.

Using the Campaign Roster

Once you have purchased your forces, you need to record them on a campaign roster (see page 67) and assign crew members to each of your ships. First, enter each fighter and gunboat you bought in the starcraft column. Then, next to each craft, list the crew members assigned to that particular craft. Make sure to list any unassigned crew members in the space provided near the bottom of the sheet. You may want to use a pencil when working with the roster to make it easier to make changes later.

You do not have to specify which gunner goes with which slot in any particular ship. You can wait to do that until each scenario begins if you like.

You can shuffle crew members from ship to ship after the end of each full combat phase, but pilots suffer a -1 to their Piloting skill when flying a new ship for the first time. This penalty no longer applies on the pilot's subsequent missions with that type of ship. Pilots that come out of your original pool of spare crew don't sustain this penalty on the ship they're first assigned to, but any changes made later are treated normally.

The rest of the roster is fairly straightforward. Just fill in the BPV and TPV for each ship, and then total them up. At first, this should be equal to the points value you agreed upon earlier with your opponent. It can be less, but it cannot be more. Later, things will change as ships are lost and gained. Except as an academic exercise, after the first round the TPV of your roster has no effect upon the game.



Setting up the Campaign Game

Once the players have selected their forces, they place them strategically on the campaign map (see pages 40 and 41). For purposes of the campaign game, the space between the Espan capital on Espan III and the Renegades' stronghold on Couatl IV is divided into eight regions: Espan, Dura, Credo, Espan space, deep space, Renegade space, the Mayan Nebula and Couatl.

At the beginning of the campaign game, the players distribute their ships throughout the regions on their side of the map. For the Espan player, these are Espan, Dura, Credo, Espan space and deep space. For the Renegades, they're Couatl, the Mayan Nebula, Renegade space and deep space.

Players should write down their decisions secretly on pieces of paper and then reveal their choices simultaneously. If they wish, players can keep track of the game situation by stacking counters representing their ships on the appropriate regions of the campaign map. Otherwise, they can just record anything that happens on paper.

Once both sides have revealed their initial decisions, any ships in the deep space region are readied for battle. If a player does not want one or more of his or her ships to enter battle, up to half of them (pointwise) can be held back from the fray.

The battle is fought just as if it were any standard *Silent Death* scenario. The players use the rules they agreed to use for the campaign before they started buying their forces. The Espans set up along Edge 1 and the Renegades set up along Edge 3. The game continues until one side or the other has either entirely left or been removed from the map. No ships may leave the map for the first five turns. Ships that leave the map are considered to have escaped unhurt. Once this initial battle is over, the players then proceed on to the first movement phase.

The Movement Phase

Between combat phases, the players can move their ships around on the campaign map. How each ship can move depends on what it did in the preceding battle phase and whether or not it was on the winning side.

If the ship fought in a battle and was on the losing side, it can move one region closer to its home base, or it can opt to stay where it is. If the ship was on the winning side, it can move one region forward or backward or stay where it is.

If the ship did not fight in a battle, where it was during the last battle phase determines how it can move. If the ship is on its own side of the map, it can move two regions forward or backward. If the ship is in deep space or on its foe's side of the map, it can move one region forward or two backward.

The players should write down the movement orders for each of their ships secretly, and then reveal them simultaneously. They then move the counters around on the map to show where everyone is. From there, they move on to the next combat phase.

Any ships that were damaged but managed to escape being entirely destroyed are fully restored during each movement phase. It's assumed that the ships were able to limp back to supply ships or friendly space ports and get any necessary repairs completed. Any ship that stops for repairs cannot move during that movement phase. At the beginning of the next combat phase, they end up in the same region they started out in, completely repaired. Also, any deployed ordnance, (i.e. used up missiles, torpedoes or ammo) is entirely replaced.

Ships that were disabled but not destroyed, can be captured and used by their foes. These ships are then fully repaired and staffed by spare crew members from the player's roster or new, rookie crews with skill values of 1 in each slot. In any case, if the experience rules are in full effect for the campaign game, these crew members can improve. These rules reward the survivors of any battles and can have a great effect upon the progress of the campaign game.

The Next Millennium

She looked to her left and saw an Espan Kosmos bearing down a Renegade Blood Hawk. "Rital!" she screamed, as a new star silently formed off her port side, another Renegade giving her life for her cause.

Pilar swung up and over, looping around behind the Night Hawk and letting fly with her plazgun. The hum of the weapon's supercharger filled her cockpit, rattling her bones. It was becoming unstable, she new. Every shot she fired was yet another chance the thing would burn out and leave her weaponless.

She blasted away at the Night Hawk anyhow, the plasma bolts scoring a direct hit on the starcraft's engines. The ship exploded right in front of her. There was no time to turn away from the conflagration. She gunned her engines and drove straight through the expanding globe of shrapnel, trying present a smallest target that she could to the shredded bits of metal and cristanium. Miraculously, she zipped through the cloud with only superficial damage.



Silent Death

Breathing a sigh of relief, she brought the nose of her ship about to survey the raging battlespace before her. The Renegades were definitely on the losing end of this battle, but then they knew that would be the case going into it.

At two o'clock, Pilar spotted a Death's Symphony Revenge peeling off from the pack to meet her. She zipped back and forth until she had a clear shot at the loyalist, and then fired. Her gun's supercharger hummed.

Right away, the hum's pitch told Pilar that something was wrong. It kept getting higher and higher until it passed beyond her ability to hear. She knew what was coming next.

There was a small explosion off her bow as the plazgun burnt out, the last bolt that had jammed in the supercharger going critical and taking out the weapon with it.

She cursed everyone she could think of that might possibly be responsible. As she did, she made a quick evaluation of her position. She was not leaving the battlespace yet. The fight

Finding the Renegades' Stronghold

In order for the Espan player's ships to be able to move into the Couatl system, they must first find the wormholes in the Mayan Nebula that lead to it. Until then, Espan ships cannot move into the Couatl system region on the campaign map. Every Espan ship that begins a new movement phase in the Mayan Nebula has a 1 in 10 chance of finding the system. Roll for each ship separately.

