

# SILENT DEATH™

# HOUSE



# YOKA-SHAN™ WARWORLD



A. B. Tarnag

**The greatest mercenaries in  
Terran space are at your service.**

# YOKA-SHAN™ WARWORLD

The Next  
Millennium

## Credits

**Original System Design:** Kevin Barrett

**Yoka-Shan Warworld Author:**

John Hopler

**Developed By:** Donald G. Dennis

**Cover Illustration:** Alan Gutierrez

**Interior Illustrations:** Matthew Plog,

**Ship Display Illustrations:** Dan Cruger

**Miniatures Sculptor:** Christopher Lynch

**Series Editor:** Donald G. Dennis

**Managing Art Direction:**

Jessica Ney-Grimm

**Art Direction:** Jason O. Hawkins

**Assisting Art Direction:**

Donald G. Dennis

**Pagemaking:** Steven Arensberg,

Sherry Robinson

**Cover Design:** Don Dennis

**Cover Graphics:** Nick Morawitz

**Proofreading:** Heike Kubasch

### ICE Staff:

*CEO:* Bruce Neidlinger;

*President:* Pete Fenlon;

*Managing Editor:* Coleman Charlton;

*Sales Manager:* Deane Begiebing;

*Sales, Customer Service and Operations:*

Arthur Brill, Steve Hardy, Chad McCully,

Todd McGovern, Dave Morris,

Dave Platnick, Monica Wilson;

*Print Buying and Rights Director:*

Kurt Fischer;

*Editing, Production, and Development:*

John Curtis, Donald G. Dennis,

Wendy Frazer, Jason Hawkins,

Allyson Mohny, Bob Mohny,

Nick Morawitz, Jessica Ney-Grimm,

Craig O'Brien, Michael Reynolds,

Sherry Robinson;

*Shipping and Receiving:* Daniel Williams.



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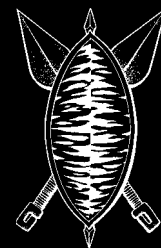
Charlottesville, VA 22902.

Phone: (804) 295-4280.

Fax: (804) 977-4811.

Web page:

[www.ironcrown.com](http://www.ironcrown.com)



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## Playtesters:

Castle Archon:  
Jim Eisert, Tom  
Higgins, Dave Smith,  
Andrew Thompson,  
Adam Pezzel;

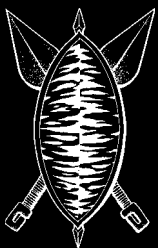
Ottawa Redshirts:  
Richard Dufault,  
Glen Simpson, Scott  
MacGregor, George  
MacLure, Michael  
Smith, Stuart Nielsen,  
Terry Ochitwa,  
Francois Groulx, Ross  
Allan.

The Good, the Bad,  
and the Unlucky: Paul  
Carrol, Chris Kuhn,  
Don Jenkins, Alan  
Nuss;

House Mythos:  
Marvin Knighton, Ian  
Gross, Robert Parrish,  
Chris Weber, Oscar  
Chapa Jr.;

Twilight Brigade:  
Steve Wilcoxon, Greg  
Jensen;

Widow Makers:  
Paul Long, Joe Peto,  
Steve Tucker, Tony  
Prokes.



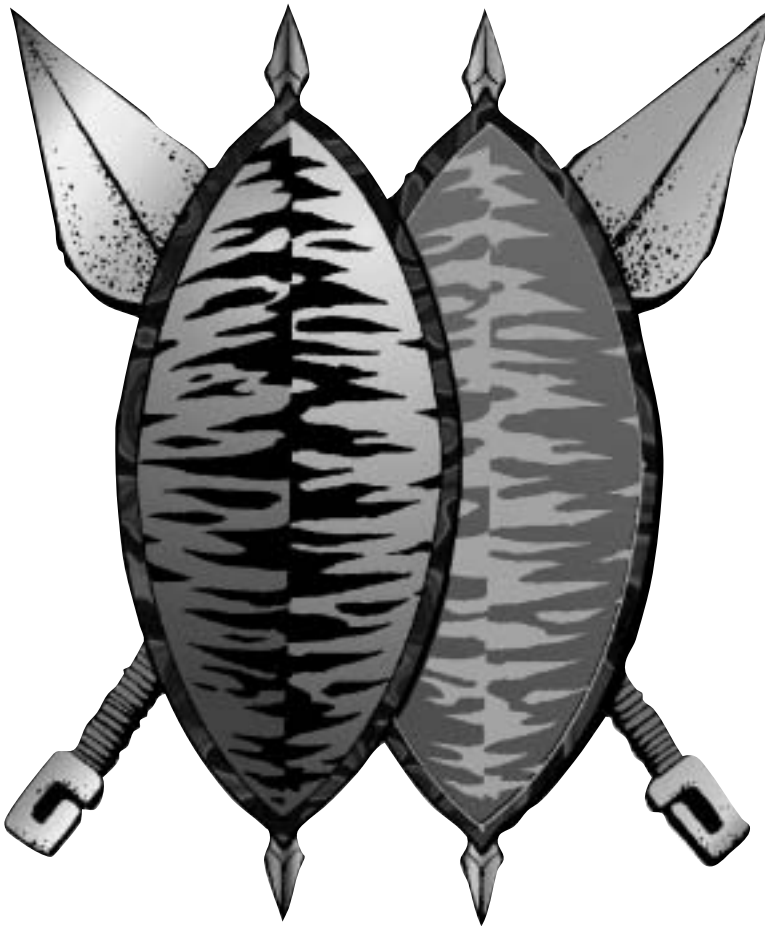
# Table of Contents

<b>Introduction</b> .....	3	Hibernia Freehold .....	29
<b>The Exodus</b> .....	4	ASP Technocracy .....	30
Yoka-Shan .....	4	Data Sphere .....	30
The Separation.....	4	Sigurd Archdiocese .....	31
The Federation.....	5	Ukulunkulu Archipelago .....	31
The Great Collapse .....	6	Q'Raj Void Protectorate .....	32
The Great Tribal Wars .....	6	Luches Utopia .....	32
Makhtar Mutumbe .....	6	Primates .....	33
The Vanguard .....	7	Draconians .....	33
A New Society .....	7	<b>Timeline of Yoka-Shan History</b> .....	34
The High Councils.....	8	<b>Rules</b> .....	35
The Low Councils.....	9	New Equipment .....	35
Transformation .....	9	Plasma Missiles.....	35
Wartown .....	10	Plasma Shell Cannon.....	36
Mpande .....	10	Plasma Defense System.....	37
Uhamu and Expansion .....	10	<b>Starcraft Inventory</b> .....	38
The Warworld .....	11	Mutumbe Shipyards F150 "IKLWA" .....	38
The Empire.....	12	Mutumbe Shipyards F150.A "IKLWA II" .....	38
Imperial Discontent.....	12	Mutumbe Shipyards F320 "JII" .....	38
Mutumbe's Return.....	12	Mutumbe Shipyards F405 "IWISA" .....	39
The Sigurd Contract.....	12	Mutumbe Shipyards G2200.ECM	
The Imperial Civil War.....	13	"KRAAL ECM" .....	39
The Hatchlings.....	14	Mutumbe Shipyards G2200 "KRAAL" .....	40
The Defense of Yoka-Shan.....	14	Mutumbe Shipyards DD750	
Aiding the Weak.....	15	"CETSHWAYO" .....	40
The Warworld Today .....	15	Delta Combine PKM-221.YS	
Mutumbe's Vision.....	15	"Death Wind YS" .....	41
The Plan.....	16	<b>Famous Wings of the Warworld</b> .....	42
The Universal Night Watch.....	16	The Winds of Fate .....	42
The Build-Up.....	17	The Dogs o' War.....	43
The Warworld Military.....	18	The Forlorn Hope .....	44
Recruitment.....	18	Mutumbe's Spear .....	45
The Export Fleet.....	18	White Shields .....	46
Tour of Duty.....	19	Shaka's Revenge .....	47
Contracts.....	20	<b>Yoka-Shan Scenarios</b> .....	48
The Home Fleet.....	20	Scenario 1: Here Comes the Cav!.....	49
Keeping the Edge.....	20	Scenario 2: Knowledge is Power .....	50
Mutumbe's Code of War and Honor .....	21	Scenario 3: Training Flight .....	51
The Warrior's Duties.....	21	Scenario 4: Bombs Away! .....	53
The Warrior's Way.....	21	Scenario 5: Claim Jumpers .....	54
Shield Spots .....	21	<b>Advanced Scenarios</b> .....	55
Squadron Shields.....	21	Scenario 1: Wolves in the Flock .....	55
Personal Shields.....	22	Scenario 2: Surprise Party .....	56
Gaining Spots .....	22	Scenario 3: A Worthy Opponent.....	57
Upper Level Shields.....	22	Scenario 4: Carrier Pigeon .....	58
Escorts.....	22	Scenario 5: More Than You Can Chew .....	59
<b>Selected Yoka-Shan Systems</b> .....	23	<b>Mercenary Campaign</b> .....	60
System Listings .....	23	The Setting .....	60
Yoka-Shan Warworld.....	24	The Contracts .....	61
Eridani.....	24	Awarding Contracts .....	62
Hlobane.....	25	The Campaign.....	62
Mpande.....	26	<b>Contract Scenarios</b> .....	64
Umfolozi.....	26	Contract Scenario 1: Combat Patrol .....	64
<b>Political Relations</b> .....	27	Contract Scenario 2: MineFac I .....	65
House Red Star .....	27	Contract Scenario 3: MineFac II .....	66
House Colos .....	28	Contract Scenario 4: Ghost Fleet.....	66
House Tokugawa .....	28	Contract Scenario 5: Merchant Escort .....	67
Kashmere Commonwealth.....	29	Contract Scenario 6: Sebring Station .....	68

## The Raid

House-sized chunks of rock hurtled by above Fujisa Natanga's cockpit as his flight of four Thunder Birds rocketed along the underside of the asteroid belt. He glanced up nervously from time to time to make sure his flight path was not accidentally drifting closer to the field of enormous boulders. A collision with just a single one of them would ruin his entire day.