Once the Couatl system has finally been found by a single Espan ship, its position will be relayed to the rest of the Espan fleet. The Espan player does not have to make any further rolls to find the region. It can move in and out of it normally. The Renegades already know where the wormhole is, of course, and can enter and exit Couatl freely.

The Combat Phase

Battles are fought each battle phase in each and every region in which ships from both sides are present. Before the battles begin, each player writes down on a piece of paper which of his or her forces will be entering each battle. At least half of each player's potentially involved starcraft (pointwise) must fight. The rest can be reserved to fight another day, but fifty percent of the ships must keep the foe's forces occupied in order to ensure the other ships' safety. If your ships are in your opponent's territory, all of those ships must participate in the fight.

The papers are simultaneously revealed—the counters are now moved, if you're using them—and the battles begin. Each battle in a battle phase is fought concurrently, so none of them have any sort of effect upon another. Battles can be fought in any order that the players like.

Once all of the battles have been fought, the players check to see if either side has fulfilled its victory conditions. If not, they move on to a new movement phase.

If one player's victory conditions are fulfilled, that player has won the campaign game. If both players fulfill their victory conditions in the same phase, the remaining ships fight it out to the death. Continue playing the campaign out until one side or the other has been completely eliminated or a player decides to surrender. The player with the last remaining ship(s) is the winner.

Victory Conditions

Victory conditions are simple. The player need only win a battle in the region containing his or her foe's headquarters. For the Renegade player, this means beating the Espan player in the Espan region. The Espan player must find the Couatl system and defeat the Renegade player in it.

If, at the end of any movement phase, a player has uncontested starcraft in his or her opponent's headquarters' region, that player wins the game. Most players will find it worthwhile to leave a small contingent behind to protect their capital.



Silent Death

other hand, to go through with her plan was almost certain death.

She thought about it for a grand total of two seconds before making up her mind. She opened up her engines all the way and headed straight for the loyalist gunboat's cockpit, screaming at the top of her lungs all the way. "Whoever you are, my enemy, I'll see you in hell!"

The Star Raven managed to turn aside at the last moment. Pilar's Blood Hawk missed the cockpit, instead scraping along the right side of the gunboat's fuselage and shearing off one of the Star Raven's clawlike wings.

Amazingly enough, Pilar managed to survive the collision, though the same could not be said of her ship, which had crumpled like an aluminum can. After the battle, she was picked up by a loyalist ship and brought back to Esperanza for interrogation.

When the inquisitor entered her cell, Pilar followed her orders and immediately told the

Espan Space

6 (7:34)

1 (6:360)

19 (7:100)

○ Espan

3 (7:12)

13 (7:68)

2 (7:5)

11 (7:63)

4 (7:19)

○ Dura

7 (7:45)

5 (7:25)

○ Credo

8 (7:56)



10 (7:61)

12 (7:66)

◎ 9 (7:58)

14 (7:76)

15 (7:79)

17 (7:86)



Wormholes

16 (7:81)

Mayan Nebula

17 (7:86)



Wormholes

16 (7:81)

18 (7:86)

Couatl ○



The Starcraft

Here are the six new fighters and gunboats introduced in *Renegades*. They're arranged in order of increasing tonnage.

Renegade Special Retrofit 3000 "Saucer Shuttle"

Crew: 1

Maneuvering Thrust: 0.157 km/s/s

Mass: 60 tons

Translight Capability: None

Armor: Crysteel w/ belt

Atmospheric Capability: None

Armaments:

1 x Mk9 Pulse Laser

Commentary: Small craft originally designed only for commuting short distances, the Renegades fitted them with a weapon mount and souped them up into something more than they were ever meant to be. Of course, there's only so much one can do with these sorts of raw materials. Saucers are easily the least spaceworthy of all fighters. Their only real advantage is that they're cheap. Dirt cheap.

Let's face it, a single Saucer Shuttle is next to worthless, except as a way to burn your last few build points. To get any use out of these things, you need to buy them by the bunch. A horde of them can be a real hand-ful for any opponent.

Azatlan Incorporated RCS 240 "Blood Hawk"

Crew: 1

Maneuvering Thrust: 0.192 km/s/s

Mass: 160 tons

Translight Capability: None

Armor: Crysteel w/ belt

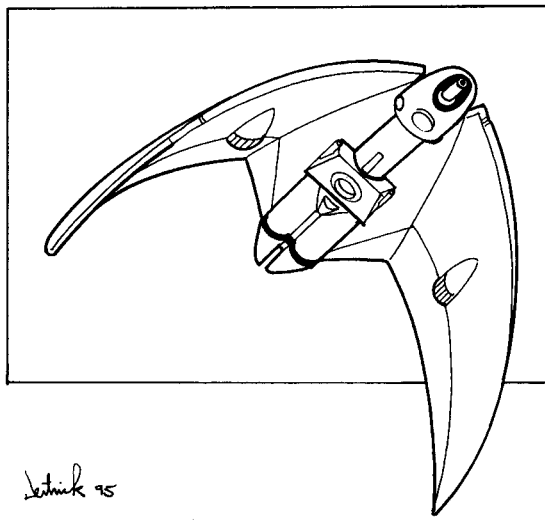
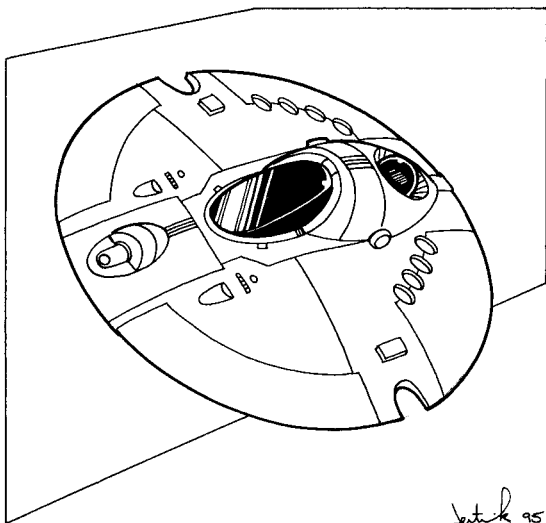
Atmospheric Capability: Full

Armaments:

1 x Mk10 Plazgun

Commentary: Although it stresses the sleek, minimalist lines favored by the Azatlan engineers, everything about the Blood Hawk screams speed. The Blood Hawk's wings and its keel are swept dangerously back from the cockpit for real seat-of-the-pants dogfight flying. The Hawks were originally built as chase vehicles for law enforcement officers trying to catch spacefaring criminals, but they've been picked up by many militaries, too, as they make excellent scout ships.

As SPACs go, the Blood Hawk is a solid ship. It's fast, hard to hit, and has a decent amount of armor. Plus, its Plazgun packs a nice punch. A late weapon hit adds to the ship's appeal, as well as the fact that its engine hangs right in there until the very end.



The Next Millenium

loyalists everything they wanted to know, despite any misgivings she might have had. Rocky had been right about one thing at least. They didn't believe her at first—not until she had screamed for mercy many times.



Tigre Verde Shipyards 200SX "Crescent"

Crew: 3
Maneuvering Thrust: 0.160 km/s/s
Mass: 250 tons
Translight Capability: 20 LY/day
Armor: Crysteel w/ belt Atmospheric
Capability: Full
Armaments:
 12 x Mk10 Pulse Lasers
 5 x Mk10 Top Loads

Commentary: The Crescent is named after a dark phase of the moon. The Crescent is tailor-made to be a smuggler's ship, with a gunner located in each of the horns' tips to make it easy to fire upon pursuing craft. The five Mk. 10 torps are designated more of a harassing role than a real offensive task. The Crescent is not really built for dogfighting. It's built for getting goods from Point A to Point B in one piece, and at that task, it generally succeeds very well.

Jake Donner, along with a host of other smugglers, have made this ship famous. In some of the more paranoid systems (like the Luches'), Crescents have been outlawed. Even showing up at a port in one is inviting a thorough search of the holds by extremely suspicious local law officers.

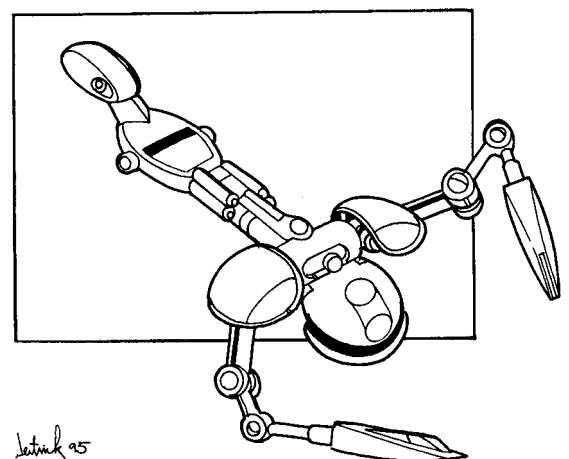
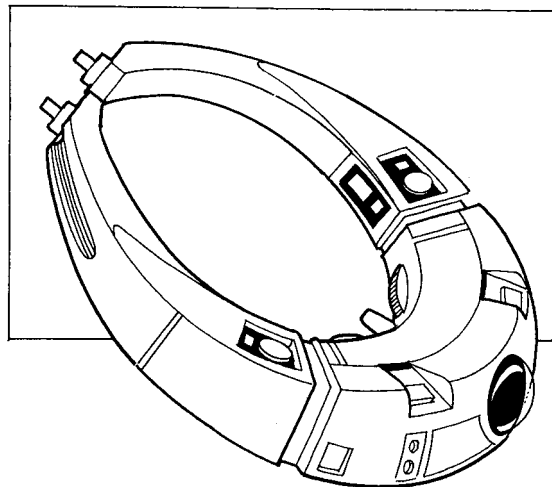
Only moderately speedy, it's best used with at least one other medium-sized ship as an escort. Due to the fact that Crescents always seem to be running from something, the two gunner pods are mounted at the rear. While this might seem to make the ship vulnerable elsewhere, in the hands of a skilled pilot, this seems to disappear.

Renegade Special Retrofit 5000 "Scorpion"

Crew: 4
Maneuvering Thrust: 0.192 km/s/s
Mass: 850 tons
Translight Capability: 12 LY/day
Armor: Crysteel w/ belt Atmospheric
Capability: None
Armaments:
 1 x Mk10 Tractor Beam
 2 x Mk3 Salvage Claws
 1 x Mk10 Plazgun
 8 x Mk10 Splatterguns
 2 x Missile Launchers (Magazine: 10
 missiles each)
 4 x Mk10 Torp Load
 4 x Mk30 Torp Load

Commentary: The Scorpion was originally an Azatlan salvage ship design, but the Renegades converted them to deadlier use. The ship is shaped like a giant scorpion, minus several of its legs. The cockpit is in the "head". One gunner sits in a weapons system mounted in the ship's tail, while the others sit along the ship's broadsides. The claws are usable for grabbing and bashing and when used can be very effective along with its tractor beam.

When using the Scorpion, the key is getting close enough to your prey to use your claws or tractor beam. Since the ship is fairly slow, this usually means using other ships to herd the enemy into the Scorpion's grasp. Fast torpedoes are particularly good at this. The other option is to use the Splatterguns and the Plazgun "stinger" to soften targets up enough that the Scorpion can finally catch them.



Azatlan Incorporated RCGB 602 "Eagle"

Crew: 5

Maneuvering Thrust: 0.101 km/s/s

Mass: 1175 tons

Translight Capability: None

Armor: Crysteel w/ belt

Atmospheric

Capability: None

Armaments:

- 1 x Mk10 Plazgun
- 1 x Mk10 Tractor Beam
- 1 x Mk10 Impulsegun
- 1 x Mk15 Ion Ram
- 6 x Mk10 Pulse Laser
- 3 x Mk10 Splatterguns
- 10 x Mk10 Torpedoes
- 5 x Mk30 Torpedoes

Commentary: The Eagle is simply Azatlan's gunboat version of its incredibly successful Blood Hawk, both of which were primarily built for law enforcement activities. Their shapes are generally the same—the Eagle's just bigger, bulkier and less sure-footed. However, what this beast lacks in speed it makes up for in brawn.