Fujisa looked out the right side of his cockpit at his squadron mates. His wingman and best friend Phezi Uhalu was flying in tight formation just off his starboard wing tip.



## Introduction

The Yoka-Shan Warworld is a paradox. Founded by a group of people who left Terra to find a life of peace among the stars, its fleets are now one of the most potent military forces of the post-Imperial era.

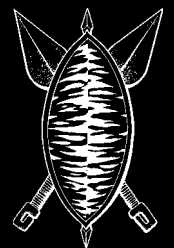
The Warworld's current leader, Makhtar Mutumbe, views this paradox as an omen that points to the path the Warworld must follow into the future. He believes, as do many Warworlders, that the survivors of the Hatchling War stand at a turning point in human history. There are two paths Humanity can follow into the future. The remaining factions can put aside their petty squabbles and unite to reclaim that which was lost, or they can continue their individual struggles for power and wealth, the same struggles which fatally weakened the Empire.

Mutumbe has chosen to lead the Warworld along the first path. He does this not from a personal desire for power or wealth (he doubts his plans will come to

fruition in his lifetime), but to honor his ancestors and the ideals of the original Yoka-Shan colonists. He has chosen this course for his people with a heavy heart, for he knows there are many who do not see the wisdom of his actions. The blood of Yoka-Shan warriors and their enemies will be spilled before the end of the path is reached.

Mutumbe believes, however, its ultimate destination, a strong and united Humanity, is worth the sacrifice. He wishes to create an alliance of human worlds that is modeled on the Warworld itself, a society in which those who wish to simply live in peace may, and those who choose the way of the warrior are committed to preserving that peace. Yoka-Shan's War Chief drives his people toward this goal with a subtle, yet relentless, pressure, for down the other path he sees only anarchy and death.

Whether the rest of Terran space will come to share his vision remains to be seen.



# Silent Death

The other two Thunder Birds of the flight were keeping station slightly farther off.

Fujisa felt a cold trickle of sweat run down his back and collect in the small of his back. As nervous as flying this fast this close to an asteroid field made him, he was more worried about how we would perform in the coming battle. This was going to be his first actual battle since completing his training at Wartown and being assigned to the Export Fleet.

He had excelled during his training at the War College. His performance had been good enough to earn him the rank of second lieutenant when he was commissioned into the Export Fleet. Since that time he had done well in all the

## The Exodus

The ancestors of the people of Yoka-Shan were colonists from Terra, most hailed from areas in eastern and southern Africa. They left Terra to escape the decades of warfare and oppression that had wracked the planet. Those lucky enough to escape to the stars went in search of a place in which they and their children could live in peace and freedom.

They were led by a charismatic young man named Nondlo Yoka-Shan. His vision of a peaceful haven among the stars attracted many to his cause. Together, they assembled a motley assortment of transports, tramp freighters, and jump capable shuttles for their expedition. This ragtag assortment of vessels left orbit around Terra in PreImp 642.

Hoping to find a secure refuge far from the troubles of Old Earth, the colonists' ships traveled well beyond the reaches of explored space. Many died on the journey. Some of the ships were not up to the rigors of such an extended journey and suffered fatal malfunctions while the colonists trekked in search of a new homeland. One of the many casualties of these tragic accidents was Nondlo himself. Despite these setbacks, the group persevered and pushed ever farther beyond the boundaries of settled Terran space.

## Yoka-Shan

The hardy pioneers eventually discovered an Earth-like planet suitable to their needs. They christened this new world Yoka-Shan in honor of their fallen leader.

In spite of the pleasant climate of this new world, the early years of the colony were difficult. Critical equipment and many crucial supplies had been destroyed with the lost ships. The remaining colonists were forced to depend heavily upon one another for survival. Despite their best efforts, many more died from starvation and sickness in the colony's first few years.

The colonists' hard work eventually paid off, and they were able to establish a small but stable settlement on this new world. Although life was hard and their standard of living was lower than what they had experienced on Terra, they were happy. They could do without all the hi-tech luxuries of Earth as long as they were free to live as they pleased.

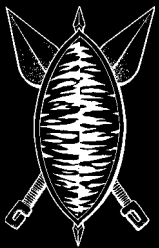
## The Separation

As the decades passed and the colony became more firmly rooted, life became easier for the people of Yoka-Shan. They still lived the hard life of farmers, but they no longer lived a life on the edge of catastrophe, where a single bad harvest could mean death for the entire colony. Small industries had sprung up and many of the more successful farmers no longer tilled their lands themselves, they hired others to do it for them.

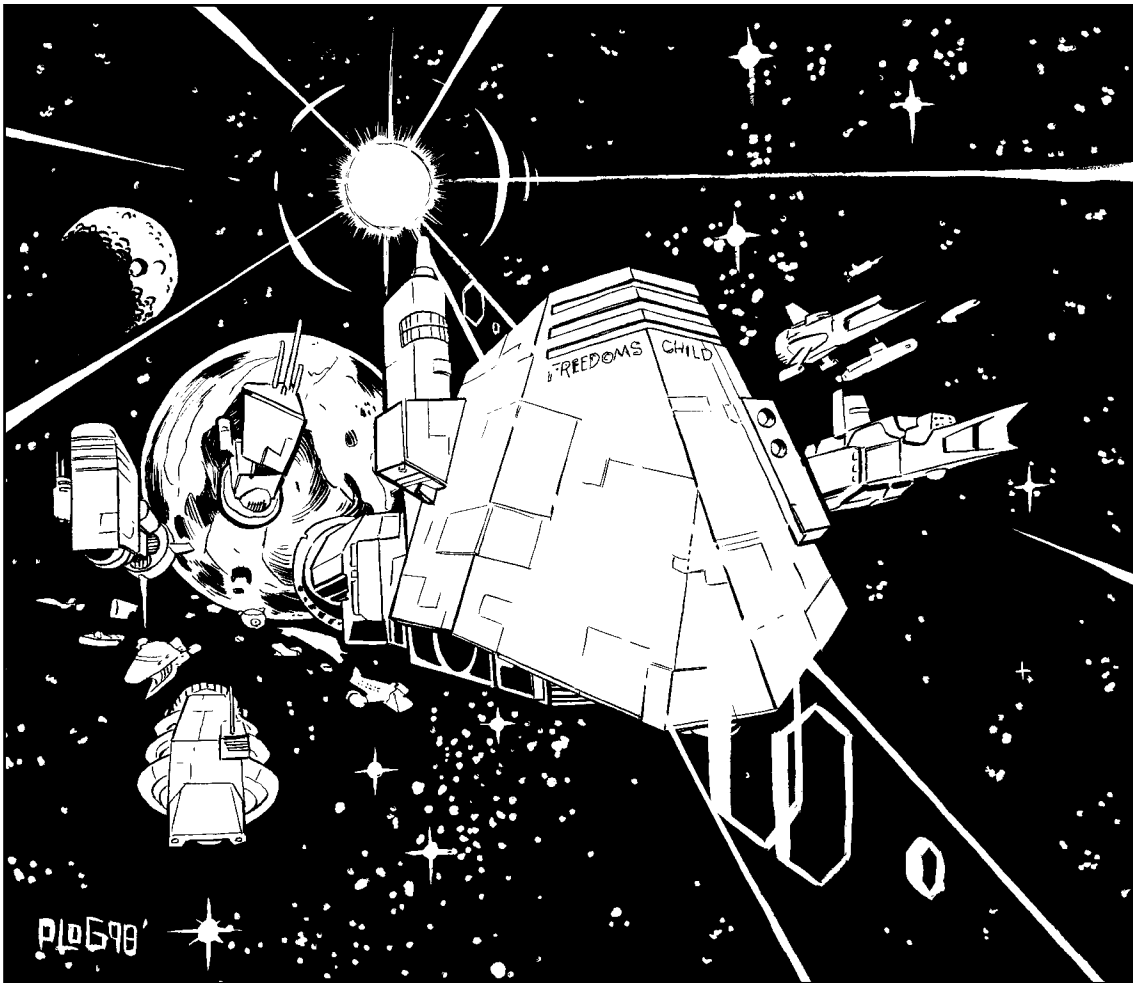
Unfortunately, many of those who now had time on their hands began to dabble in politics. It did not take long before the people began to forget their fathers' and grandfathers' reasons for leaving Terra. Many of the petty squabbles that had caused friction between the tribes on Earth began to reappear.

Rather than resolve or put aside these differences, the tribes solved the problem in another way: separation. There was still plenty of unsettled land to be had on Yoka-Shan, so the tribes began to distance themselves from one another geographically. Although there were a few incidents of violence, this separation occurred in a mostly peaceful manner. By PreImp 552, the people of Yoka-Shan had fragmented into seven different tribes. Each tribe staked out its own homeland.

Due to the abundance of land and low population density, the tribes lived in relative peace for many years. Each built a capital city. These cities became the focal points of friendly competition between the tribes; each tried to outdo the others in the size and magnificence of its capital.



# The Next Millennium



war games his squadron had participated in. Although proud of his performance, he was still shocked when the squadron commander had named him as a flight leader on his very first mission.

He was not leading any old flight, either. Delta flight had a major role to play in the upcoming battle.

Fujisa's squadron had been hired by the Pancomium Syndicate to raid the mining facilities of its competitors, Nebula Mining. They were about to stage a hit-and-run raid on one of Nebula's operations in the Wolf 639 system. Intelligence reports from the HIA indicated that the asteroid mining operation

## The Federation

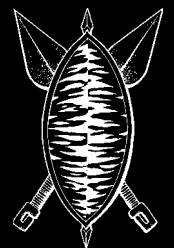
In PreImp 382 scout ships of the Terran Federation appeared in the skies of Yoka-Shan. Contact was quickly established, and before long freighters belonging to members of the Federation began to call at the planet. The people of Yoka-Shan traded the food and the art they produced for luxury items that had been unavailable on the planet for centuries.

Yoka-Shan had no central government at this time; each tribal government acted autonomously. When the issue of membership in the Federation was raised, each of these governments applied for membership separately, and were rejected because they did not have the authority to speak for the entire planet.

This led to a serious dispute between the tribal governments as to which should be granted the authority to speak for the

people of Yoka-Shan. Each government wanted this privilege and few were willing to cede any authority to any of the other tribal administrations. Tensions ran high and the profits made from off-world trade was soon being invested in high-tech weaponry. Governments that had until this point maintained only small rural police forces began to mobilize armies.

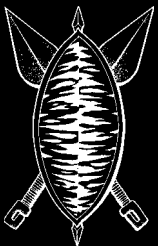
A few small-scale border clashes occurred between these forces. Before things could escalate, however, cooler heads prevailed. Delegations from each tribe met together and worked to arrive at a negotiated settlement of their differences. They had almost worked out a compromise solution, where a provisional central government made up of representatives from all the tribes would petition the Federation for membership, when the unthinkable happened.



# Silent Death

Nebula maintained there was a prime target. It produced enough that damage to the facility would be a serious blow to the company's treasury, but it was only lightly defended by cut-rate mercenaries.

The plan devised by Fujisa's squadron leader was simple. The mining operation's headquarters was located on an asteroid in the upper layer of the belt. The entire squadron, minus Delta Flight, would approach the base from above the belt. Once the defenders intercepted them, the Warworld pilots would very slowly begin to pull back, hopefully drawing the undisciplined mercs away from the target.



## The Great Collapse

While the tribal representatives were busy hammering out a deal, the bureaucrats of the Kashmere Corporation were busy worrying about decreasing market share. They launched an economic offensive against their competitors that had unforeseen side effects and triggered a massive inflationary spiral that brought about the collapse of the Terran Federation (see the Kashmere Commonwealth book for details).

Suddenly the compromise worked out on Yoka-Shan became meaningless. More importantly, the sudden economic downturn meant that Yoka-Shan's trade with other worlds abruptly ceased. The grain-fed beef that was Yoka-Shan's primary export was a luxury item bought by those who were tired of vat-grown beef or synthetic soy imitations. As prices skyrocketed, few could afford such luxury and the number of freighters coming to call at Yoka-Shan's cities became fewer and fewer.

This sudden loss of external markets plunged Yoka-Shan's economy into chaos. The urban populations of the tribal capitals were the first to feel the pinch. Factories and stores, cut off from their off-world suppliers, were forced to layoff thousands of employees. Many of the unemployed migrated to the country in search of work, but the farmers, with too much product on their hands and no new markets in sight, were cutting back their work force also. Armed mobs of angry workers began to appear across the countryside, demanding their governments take action.

The politicians of each tribe could find no cures for Yoka-Shan's economic woes. Rather than address the issues facing their people, each tribe's government sought to blame the other tribes for the problems that had befallen them. Although formed for other reasons, the armies each tribe had mobilized were about to serve as an outlet for the people's anger.

## The Great Tribal Wars

It did not take long for the politicians' rhetoric to do its work. For the second time in Yoka-Shan's history, the tribes warred upon each other. Unlike the first time, however, none of those involved were interested in a negotiated settlement. The few calls for reason to prevail were lost in the din of the angry mobs that swelled the ranks of the tribal armies.

Bitter fighting swept across the land as the tribes became embroiled in a number of interlocking conflicts with each other. The capital cities of each tribe became savage battlegrounds.

As the wars ground on, these cities were laid waste and became little more than immense funeral pyres to the dead. What little industry that remained was geared solely toward weapon production. The few freighters that still appeared in the skies above Yoka-Shan were those of gunrunners looking to make money off the misery of those on the planet below.

The wars between the tribes raged for nearly two decades. To the youngest generation of the Yoka-Shan, warfare was merely a part of life, like disease or the weather.

## Makhtar Mutumbe

The wars might have continued for another generation had it not been for one man, Makhtar Mutumbe. A tremendous warrior, Mutumbe quickly rose through the ranks to become the leader of the Mthethwa tribe.

Unlike most of the other tribal leaders, Mutumbe did not see the subjugation of the other tribes as the answer to his people's woes. As avid a student of politics and history as he was of military tactics, Mutumbe looked beyond Yoka-Shan's limited horizon for the solution. He found the answer in the chaos caused by the collapse of the Terran Federation.

Yoka-Shan's problems had been caused by the sudden loss of a market for the world's products. The way to remedy the situation was to find a new market for Yoka-Shan's products or to produce merchandise for an existing market. As Mutumbe walked through the rubble of Yoka-Shan's great cities and looked over the carnage wrought by two decades of continuous warfare, he realized that Yoka-Shan had a valuable export commodity that had been long overlooked: the courage and fighting spirit of its people!

Since the collapse of the Federation, wars like the one on Yoka-Shan had sprung up on countless worlds in innumerable star systems. Wars that needed soldiers. The upheaval following the Federation's demise had made warfare a growth industry.

## The Vanguard

Mutumbe's faction was currently in a strong position, so he decided to risk some troops to test his theory. He had some of the off-world gunrunners he used to supply his forces pass the word that he had men looking for mercenary work. It did not take long before a flood of offers poured in.

Mutumbe carefully reviewed the offers, looking for a job that promised a significant payoff for as little risk as possible. He eventually found one, a contract to participate in a conflict between two rival mining companies. The dispute between them had stalemated because both parties lacked the manpower to finish the other off.

Mutumbe accepted the contract and dispatched one of his best units to fulfill it. The mission was an outstanding success. Mutumbe's veteran warriors quickly tipped the scales in favor of their client and the conflict was resolved in less than two weeks. Since the Yoka-Shan soldiers ended up in possession of the mining facility that was the source of the dispute, the client had no choice but to pay up.

His theory validated, Mutumbe saw that the time had come to end the fighting on Yoka-Shan. He knew the other tribes would not willingly lay down their arms, so he

would have to negotiate from a position of strength. He used the proceeds from the first contract to procure better equipment for his warriors and then set about systematically conquering his opposition.

Mutumbe continued to periodically dispatch some of his troops on mercenary contracts. The income from these jobs was always reinvested in his warriors and he soon had the best equipped army on the planet. This, combined with his inspired leadership, allowed him to completely conquer his two closest rivals.

The remaining four tribes, fearing Mutumbe's sudden increase in power, banded together in an alliance against him. After soundly defeating the forces of these allied tribes at the Battle of Nongoma, Mutumbe offered to parley with them. At the meeting he offered to share not only the secret of his success with them, but to allow them to share in its bounty. The leaders of the other tribes, their primary armies crushed on the battlefield, had little choice but to accept Mutumbe's offer. The Great Tribal Wars were over.

## A New Society

The wars had exacted a tremendous cost from the people of Yoka-Shan; cities lay in ruins, fertile farmland was strewn with mines and fortifications, and the carcasses of livestock lay putrefying in the sun. The cost of rebuilding seemed insurmountable.

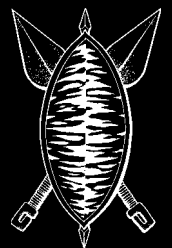
Mutumbe, however, had an answer. He proposed a new society in which those who wished to live in peace could, and those who wished to follow the path of the warrior could do so in a productive manner. Just as the warrior had destroyed Yoka-Shan, he would now rebuild it.

Mutumbe envisioned a planet, which he called a "Warworld," dedicated to the furthering of the honorable disciplines of war. This warrior planet would produce the finest soldiers in the galaxy and become an example of the virtues of the martial path.