The Eagle is fairly fast for its size, but don't let its clean lines fool you. It's still a heavy, death-dealing machine. The two wing gunners give it decent coverage all the way around, but it's even more deadly to the fore and aft, where it packs additional firepower. For this reason, the Eagle is good both against smaller ships and in its own class. If you can manage to get a Plazgun, an Ion Ram and two Triple Pulse Lasers focused on the same target all at once, chances are good that ship is going to suffer.

Rio Rojo Unlimited Continental Mk. 9 "Conestoga"

Crew: 5

Maneuvering Thrust: 0.192 km/s/s

Mass: 1450 tons

Translight Capability: 11 LY/day

Armor: Crysteel Double Hull A t m o -

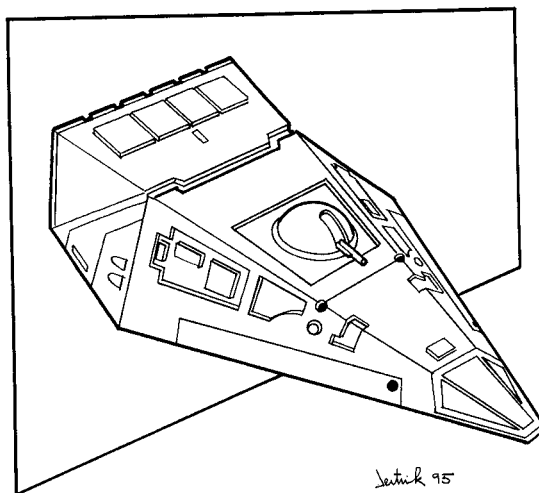
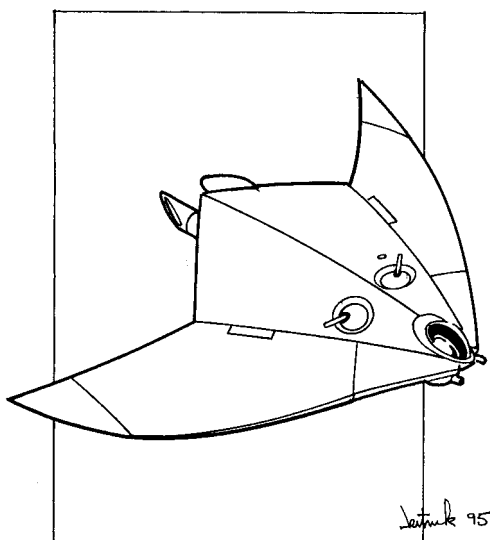
spheric Capability: None

Armaments:

- 1 x Mk9 Minigun (Ammo: 18,000 rounds)
- 1 x Protobolt Projector (Ammo: 4 protobolts)
- 2 x Railrepeater (Ammo: 4000 rounds)
- 8 x Mk10 Splatterguns
- 4 x Missile Launchers (Magazine: 20 missiles each)

Commentary: These Rio Rojo ships are slow, but tough and have quite a load of missiles, plus five Mk. 30 torps for special occasions. Conestogas are large, bulky ships used to transport large amounts of materials and personnel through hostile areas of space, usually with a convoy or an armed transport, or both. To defend against attacks, they often run in circles, thus the name. Because they look like flying wedges, a Conestoga is sometimes called the Big Cheese.

These were not really meant to stand toe-to-toe with another gunboat in a sustained battle. Most of their ordnance is expendable, so don't expect them to hang around for the long run. These ships were first retrofitted with arms during the Terran-Hatchling War, as is obvious by the large amount of missiles carried. (Missiles have proven extremely effective against the Brood.)



The Next Millennium

"One cannot prepare for both peace and war simultaneously."

—Albert Einstein, circa PreImp 9655



Silent Death

The Fight Goes On

Rocoso Salvadore sat in the large leather chair behind the desk in the presidential office in Esperanza. After all the long months of planning and scheming—something it was not in his nature to do—he was finally here.

He looked up at David, his oldest friend, a torrent of emotions running through his mind. “I nearly can’t believe it,” said Rocky.

New Equipment

Two new types of equipment are introduced in *Renegades*: salvage claws and tractor beams. Below you’ll find everything that you need to know about these two kinds of devices.

Salvage Claws

The Scorpion is fitted with a pair of salvage claws which were originally used to grasp and manipulate space salvage and debris. Using these versatile tools, the pilot of the ship can safely control objects more effectively than with a simple tractor beam. Salvage claws can also be used as a weapon, which is why the Renegades modified these ships into the massive warcraft that they are now known as.

Salvage claws are attached to the Scorpion by fairly long arms, but they can still only be used as a weapon against another

ship at a maximum range of 1 hex. Salvage Claws can be used to attack in two distinctly different ways. Both attacks are resolved at the time that the pilot using the claws would attack normally (during the cannon fire phase).

Bash Attack

The first way to attack is to Bash an opponent. This is basically clubbing a ship with the bulky part of the Salvage Claws. The chance to hit a target is $2D6+ADB+1$ (you get a +1 because you’re using the Scorpion’s two claws in concert with each other), and the weapons do Medium+1 damage. The only restriction—besides range, and the fact that the target must be in the Scorpion’s front arc—is that the target ship’s Drive must be 6 or less.



Letik 95

Grapple

The second way for salvage claws to attack is to Grapple. In this case, the chance for the claws to hit is the same as if they had been used to bash: $2D6+ADB+1$. If a hit is scored, the claws do no damage, but they have found purchase on the target ship's hull. The claws cannot be removed until the attacker decides to let go of the target ship or the claws are somehow disabled.

During any movement phases after a successful grapple, the ship with the highest Drive may use a number of movement points equal to the difference between the attacker's Drive and that of the defender, up to a maximum of 4 points less than the faster ship's current Drive. The other ship does not get to move at all—it has Drive 0 and DV of 5—so the faster ship just gets to drag the slower one wherever it likes. Tight turns cannot be performed while the claws are engaged.

Note that ships involved in a salvage claw grapple cannot perform Drive 0 turns.

Example: *An undamaged Scorpion comes up behind a Night Hawk that has had its Drive reduced to 5. The Scorpion's player rolls and scores a hit. During the next movement phase, the Scorpion can use up to $(11-5=)$ 6 movement points to move itself and the Night Hawk around however it wants.*

The ship in control can move and turn normally, although it cannot make tight turns. It can even smash the helpless ship into asteroids or ram it into other ships. See *Slamming* for more on this.

Crews of Scorpions tend to favor grabbing a victim in a blind spot in its gunnery arcs and then blasting it to pieces with its tail gun. Note that the pilot cannot use another weapon system besides the tail gun while the claws are engaged. The claws can be disengaged at the beginning of any movement phase.

The claws can also be used to move friendly ships. If working with a friendly ship, the claws can automatically grab the ship (no need to roll) and then move it up to 4 points less than the Scorpion's current Drive. Alternatively, a damaged Scorpion with little Drive left can hitch a ride on a friendly ship. The ship can then tow the Scorpion around at 4 points less than that ship's current Drive. The Scorpion can let go at any time.

Slamming

To slam a ship into another, the Scorpion must first successfully grapple a ship. Then it can ram the other ship into a third ship.

Once you've got a ship in your Scorpion's Claws, wait for the target of your slam to move. Then move the ship in the Claws into a hex facing the target ship and declare a slamming attempt. Which way the ship in the claws is facing has no effect on the attack. Resolve the slamming attack just like a normal ramming attempt. The Scorpion's pilot takes a -3 to the roll due to the unwieldy nature of the attack. You may not violate normal movement order, as determined by initiative.

If the slam hits (the Scorpion's roll beats its opponent's), roll $5D12$ (All) damage, no matter what the size of the ship used to slam. This is due to the fact that the Scorpion's mass is behind the attack.

Apply the damage to the slammed ship and the ship in the Scorpion's Claws. The Scorpion takes no damage, as the shock absorbers in the Claws' arms absorb the impact.

The maximum amount of damage that can be done is the total number of boxes on the smaller ship's damage track. If the captured ship survives the attack, the Scorpion pilot must roll less than his or her Piloting on $1D10$ to maintain the Claws' grasp on the ship. Otherwise, the captured ship breaks free.

Similarly, if a Scorpion or a captured ship is rammed, the Scorpion's pilot must roll less than his or her Piloting on $1D10$ to maintain the hold.

Slamming into Asteroids

A Scorpion can also slam a captured ship into an asteroid. This is done by moving the captured ship so that it's right next to the asteroid's hex and then declaring the slam. There is no roll in this case. The captured ship automatically takes $5D12$ points of damage. This damage is less than if the ship had flown into the hex because the Scorpion needs to keep enough distance to ensure it doesn't get caught up in the collision.

The Next Millennium

"We won."

"That we did," David was unusually quiet today, almost respectful. Most times, he had plenty to say.

Rocky swept his hands out before him, swiveling in the chair to look out at the lights of Esperanza by night. Tonight, there were no bombs falling. No gunshots rang through the air. No starcraft raced high overhead. The fighting had finally ended.

"Look at it, David. Isn't it beautiful?"

"What's that, Rocky?"

Rocky turned back to his friend and smiled. "Listen, you can almost hear it: peace."

David cocked his head to one side and, after a moment, said, "Yes, there it is," as a grin crept across his face. "How wonderful. It's been a long time since I've heard it. I almost forgot what it was like."

"Yes, and now that it's here, I have something that I'd like to talk to you about." Rocky decided to not make any bones about it. "My retirement."



Silent Death

David's eyes flew wide with surprise. "But Rocos! You've only been president yourself for a few hours."

"I know, old friend, and that's a few hours too long for me. I have no place in politics. I'm a warrior, and now that the war is over, it's time I faded back into the background."

"Espan doesn't need war heroes. It needs people who can speak, who can sway opinions not with weapons, but with words. My humble tongue is unfit for such a life."

Tractor Beams

Tractor Beams are electromagnetic devices used to capture and tow or reel in other ships. In order to use a Tractor Beam on another ship, the operator must make a lock-on roll based on the pilot's Gunnery skill. The Tractor Beam cannot be fired at any ship with a current Drive over 10. Ships with a are at Drive 0 or a full stop.

Tractor Beam attacks come at the end of the Missile/Torp Launch Phase. During subsequent movement phases, after the Beam has locked on, the attacker can tow the defender's ship a maximum of 4 hexes less than the attacker's current Drive.

Reeling

Alternatively, the ship with the Tractor Beam can reel in the other ship toward itself at a cost of one movement point per hex. Or it can perform a combination of these maneuvers.

The defender's ship cannot move at all—its Drive is 0 and its Defensive Value is 5. No matter what the initiative order may be, the defender's ship moves with the attacker. It doesn't count as a separate and distinct ship for movement order purposes.

As the towing vessel performs its move, the player controlling it declares, on a hex-by-hex basis, how his ship is affecting the ship caught in the Tractor Beam. A player

can even allow the distance from his ship to the ship he is towing to increase. Just move away from it and neglect to tow it along with you for any portion of the move that you like. However, if the two ships are ever separated by more than ten hexes, the Tractor Beam is automatically broken.