# The Next Millennium

While the defenders were engaged with the rest of the squadron, Fujisa's Thunder Birds would enter the bottom of the belt and approach the base from underneath. Once in range, they would cause what damage they could with their torpedoes and then withdraw. After the torpedoes were away, the rest of the squadron would disengage and head back to the waiting escort carriers.

It sounded simple in the briefing room aboard the carrier, but doubts were beginning to nibble away at Fujisa's confidence like a hungry mouse. What if the defenders didn't take the bait? What if the base's defenses were stronger than reported?





# Silent Death

Fujisa looked longingly out of the cockpit at his wingman's ship. If only he could talk things over with his long time friend, but they were under strict orders to maintain radio silence until the attack was under way. Phezi must have noticed him staring, because his wingman suddenly flashed him an enthusiastic thumbs-up and waggled his wings.

Fujisa returned the signal with an enthusiasm he didn't feel and turned back to his controls. There was nothing left to do but see what Fate had in store for them.

A few minutes later the ship's nav computer chimed, warning him that it was time to slow down and begin their treacherous ascent up through the belt. The fighters glowed brightly as their retro-thrusters flared and slowed their forward speed. After a

In deference to those who did not wish to follow this path, Mutumbe declared that all land that could be used for agricultural purposes would be off limits to industry and that the entire southern hemisphere of Yoka-Shan would remain untouched by the things of war. This was in keeping with one of his beliefs, which he later incorporated into his famous Code of War and Honor, that a soldier's highest calling was to protect and preserve peace wherever it may be found.

## The High Councils

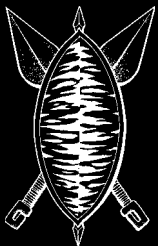
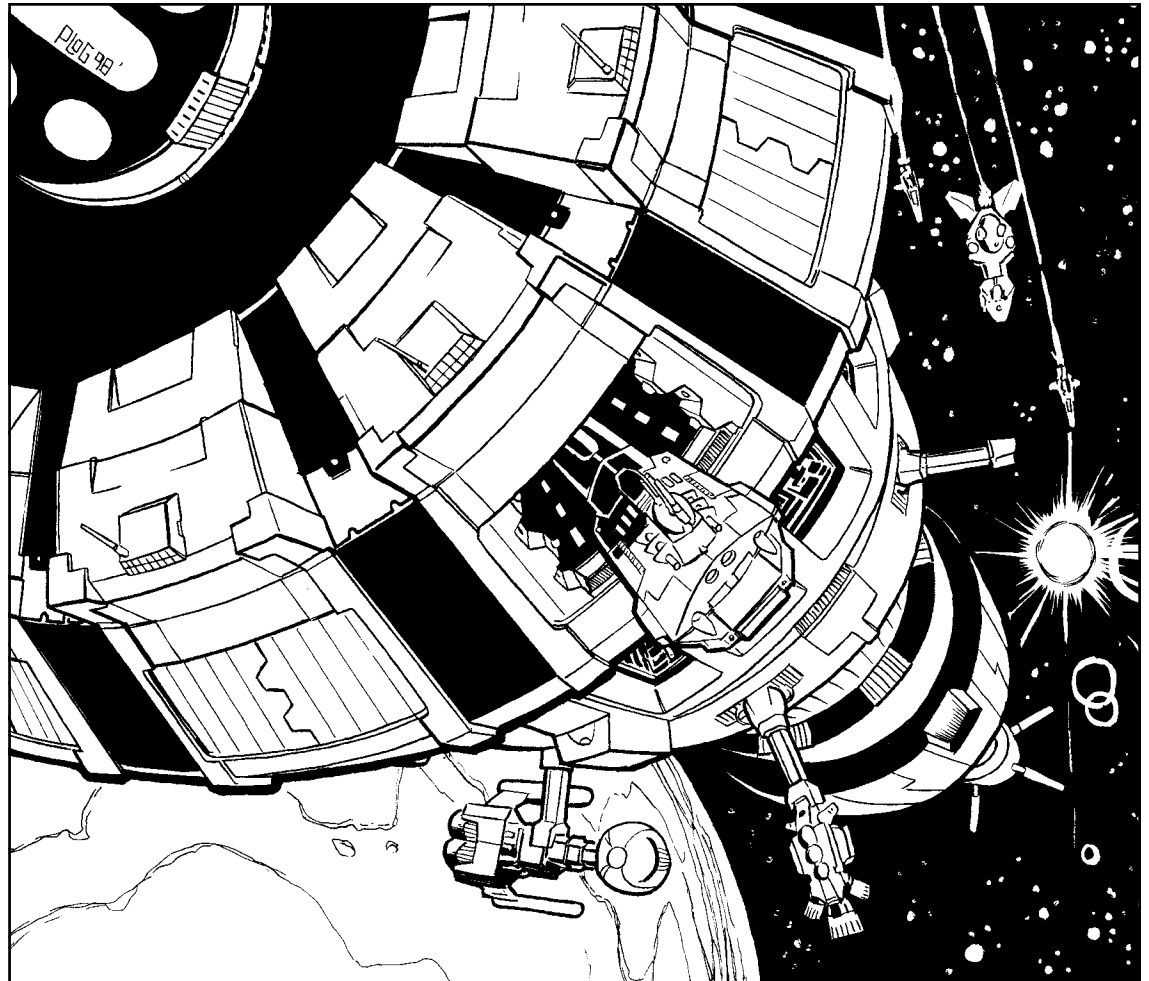
Mutumbe's new society saw an intermingling of the tribes as individuals moved to assume their place in the new order of things. As tribal authority broke down, it became evident some form of centralized authority was needed to maintain order.

Many wished Mutumbe to rule Yoka-Shan as king, but he declined. Besides being a great warrior, he was also a great student of

history. He realized the new government must be democratic in nature and contain checks and balances between the power of the two primary factions concentrating all power into the hands of one man would only lead to disaster. The power of the military faction in particular had to be restrained or the civilian faction would always be at the mercy of military leadership.

To achieve this, Mutumbe drew up a constitution for a government which was ruled by two High Councils and a War Chief.

Each council has six elected members and represents one of the two factions. The War Council is responsible for overseeing the operation of the Yoka-Shan military, the conduct of all wars, and the defense of the people of Yoka-Shan. The Civil Council is responsible for the maintenance of civil order, all nonmilitary trade, and oversight of the planet's food supply. All new laws and policies must be ratified by a majority vote of a joint session of the councils.



The War Chief serves as the commander-in-chief of the Warworld's military, as well as a figurehead for the government and an advisor to both High Councils. During times of peace, the War Chief has no vote in council sessions. When the Warworld is at war, the War Chief becomes a voting member of the War Council, giving it a one vote majority in joint sessions. The War Chief is elected by a session of the High Councils and may be removed at any time by a vote of no confidence.

Mutumbe was elected as Yoka-Shan's first War Chief by unanimous vote and served in that post until his death. Although there is nothing in the Warworld constitution precluding a civilian from becoming War Chief, all of his successors have been members of the military.

As a check against the military faction's obvious power, the constitution forbids the military from engaging in any form of food production or food technology research. The armed forces are completely dependent upon the civilian government for a steady supply of food for the troops. Stockpiling of food beyond that needed for operational readiness is a treasonable offense and punishable by death. All strategic food reserves are maintained by the civilian government and stored in bunkers guarded by the civil police force. These stockpiles can only be opened by those with the proper access codes.

Although these measures seemed extreme to many, Mutumbe insisted upon them, preferring not to rely solely upon future leaders' good will to protect the southern hemisphere's inhabitants from encroachment by the military. They have remained in place to the present day, but to the credit of the people of Yoka-Shan, they have never been challenged.

## The Low Councils

The surface of Yoka-Shan has been divided into forty territories: 23 civilian and 17 military. The civilian territories are governed by six member councils which duplicate the Civil Council's functions at the local level. Each of the military territories is controlled by a military governor, usually the most senior officer in the territory.

## Transformation

Even with a willing population, the major changes needed to implement Mutumbe's new world did not happen overnight. Most of his tenure as War Chief was spent overseeing the transition from a predominantly agricultural, tribal society to a modern industrial power geared for war. It was only in the final years of his regime, as the first of many new fleets became operational, that the Warworld began to flex its muscle. Only a single world, Mpande, was annexed by Yoka-Shan during this period.

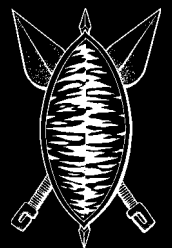
Mutumbe's biggest task during this transitional period was transforming Yoka-Shan's military forces into a coherent fighting force capable of handling the role he envisioned for it. Twenty years of fighting had taken a tremendous toll on the planet's population and left many emotional scars that only time could erase.

Despite these obstacles, Mutumbe continued his policy of hiring out Yoka-Shan units as mercenaries. Terran space was still going through tremendous political upheavals and demand for their services was high. The incredible volume of work available allowed Mutumbe to pick and choose his contracts. He did this with great care, only accepting missions within the capabilities of his newly formed legions.

# The Next Millennium

quick glance to make sure everyone was still in formation, Fujisa pulled back on the stick and pointed his ship up toward the tumbling masses above him.