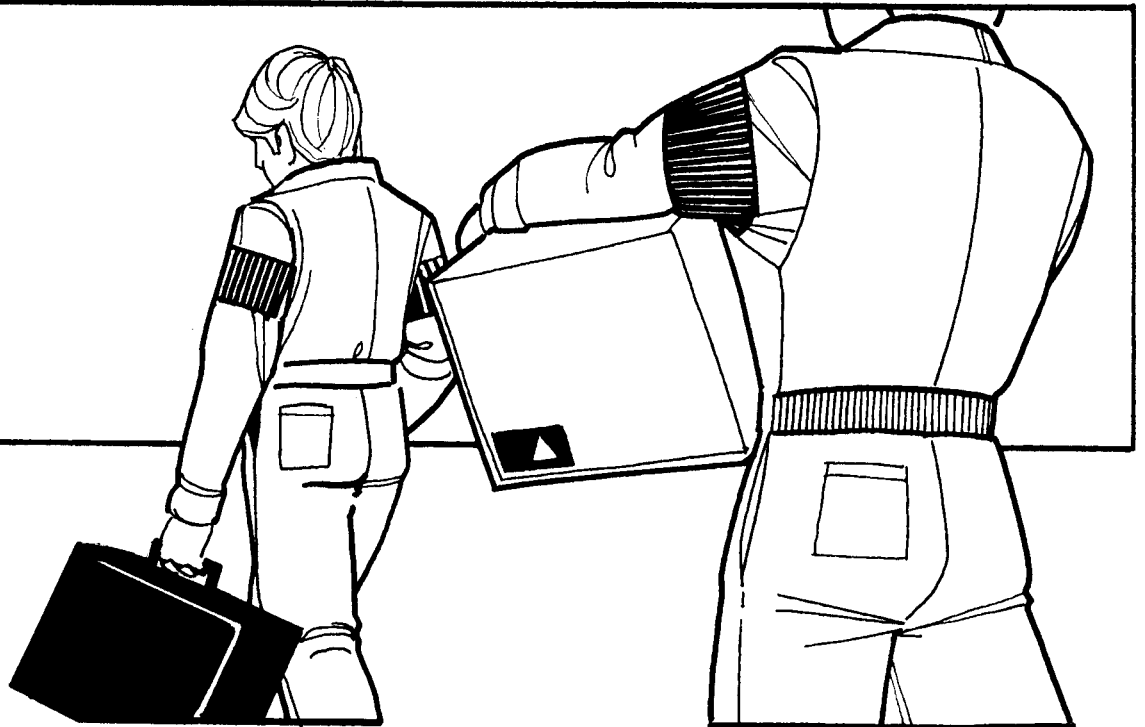
Note also that any intervening object that would normally block line of sight such as an asteroid will also disrupt the beam.

When being towed (i.e., whenever the controlling player moves his or her ship and declares that the distance between the two ships should be maintained), the towed ship moves along right after the towing ship. The most direct path must be taken. If there is more than one choice, the towing ship's pilot gets to choose the towed ship's path. This also applies when the towing ship reels the towed ship in.

If during the course of a move the towed ship enters an asteroid hex, resolve the attack against the towed ship as if it had drifted into the asteroid (roll 5D12 damage). Remember, though, that the tractor beam's grip will be broken as soon as the attack is over.

A towed vessel cannot end its move in the same hex as another ship. It can, however, be dragged into another ship (see *Slamming*, below). If a towing ship exits the map, the towed ship must follow, via normal movement, unless released.

If a ship tows another ship off the board, it cannot return to the board. It's assumed to



Art by 95

be busy with the ship in the Tractor Beam.

The Tractor Beam's lock holds until it is broken. The Beam can only be broken if it is disrupted, or the ship it's attached to is destroyed, or the attacker shuts the Beam off voluntarily. Only one ship can be towed by a Beam at a time.

Example: *Raul Filanto's undamaged Scorpion comes about and plays its Tractor Beam upon a wounded Pit Viper with a current Drive of 8. He rolls a lock on and gets it. Raul can use 7 movement points (4 less than maximum) to move or haul his prey in.*

Once the Beam is engaged, the direction either ship is facing has no effect on the towing. The attacker can turn and tow the defender away. Any attempts to reestablish contact once broken must be made just like a normal attack, i.e., within the standard arc of fire.

Although the defender does not have control of its movement while being towed, the ship can perform Drive 0 turns. It can also fire normally, as can the towing ship. The crew member operating the Tractor Beam cannot operate any other weapons system until the Beam's hold is broken or voluntarily disengaged.

Slamming

Tractor beams can be used to slam captured ships into other ships. This is done in the same way as a ship with Salvage Claws. Just move the captured ship next to a ship that's already moved and declare the slamming attempt.

Roll as if the pilot of the controlling ship was trying to ram the target ship. Subtract -2 for the unwieldy nature of the attack and subtract an additional -1 for each hex the controlling ship is away from the controlled ship.

If the slam succeeds, treat it as if it were a ram, with the amount of damage based upon the controlled ship's class.

If the controlling ship is rammed, this has no effect on the Tractor Beam, unless the attack disables the Beam. However, if the controlled ship is rammed, the pilot of the controlling ship must roll less than his or her Piloting on 1D10 to maintain the Beam's hold.

Slamming into Asteroids

Controlled ships can be slammed into asteroids, too. Treat this as if the ship had drifted into an asteroid (roll 5D12 damage). Note that this will break the beam's grip.

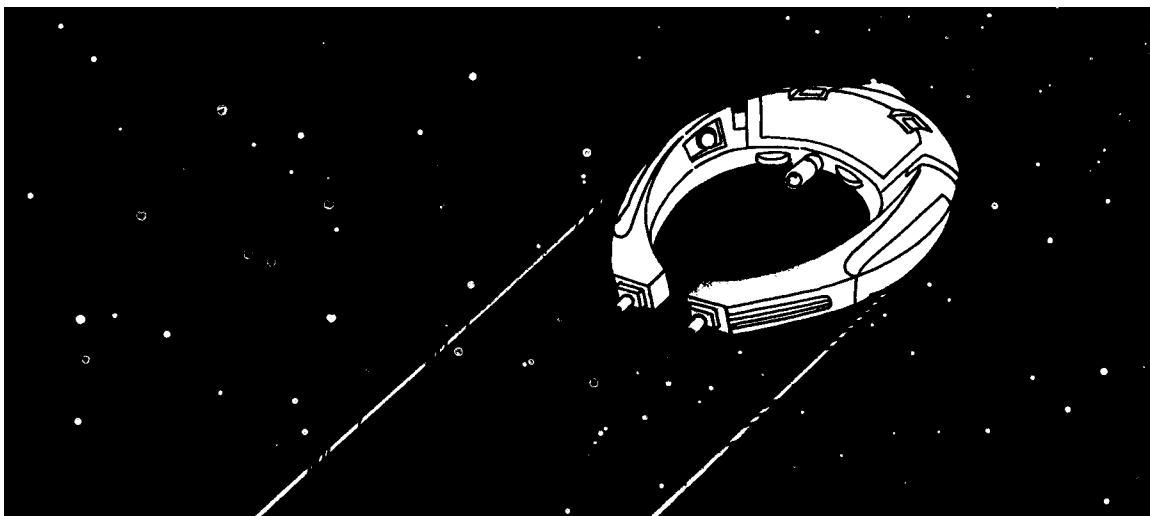
The Next Millennium

Rocky waved his hand to brush off David's comment. "I can make a speech that can rouse an entire army to a fever pitch, but that is not enough. I know not how to speak to the common people, the laborers, the farmers. I don't have the touch.

"So we will have to begin the search for someone who does. I will not be in this office come six months from now. I've been looking forward to my retirement for a long time, and now I'm finally going to have it."

"But what about the people," David pleaded. "Who will they turn to?"

"I have an idea about that."



Silent Death

“Yes?” There was a touch of fear in David’s voice.

“You.”

David reached behind himself to grab a chair. “Why me, Rocky? I mean, I always dreamed that one day I’d be able to fill your shoes, but I never really thought it possible.”

Rocky laughed. It felt good to laugh again finally. He was looking forward to doing it a lot more once he put all of this far behind him. “You’re the perfect candidate, David. Of course, you’ll have to be elected.”

“Of course,” David nodded vigorously. “Of course. And if you wish to leave office so soon, we can arrange for the elections to be held in six months. I was planning to run them myself, but if I’m to be a candidate myself, we’ll have to appoint someone else to do the job, someone who doesn’t owe any favors to either of us.”

“There is a problem,” said Rocky. “Who can we trust that was not part of our rebellion?”

Weapon Table

Weapon	Range Increments (To Hit Modifiers)			Target	Speed Restriction	Damage
	Attack Dice	Short (+1)	Medium (±0)			
<i>Mass Drivers</i>						
Minigun	2D6+ADB	1-2	3-5	6-12	—	Low†
Autocannon	2D6+ADB	1-3	4-10	11-24	Drive ≤ 10	Medium†
Railrepeater	2D6+ADB	1-4	5-15	16-36	Drive £ 6	High†
<i>Lasers</i>						
Pulse Laser	2D8+ADB	1-3	4-9	10	—	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
<i>Blast Cannons</i>						
Splattergun	2D6+ADB	1-2	3-6	7-10	—	Medium
Blatgun	2D6+ADB	1-4	5-10	11-15	Drive £ 13	High
<i>Disruptors</i>						
Disruptorgun	2D8+ADB	1	2	3-6	—	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Drive £ 11	High §
<i>Ion Cannons</i>						
Impulsegun	2D8+ADB	1-3	4-8	9-10	—	High
Ion Ram	2D8+ADB	1-5	6-13	14-15	Drive £ 15	All
<i>Plasma Cannons</i>						
Plazgun	2D6+ADB	1-2	3-4	5-10	—	All ¥
Heavy Plazgun	2D6+ADB	1-4	5-8	9-15	Drive £ 11	All¥2 ¥
<i>Energy Bolter</i>						
Protobolter	2D6+ADB	5-8	9-12	13-16	Drive £ 14	10/8/6
<i>Melee Weapon</i>						
Salvage Claws	2D6+ADB+1	—	1	—	Drive £ 6	Med+1 ‡
<i>Tractor Beam</i>						
Tractor Beam	—	1-2	3-8	9-10	Drive £ 10	— ‡
<i>Warheads</i>						
Missile	1D6/	—	1-10*	—	—	High+1/
Mk. 10 Torpedo	1D12	—	—	—	—	All
Mk. 20 Torpedo	2D12	—	—	—	—	All
Mk. 30 Torpedo	3D12	—	—	—	—	All
Mk. 40 Torpedo	4D12	—	—	—	—	All
Mk. 50 Torpedo	5D12	—	—	—	—	All

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

§ If the target’s Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target’s Damage Reduction when resolving a hit.

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

* A missile’s target must be within 10 hexes of the firer only at the beginning of the Warhead Launch Phase.

‡ This weapon can be used to tow a target.



Alternate Range EdTable

Weapon Type	Range Increments (To Hit Modifiers)					
	Point Blank (+2)	Short (+1)	Medium (±0)	Long (-1)	Very Long (-2)	Extreme (-4)
<i>Mass Drivers</i>						
Minigun	1	2	3-5	6-10	11-12	—
Autocannon	1	2-3	4-10	11-20	21-22	23-24
Railrepeater	1	2-4	5-15	16-30	31-33	34-36
<i>Laser Cannons</i>						
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
<i>Blast Cannons</i>						
Splattergun	1	2	3-4	5-6	7-10	—
Blatgun	1	2-4	5-7	8-10	11-13	14-15
<i>Disruptor Cannons</i>						
Disruptorgun	—	1	2	3-4	5-6	—
Disintegrator	—	1	2-3	4-6	7-12	—
<i>Ion Cannons</i>						
Impulsegun	1	2-3	4-6	7-8	9-10	—
Ion Ram	1	2-5	6-13	14	15	—
<i>Plasma Cannons</i>						
Plazgun	1	2	3-4	5-6	7-8	9-10
Heavy Plazgun	1	2-4	5-8	9-10	11-12	13-15
<i>Energy Bolt Projector</i>						
Protobolt	—	5-8	9-12	13-16	—	—
<i>Melee Weapon</i>						
Salvage Claws	—	—	1	—	—	—
<i>Tractor Beam</i>						
Tractor Beam	1	2	3-8	9	10	—

Deflection To Hit Modifiers Table

Defender Is in this Firing Arc of the Attacker	Attacker Is in this Arc of the Defender						
	F	FQL	FQR	R	RQL	RQR	Target Has 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

The Next Millennium

David snapped his fingers. "I know! Felix Prospero."