For the next five minutes Fujisa had no time to ponder the future. His full concentration was needed to thread his fighter between the chunks of rock which floated around him with deadly indifference. The Thunder Bird shuddered occasionally as small pieces of debris spattered off its shields. Fujisa spared a moment to look around and noticed with pride that the rest of his flight was still in a tight formation off his wing.



# Silent Death

Fujisa's radio crackled to life with fragments of transmissions which had managed to filter through the tons of rock and metal between him and the rest of the squadron. It sounded like the defenders were taking the bait.

He peered down at the nav computer. The glowing dot which marked the position of his target was much closer now. He looked over at the sensor display and plotted a course which would keep some large asteroids between his ships and the base until they were within firing range. He quickly marked the course on the display and then punched the transmit key. A tight-beam burst transmission lanced out to the

His troops suffered a few defeats, but for the most part they were highly successful. What they lacked in formal training and equipment, they more than made up for with experience, courage, and ingenuity. It was not long before the warriors of Yoka-Shan had made a reputation for themselves throughout Terran space. The money they earned was used to train and equip more warriors and to repair the damage to their wartorn planet.

## Wartown

Mutumbe realized that if Yoka-Shan was to continue in this manner, the wisdom and experience of the Tribal War veterans must be passed on to new generations of warriors. He also wished to erase these new warriors' allegiance to their tribes and instill in them a new identity as the guardians of Yoka-Shan.

To do this he did two things. The first was to establish a new capital, which he named Wartown, on land unclaimed by any tribe. This new city, besides housing all the necessary government bureaucracies, possessed a tremendous training facility with the best equipment money could buy. It was also the site of the newly established War College. The college offers instruction in all forms of warfare and has the largest collection of writings on warfare and strategy in Terran space. All Yoka-Shan warriors, from that time until the present, have been trained in Wartown.

The second thing Mutumbe did was to formalize his now famous Code of War and Honor (see below for details). He did this because his experiences during the Tribal Wars had shown him there was a thin line between being a soldier and being a barbarian. He did not wish to see his new society of warriors cross this line. The Code was an ideal against which all Yoka-Shan warriors were to be judged.

## Mpande

Mutumbe's last major achievement to establish a policy of self-sufficiency. Yoka-Shan's problems had come about due to its dependency on foreign markets and suppliers. The most obvious way to prevent this from happening again was to make Yoka-Shan self-sufficient.

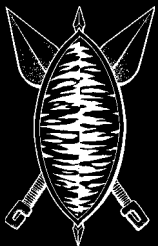
Unfortunately the planet of Yoka-Shan, although fertile agriculturally, is poor in many heavy metals needed for industry and especially for weapon production. This meant the Yoka-Shans would have to look elsewhere for these things.

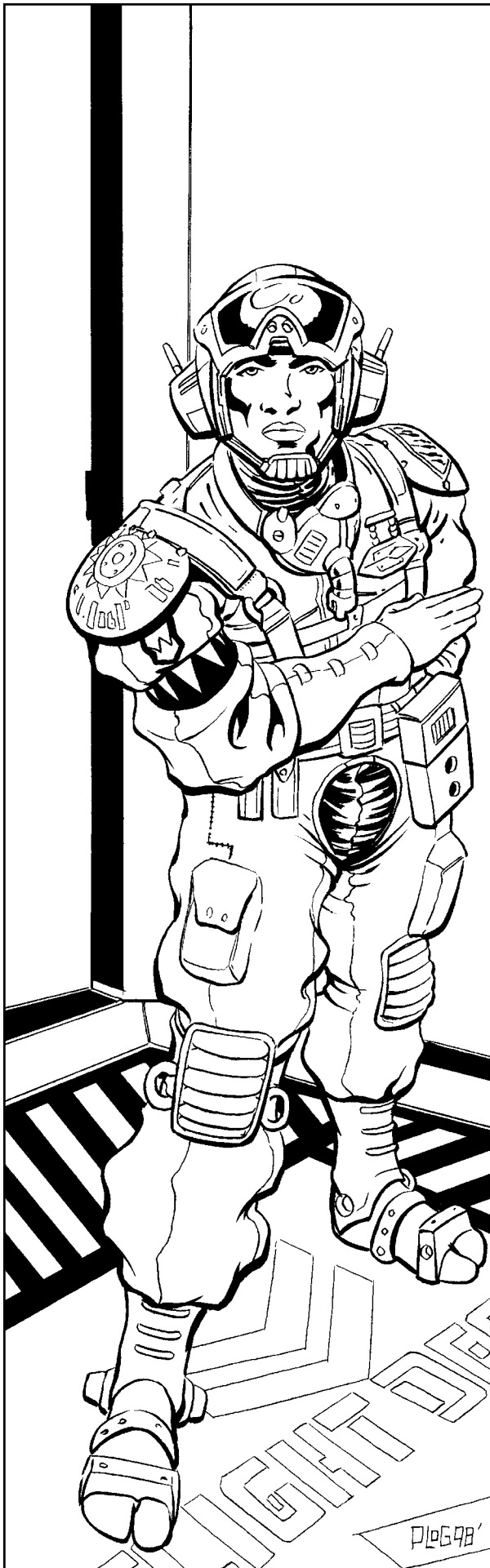
This led to Yoka-Shan's first war of conquest. A nearby system containing a number of mineral-rich planets was claimed by the Orion Mining Conglomerate. In PreImp 12, Yoka-Shan forces, led by Mutumbe himself, moved into the system and seized control of all the mining operations in the system. The OMC dispatched mercenary forces to the area and battles raged throughout the system for nearly two months. In the end, the fledgling Yoka-Shan navy was triumphant. A colony was quickly established on the system's only inhabitable planet to solidify Yoka-Shan's claim.

## Uhamu and Expansion

When Mutumbe died in PreImp 308 he left behind a small but rapidly growing society.

His next few successors as War Chief did little to expand Yoka-Shan's influence, but they did continue the policies he had established. In keeping with Mutumbe's goal of self-sufficiency, as industry on Yoka-Shan recovered from the ravages of the Tribal Wars, an increasing amount of weaponry and equipment was produced on the planet. Within twenty years of his death, the military industries' production had grown to the point where weapons sales to foreign powers became another export commodity for the people of Yoka-Shan.





Yoka-Shan didn't truly begin to flex its military muscles until Uhamu became War Chief in preImp 267. He saw the beginnings of the Terran Star Empire as the remnants of the Federation's military consolidated their hold on the core worlds and began to spread outwards. As the empire-to-be expanded, powerful opposition groups were wooed into joining while those lacking in military might were forcibly subjugated. Concerned that this empire's influence might someday encompass Yoka-Shan space, Uhamu was determined that his people be strong enough to fall into the first category.

## The Warworld

Uhamu initiated an aggressive ship-building program to strengthen the Yoka-Shan navy. The first orbital modules of what would become the massive Mutumbe Shipyards were constructed under his guidance. The first warship completed in these yards, the Nongoma, was christened on the fiftieth anniversary of Mutumbe's death. On the same day Uhamu issued a proclamation declaring that henceforth Yoka-Shan would be known as the Yoka-Shan Warworld.

Uhamu also instituted the reforms that divided the Warworld's navy into Home and Export Fleets. The units of the Export Fleets would be those that fulfilled mercenary contracts accepted by the Warworld government, while Home Fleet units were responsible for the defense of Yoka-Shan and all of its possessions.

In the later years of his tenure as War Chief, Uhamu used his fortified navy to expand the Warworld's sphere of influence. Three major systems were brought under Yoka-Shan control; two after hard fought campaigns of conquest. Minor outposts were established in a handful of other systems. These victories served to enhance the Warworld's growing, and already formidable, reputation. They also greatly expanded the resources available to the Warworld's booming armament industry.

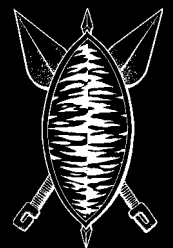
# The Next Millennium

other fighters in the flight and the new course appeared on his comrade's consoles.

Fujisa swung his ship onto the new course and watched as the others followed suit.

The seconds crept by as they moved ever closer to their objective. The radio calls of the rest of the squadron became clearer as the interference from the belt diminished. It sounded like the defenders were taking it on the chin. Finally, only one enormous asteroid stood between the Warworld fighters and the mining base. Fujisa broke radio silence.

"Let's give 'em a wake up call, Delta Flight!"



# Silent Death

Fujisa slammed the throttles to their stops and the Thunder Bird rocketed clear of the asteroid. His comrades were right behind him.

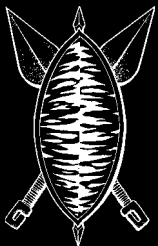
Fujisa had barely gotten a glimpse of the asteroid containing the target when his threat board lighted up like a fireworks display. The warbling tones of an enemy search radar filled his headset.

"We've got company! Delta flight to Alpha flight, we have hostiles in the vicinity of the target!"

Switching back to his flight's frequency he barked out a string of orders.

"Phezi stay on my wing. We'll fly cover."

"Delta Three and Four, proceed to the target."



## The Empire

Uhamu's foresight paid off. By the time Imperial influence reached the edges of Yoka-Shan space, the warriors of the Warworld had established such a fearsome reputation that often the news that they had accepted a contract was enough to bring their would-be opponents to the bargaining table.

Macedon I had no desire to squander troops crushing such a formidable enemy and offered the Warworld a place in his empire as an Imperial Province. To his surprise, the independent-minded people of Yoka-Shan accepted the offer without hesitation. This was due to the leadership of Sikhili. He knew that despite the strength of his people, their skill and courage was no match for the tremendous resources and incredible numbers the Empire could deploy against them. In exchange for the authority to rule the worlds under the Warworld's control as he saw fit, Sikhili agreed that the warriors of Yoka-Shan would never accept a contract which placed them in direct conflict with Imperial forces.

The Yoka-Shan Warworld was officially recognized as a province of the Terran Star Empire in Imp 10. At this time the Warworld controlled planets in six major systems and possessed outposts in a dozen more.

## Imperial Discontent

The Warworld flourished as part of the Empire. Despite its civilizing influence, there were still plenty of skirmishes between major houses and disputes between multi-system business conglomerates to keep the warriors of Yoka-Shan well-supplied with work.

As the planet's warriors reaped the rewards of their martial prowess, the Warworld's population grew, as did the power of the fleets it controlled. This growing power attracted the attention of later Emperors. They sought to keep the Warworld in check by restricting who the planet could sell its services and weaponry to. These arbitrary restrictions raised the ire of the independent-minded Yoka-Shans and led to the beginning of a movement advocating secession from the Empire.

## Mutumbe's Return

One of the leaders of this movement was a young warrior named Makhtar Mutumbe. He was a direct descendant of the planet's first War Chief and had been named for him. Like his namesake, the younger Mutumbe was to play a pivotal role in the future of his people.

Mutumbe was both a tremendous warrior and an inspirational leader. After completing his tour with the Export Fleet, he quickly rose through the ranks to command a Home Fleet flotilla. Not long after, in Imp 467, he was elected War Chief.

## The Sigurd Contract

Mutumbe had not been War Chief long when he was forced to make the first of many fateful decisions. His government was secretly approached by representatives of the Emperor via the Hibernian Intelligence Agency. They had a simple offer. If the Warworld accepted a contract to crush the fledgling navy of the Sigurd Archdiocese, controlled by that troublemaker, Gunther Guttman, the Emperor would lift many of the restrictions he had placed upon Yoka-Shan and allow unlimited expansion of the Mutumbe Shipyards.

Mutumbe considered the offer carefully before rejecting it. In the end, he recognized the offer for what it was; yet another of the Emperor's attempts to play one opposing faction against the other. The Warworld could win a war against the Archdiocese, but Guttman's fanatical legions would make it a costly victory. The true winner would be the Emperor; Guttman would be destroyed and the Warworld weakened.

The fact that the Emperor considered the Warworld sufficient threat to try such a move only increased Mutumbe's desire to gain Yoka-Shan's independence.

# The Next Millennium



Fujisa pulled his fighter around hard toward the enemy ships. Delta Three and Four flashed by beneath him on their way toward the base.

He glanced down at the sensor display. There were three Hell Benders, and an unidentified civilian ship floating in space beneath the enormous 30 kilometer long asteroid which housed the mining base. The sudden appearance of the Warworld fighters seemed to have taken them by surprise, but Fujisa knew that state of affairs wouldn't last long.

As if to confirm his thoughts, two of the Hell Benders turned and began accelerating in his direction. The third fighter and the civilian ship, which

## The Imperial Civil War

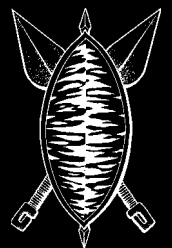
As the political situation deteriorated in the waning years of the Empire, the Warworld began to side with the Provincial Powers Alliance. Restricted by the Emperor from selling warships to the Powers, the Mutumbe Shipyards began a brisk trade in "freighters" with the Alliance. These freighters had large, heavily-armored hulls and were equipped with the over-sized powerplants and heavy-duty power grids necessary to handle shield systems and high-powered weaponry. The first (and last) cargo most of these ships hauled was a load of shield generators and weapons that were immediately installed in the ship once it reached its destination.

Although the Emperor voiced his displeasure at this policy, there was little he could do. Forbidding all trade between the Warworld and the Powers would only alienate more of the outer provinces and drive them into the Alliance's camp. Taking di-

rect action against Yoka-Shan would have the same effect and be expensive militarily.

Once it became obvious that the Emperor was unwilling to take action against the Warworld, Mutumbe used a similar strategy to sidestep the 20% tax imposed on escort production. The Mutumbe Shipyards built ships for Warworld use that were little more than space-going hulls. After the ship had been commissioned into active service it made a visit to one of the Yoka-Shan navy's drydocks for a "refit" at which time all the missing weapons and systems would be installed and the ship made battle ready.

This kept the average tonnage produced by the shipyards artificially low. Since the ships the yards were required to build for Imperial service were based on the average tonnage the yards had produced (see Warhounds), this allowed the Warworld to fill its quota with ships much smaller than those in its own fleet.



# Silent Death

appeared to be some sort of private yacht, remained stationary beneath the asteroid.

“Okay, Phezi, we don’t have to beat these guys, we just need to stay alive and keep them busy long enough for the others to drop their torps. Let’s meet ‘em head on, but instead of turning back into them after they pass, keep on going toward the asteroid. Let’s see how important that ship they were guarding is to them.”

“Roger that, Fuji.”

The two approaching Hell Benders didn’t appear to be in the mood for a long dogfight—they each launched both of their Mark 30 torpedoes. The two Thunder Birds responded in

As the political situation deteriorated, the Warworld began to openly side with the Provincial Powers, refusing to build ships or accept contracts from members of the Band of Iron. Only the reputation of the Warworld’s pilots and Yoka-Shan’s now formidable fleet kept the members of the Band from taking action against Mutumbe’s government.

Once the situation had escalated into a shooting war, the Warworld continued its support of the Provincial Powers with weapons and ships, but refused to commit itself to the fighting. Warworld mercenaries fought under contract for some of the Provincial Powers, but not a single unit of the Home Fleet was committed to battle. This was because as much as Mutumbe despised the corruption and repression that occurred under the Empire, all he saw in the Civil War was a repetition of the mistakes of the Great Tribal Wars.

## The Hatchlings

It was well for the Warworld and many of its smaller neighbors that Yoka-Shan’s leader felt this way. Staying out of the fighting kept the flotillas of the Home Fleet intact and ensured the Warworld’s survival when the war reawakened the Hatchlings.

The Yoka-Shan worlds were hit hard a strong swarm of Grubs that had been awakened by Modestinus III’s doomsday missile. Intense fighting occurred in each system, but the resolve and courage of the Warworld pilots proved equal to the task. Although all worlds suffered damage and many facilities were destroyed, not a single inhabited world was lost.

## The Defense of Yoka-Shan

Nowhere was the fighting heavier than in the skies of the Warworld. The strongest part of the Hatchling swarm attacking Yoka-Shan territory headed straight for the planet of Yoka-Shan, as if the aliens could sense that it was the key to defeating the Humans that fought them.

Mutumbe directed the defense of the Yoka-Shan home world. The defenders were hard pressed because the attack was unexpected; much of the Home Fleet had just been deployed to Mpande to counter a Grub fleet detected en route to that system. Those who remained in the Yoka-Shan system were caught unprepared when Hatchling ships suddenly appeared in the system.

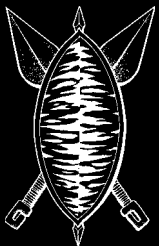
It did not take long for the battle-honed Yoka-Shans to recover from this surprise. The 456th fighter wing, Mutumbe’s Spear, moved to intercept while the rest of the fleet formed up for battle. This wing suffered heavy losses, but it bought the remaining defenders sufficient time to arrange a hot reception for the aliens.

Despite this, the situation was touch-and-go for a while. The back of the Grub attack was finally broken by a trap laid by Mutumbe. The fighting above Yoka-Shan centered around the orbital facilities of the Mutumbe Shipyards. The determined Warworlders fought like demons to keep the Hatchling ships away from the orbital docks.

While the warriors continued their stiff defense of the shipyards, Mutumbe ordered them evacuated. Hundreds of emergency escape pods rocketed toward the surface of Yoka-Shan as frantic workers exited the facilities. Once the docks were clear, Mutumbe ordered the fighters screening the shipyards to stage a fighting withdrawal. As the seemingly victorious Grubs swept in to destroy the shipyards, the fusion reactors of three Fletcher class destroyers under construction in the yards detonated simultaneously. This tremendous explosion destroyed or damaged most of the shipyards, but the resulting cloud of plasma and debris destroyed scores of Hatchling fighters.

The retreating fighters turned and pounced on the stunned and disorganized Grubs and ripped them to pieces. The surviving Hatchling ships fled the system.

Already a war hero many times over, Mutumbe’s inspired defense of the Yoka-Shan home world only increased his reputation. He now holds a position of esteem in the eyes of the Warworlders second only to his legendary ancestor.