Rocky goggled at the thought. "Alberta's oldest, most trusted confidant? I hardly think so."

"No, he's perfect. It was he that convinced her to surrender when she wanted to fight on. It turns out that he's an idealist. He was sympathetic to our cause from the start."

David was gesturing wildly now. "Think of it. No one could possibly suspect us of fixing the elections if he's in charge and we have our people watching over him like a hawk."

"He was Alberta's most outspoken advocate. The people know that he wouldn't stay silent if something were wrong in the new government."

"And what if this popular man decides to run himself. Suppose he wins. What then?"

"Can't. He's a war criminal. He can't ever hold public office."

Rocky gave David an appraising look. "No wonder you insisted on that clause in the terms



Silent Death

of surrender. You are a devious one, amigo. I'm more sure now than ever that you are the right choice."

"Now we just need to convince the people of that."

Rocky laughed again. "With your wits, I don't think that will be a problem."

They both chuckled at that. Then David suddenly turned sad. "And you: What will become of you? You are far too young to retire. What is this nonsense? You are almost a year younger than me."

"When I become president—" Rocky raised his eyebrows at that, but David went on—" I become president, I will make you my commander-in-chief of the Espan armed forces."

"And if I refuse?"

"You won't, Rocky. I know you too well. You are a warrior. You belong in battle, not rotting away in some retirement community. There are always wars to be fought, battles to be won."

"Yes," Rocky mused, rubbing his freshly shaved chin. "The fight goes ever on."



Designer's Notes

Hi! Good to see all of you *Silent Death* aficionados back again and hungry for more. I hope you enjoy taking part in the Renegades' struggle against the totalitarian Espan government. It's quite the conflict.

As some of you may know, *Renegades* was originally slated to be the fourth supplement for the original edition of *Silent Death*. Instead, it's become the first supplement for *Silent Death: The Next Millennium*.

Renegades was all laid-out and just about ready to go to the printer when the decision to create *The Next Millennium* was made. I was a little bit disappointed that the Espan Rebellion wasn't going to see the light of day for quite a while, but that was far outweighed by my excitement over being able to work on the next edition of one of my favorite games.

What's truly strange about this now is being able to go back to my original designer's notes and see just how much things have changed in the last year or so. Some of the predictions were accurate. *The Next Millennium* does have a solid ship design system. On the other hand, the background is much closer to the original edition than I had planned to make it.

This is due to a couple of reasons. The first is that we at ICE decided that totally ditching the stuff we'd come up with for *Silent Death* wouldn't be fair to our loyal fans. After all, there are more than a few players out there with Colosian fleets not quite ready to be mothballed just yet.

The second reason is that some of the stuff from the original edition was pretty good. The Night Brood, for instance, were great, and I really didn't want to leave them behind when we moved on to *The Next Millennium*. And so we didn't.

The new stuff, of which you are holding an excellent example, doesn't deny the game's past. It builds on it, making it even more exciting and dynamic than ever. Sure, the Empire's been destroyed, but despite the loss of the most powerful government humanity has ever seen, the Terrans are still there. Now they've been joined by other

races, and perhaps their future is a bit less certain than it was before, but isn't that what conflict is all about? That's the source of the drama that draws you into any tale, and it's this tale that brings the game to life, making it more than just pushing pieces around a tabletop.

What Does the Future Hold?

As it says on the front of the book, the name of the game is *Silent Death*, and this is one game that lives up to its name. We've killed off a lot of fictional characters to get this far, and there's just no end in sight. Like the ad says, though, don't worry. We'll make more.

In fact, we're planning on releasing a *Silent Death* supplement of some sort just about every other month for the foreseeable future. Considering there were only three supplements in the five years since the game was released, this is a substantial increase. Get ready—the flood's about to start.

While our release schedule is tentatively set until the middle of next year, we're always looking for bright new ideas to illuminate the universe we're building a bit at a time. After all, it's hard to keep up a steady flow of product without an equally steady flow of neat material. If you have any you'd like to share with us, drop me a line care of ICE. It's a big galaxy or two we're working in right now, and there's always room for more cool stuff.

— Matt Forbeck
Ann Arbor, MI
1995



Renegades: the Espan Rebellion™

Laser blasts flashed past the Mistress's prow as Donner spun the ship through a series of evasive maneuvers while dashing away from Las Hermosas. If he could just make it to the edge of the planet's gravity well, he could kick in the Crescent's hyperdrive and leave those Espan cops chasing space dust. The Mistress had already lost its escort, and Donner was not going to let those pilots' sacrifice be in vain. Over the headset he heard his gunner scream, and his heart fell into his stomach...

SILENT DEATH™ THE NEXT MILLENNIUM

Renegades chronicles the Espan Civil War from the first days after its failed coup to the climactic battle high above the Espan capital of Esperanza. Don't waste another moment—the Renegades need you!

Renegades includes:

- Nineteen quick-play scenarios
- A full campaign system that allows for repeat play
- Six new starcraft designs:
 - Bloodhawk (SMAC)
 - Crescent (TMAC)
 - Conestoga (Gunboat)
 - Eagle (Gunboat)
 - Saucer Shuttle (SMAC)
 - Scorpion (Gunboat)
- Two new weapon types: Salvage Claws and Tractor Beams

You need *Silent Death: The Next Millennium* to use *Renegades*. Miniatures sold separately by RAFM Inc.



Produced and Distributed by
ICE, Inc.
P.O. Box 1605
Charlottesville, VA 22902 USA

ICE 6.00

This specially-priced
PDF is available
through the ICE
Online Store at
www.ironcrown.com

Made in U.S.A. #7210P