## Aiding the Weak

Once the threat to the Yoka-Shan systems had been dealt with, Mutumbe dispatched all available forces to go to the aid of neighboring systems that still faced attack by the Grubs. In systems that were completely defenseless or were so impoverished they could not possibly afford to pay for the Warworlders service, the normally mercenary Yoka-Shans waived their fee. In systems that needed their assistance and possessed some means of payment, the Warworld fleets charged only for the replacement cost of any ships and pilots lost in the fighting.

The actions of the Warworlders as they fought side by side with their neighbors against the Grub incursion, made the people of Yoka-Shan many new friends.

## The Warworld Today

Today the Warworld is one of the most powerful factions in Terran space. The Mutumbe Shipyards have been rebuilt and the Warworld continues its tradition of selling both its weapons and the services of its formidable warriors.

Things have begun to change. The Warworld has reduced the number of weapon and ships sales it makes and is only

selling to those systems which it considers strong allies. The bulk of the shipyards' production is going to expand the size and power of the Warworld fleets.

On the mercenary front, the Export Fleet is refusing contracts from certain parties and has begun negotiating more favorable terms with friendly factions. In addition, the number of "charity" contracts subsidized by the Warworld government has increased.

After centuries of maintaining the carefully balanced neutrality needed to survive as a mercenary state, the Warworld has decided to make a stand.

## Mutumbe's Vision

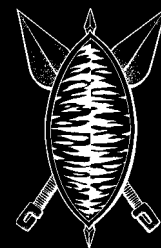
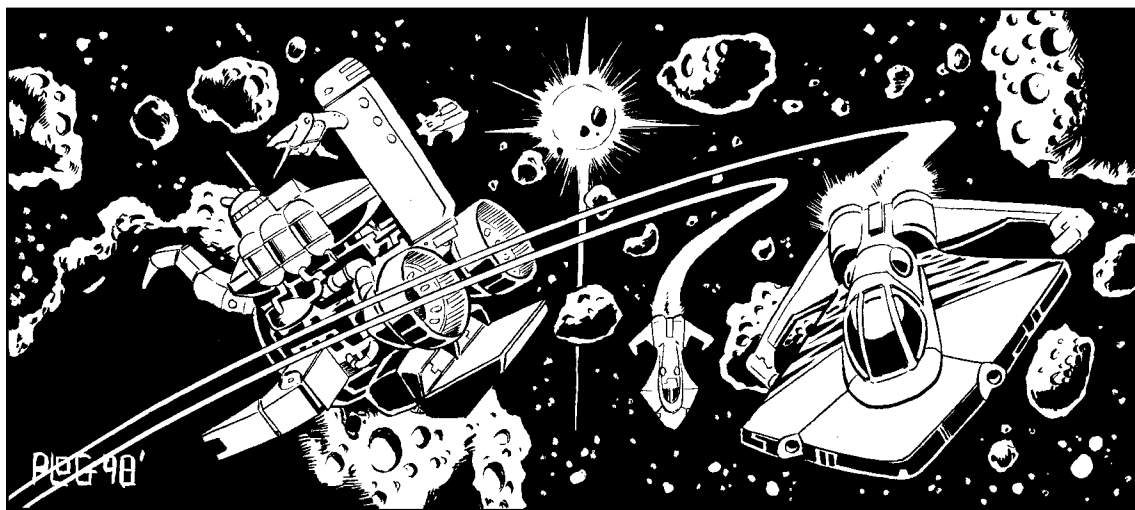
This is due to one man: Makhtar Mutumbe. In the months following the Hatchling War, Mutumbe realized how close the Human race had come to extinction. Not only that, but the threat was still present in the form of hibernating Clutchworlds. If the survivors of the conflict against the Grubs continued to war amongst themselves, the threat of extinction could become an unpleasant reality. The Terran forces left in the aftermath of the war could not withstand another large-scale Hatchling swarm.

Mutumbe knew that of the Twelve, only the Warworld possessed the means and the will to remedy the situation. The few other houses with the power needed to accom-

# The Next Millennium

kind, launching two Mark 10 torpedoes each. The next minute was spent in a flurry of activity as each side maneuvered hard to avoid the other's torpedoes.

None of the torpedoes found a target and there was a quick exchange of fire as the two pairs of fighters met in a head on pass. Fujisa's blast from his pulse lasers missed, but his opponent's burst of autocannon fire shook the Thunder Bird hard as it ripped a hole in the fighter's port wing. Fujisa glanced down at the damage report. The fighter wouldn't be able to go atmospheric without repairs, but other than that it was in good shape.





# Silent Death

As the enemy Hell Bender flashed by Fujisa's cockpit, he could see that the fighter sported a large Nebula Mining logo on its fuselage. Must be some sort of company security force, he thought.

The Warworlder looked back to see if his gamble had paid off. He could instantly see that it had. Instead of trying to pursue the two Thunder Birds heading around the asteroid to attack the facility, the Hell Benders were turning hard to get on his tail.

The third Hell Bender had entered the fight now, launching its torpedoes at Fujisa's ship. He swatted one down with a burst from his lasers and jinked hard to avoid the second. He

plish what he envisions, such as House Colos, are only interested in increasing their own power at the expense of their weaker neighbors.

What the Yoka-Shan War Chief envisions is a unified government controlling all of Terran space. He has no desire to return to the despotic days of the Terran Star Empire, this new regime would be a representative government reminiscent of the Terran Federated Democracy. Unlike that failed body, the assembly envisioned by Mutumbe would have a strong central government. Strong because its decisions would be backed by the might of the Warworld's fleets. Under his new scheme, the Warworld would become a government body responsible for building and training the new government's fleets and enforcing its will.

Mutumbe realizes that there are many who will not go along with his vision of the post-war universe, and he has developed a long-term plan for achieving his goal. The blood of many, both of Yoka-Shan warriors and their enemies, will be shed before the goal is reached, but Mutumbe believes it is a necessary sacrifice. Only by uniting Humanity can its survival be ensured. The continued existence of the race in its current fragmented state only leaves it vulnerable to a new Hatchling swarm or the next challenge the uncaring universe decides to throw at it.

Before he could implement his plan, Mutumbe knew he must get the support of his people. He presented his plan to the members of the High Councils. After much debate and reflection they accepted his proposal and set the Warworld on a rendezvous with destiny. During a closed joint session of the Councils, the members voted to dedicate the Warworld's resources to Mutumbe's War for Unification. Although no enemy was specified in this resolution, by declaring Yoka-Shan to be in a state of war it gave Mutumbe a voting seat on the Councils and expanded the scope of his powers.

Mutumbe did not stop to relish his new found power, but began to immediately set his plan in motion.

## The Plan

Mutumbe's scheme has four phases. The first phase is the preparatory phase in which the groundwork is laid for all that will follow. The Warworld has just begun this phase. During this time the Warworld gears up for a large-scale war, cements alliances with like-minded powers, and deals with the Hatchling menace.

In the second phase, the precursor to the final democratic government is put into place. This is a parliamentary body consisting of Yoka-Shan and its allies. Yoka-Shan's sponsorship of the UNW is the first step in this direction.

The third phase cannot begin until the all the facets of the first phase, most importantly the destruction of the Grubs, have been completed. Once this has been accomplished, however, the Warworld and its allies will launch a war against all those who refused to join the alliance. Membership in the united Terran government Mutumbe plans is not optional.

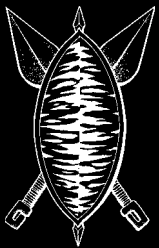
The fourth and final phase is the formation of the Unified Terran Alliance. The Warworld is commissioned as a government agency responsible for keeping the peace and enforcing the new regime's rulings.

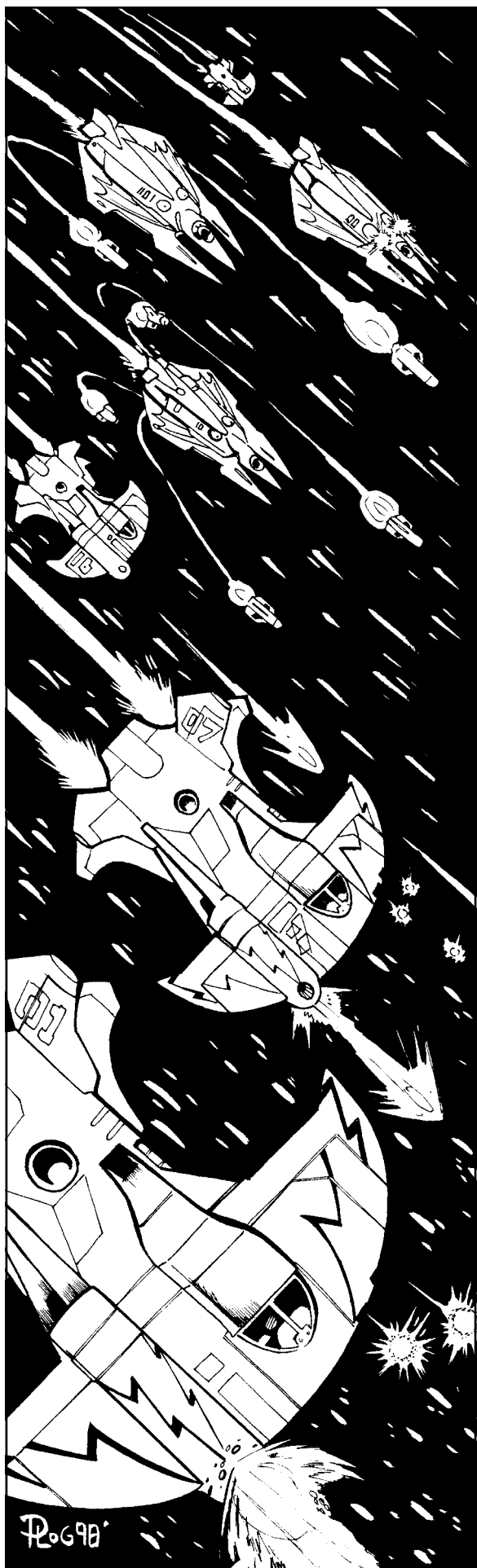
Other than the twelve members of the High Councils, Mutumbe has told no one the full extent of his plans. The council members themselves have been sworn to secrecy on the matter. Mutumbe does not fear the reaction of his people to his ideas, but rather how the other members of the Twelve may react if his plans become public.

## The Universal Night Watch

The formation of the UNW addresses two of the objectives of the first phase of Mutumbe's plan: cementing alliances and dealing with the Grubs.

One of Mutumbe's prime motivations for forming the UNW was the constant contact it would promote among its members. He hoped this would reduce tensions between the Twelve and reduce the likelihood of a major conflict erupting. He also saw it as an arena to expand the Warworld's power and prestige.





Over the past few years the Warworld has sold its services at ridiculously low prices to worlds that could not meet the Yoka-Shans' normal fee. Mutumbe then worked to gain them admittance to the UNW. Although similar attempts by House Colos to stack the assembly have been blocked, the Warworld's attempts have been mostly successful; primarily due to the Warworld's edge in Grub-busting expertise and its support of its allies' claims to lost homeworlds. Once these minor states are admitted to the UNW, they repay their debt to the Warworld with support in the council.

Although the Warworld is using the UNW as a political tool, the Yoka-Shans are highly committed to its Grub-busting mission. This is true for two reasons. The first is simply due to the threat they pose. As long as a Hatchling infested world remains in Terran space, the possibility of a disaster like the Hatchling War remains.

The second reason is that as long as the Grubs are in Terran space, the Warworld cannot risk entering a major conflict without fear of awakening them. Mutumbe knows that some of his opponents and some of his current allies will resist the Warworld's bid to unify humanity. The only way to overcome this resistance will be a war of conquest. This war cannot be fought until the Grubs have been eradicated.

## The Build-Up

The Warworld is in the process of expanding its already formidable military the navy in particular. Industries connected to military production are also undergoing unprecedented expansion.

The bill for this expansion is being paid by the Export Fleet. In the past four years, the Warworld has accepted more contracts than it did in the preceding decade. Although this has caused additional wear and tear on the ships and men, it has also meant a greatly increased flow of revenue into the Warworld's coffers.

# The Next Millennium

momentarily lost sight of the torpedo, but then he heard the rhythmic pulsing of the point-defense laser and saw a flash outside of his cockpit.

Phezi had been unable to follow his sudden maneuver and had become separated from him. The two returning Hell Benders saw this and pounced on Fujisa's wingman.

Fujisa frantically pulled his Thunder Bird around in a hard turn to go to Phezi's rescue. Warning lights flashed as he exceeded his fighter's recommended G-limit—he could feel the craft's frame groaning in protest.

As he came out of the turn he could see Phezi's Thunder Bird jinking and weaving



# Silent Death

hard to throw off the aim of his pursuers. Both of Phezi's attackers had their tails to Fujisa's ship but the third Hell Bender was closing rapidly on his starboard side.

"First things first," he muttered through clenched teeth. He launched his Mark 20 torpedo at one of Phezi's tormentors and followed this up with two Mark 10s for the Hell Bender closing on his right. That done, he lined up on the other fighter pursuing his wingman and triggered a long burst from his pulse lasers.

The energy from the quad mount ripped into the Hell Bender's stern, creating a swath of

The Export Fleet has also been instrumental in securing the raw materials needed for this expansion. The Warworld has long tried to be self-sufficient, particularly in regard to military related resources, but has never fully attained that goal. The sudden increase in demand for many of these materials has seriously depleted the Warworld's resource reserves. To ease the strain, the Export Fleet has begun accepting payment for its services in raw materials.

## The Warworld Military

The military forces of the Warworld are organized very much along traditional Zulu lines. The Warworld military is an all-volunteer force. Out of respect for the beliefs of Yoka-Shan's original colonists, no one is forced to serve. So far this hasn't been a problem; there has been no shortage of eager recruits.

The prowess of the warriors of Yoka-Shan keeps casualty rates low. Each year's influx of new recruits is more than sufficient to replace lost pilots and infantrymen and to form new units.

## Recruitment

The citizens of Yoka-Shan's worlds become eligible to serve at the age of sixteen. Most of the Warworld's warriors begin their military careers at this age.

Each year there is a tremendous event in Wartown known as the Calling. All those wishing to enter Yoka-Shan's military travel to the capital to participate. The Calling is a week-long event. During this time, prospective recruits compete against one another to fill the available slots. Each warrior-to-be is extensively tested, both physically and mentally. At the end of this week, each recruit is assigned to his training *ibutho* (regiment) and begins his stay at the War College.

All recruits must complete a two year training period at the War College. During this time, each recruit becomes fully-trained in his or her assigned duties. All recruits, regardless of their combat arm, are schooled in logic, strategy, and logistics. The philosophy of the War College is to equip each warrior who passes through its doors with not only the technical knowledge needed for his or her specialty, but to

give the recruit the tools needed to function in any role. "Every warrior a potential general," is the motto of the College's instructors.

Standards are high at the War College and no one completes their training without meeting them. Despite this, the college has a nearly ninety-six percent graduation rate. Those who do not make the grade are welcome to reenlist at the next Calling and try again. Nearly ninety percent of those who fail do reenlist. In Yoka-Shan society there is no shame in not choosing the path of the warrior, much of the population lives peacefully as merchants and farmers. Those who choose to become warriors and fail, however, bear a certain stigma which they can never overcome.

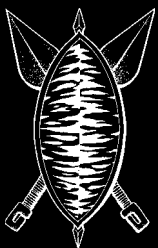
Recruits who finish training are honored with an elaborate graduation ceremony and feast that lasts three days and then given their new assignments. A small portion of each new class is assigned as replacements to heavily depleted units. Most recruits are assigned to newly formed units. New pilots are assigned to the Export Fleet. Those who excelled in training are commissioned as the new squadron's junior officers.

## The Export Fleet

The Export Fleet (or EF) is the Warworld's bread and butter. It fulfills the contracts offered by the Warworld's clients and earns the money that keeps the massive Yoka-Shan war machine rolling. It also serves to further train Yoka-Shan's pilots for their most important duty: the defense of the Warworld.

The Export Fleet's base of operations is in the Mpande System. The EF maintains an enormous orbital facility in orbit above Mpande that houses the fleet's headquarters, limited production facilities, and an enormous repair dock.

Hangars and barracks for wings that are between assignments are scattered throughout the system. Unassigned wings keep their skills sharp by playing war games against each other. These games often occur spontaneously and without warning. EF pilots often have to stumble out of bed and scramble to their ships because another squadron decided it would be fun to attack their base.





Export Fleet fighter wings are all equipped with light and medium fighters. This allows them to be easily transported to their contract locations via light escort carriers. The EF maintains a number of escort flotillas for transport and contract work, but does not possess any full-scale fleet carriers.

## Tour of Duty

All new pilots spend a five year tour of duty with this fleet. Each year's class of new pilots and crewmen is broken up into new squadrons assigned to the Export Fleet. Those who did well in training serve as the new squadron's junior officers, but each squadron is actually commanded by veteran officers.

EF pilots have an additional interest in their squadron's performance beyond their own personal survival. All members of a squadron receive a small percentage of the unit's profits in addition to their normal

pay. Members of a well run squadron normally finish their tour of duty with a sizable nest egg for their retirement.

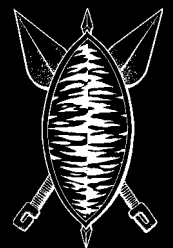
EF wings do not normally receive replacement pilots. As losses are taken, squadrons are simply reorganized or combined into full strength units. In the rare instances when a wing becomes dangerously understrength, it is broken up and its pilots are reassigned as replacements to other EF wings. The effect of this policy is that most pilots serve with the same unit for their entire five year tour. This creates tremendous esprit de corps and increases the efficiency of the unit. Each pilot knows his comrades well and can anticipate how they will react in a situation.

To encourage officers to run efficient squadrons, only a portion of the squadron's upkeep costs are paid by the government. The rest must come from profits earned on contracts. Squadrons that cannot support themselves are broken up and used as replacements for other units.

# The Next Millennium

molten metal that boiled off into space in small silver globes. The last bolt of the burst hit a lightly armored drive port and penetrated deep into the fighter's innards. The Nebula fighter disappeared in a ball of flame.

Fujisa shifted his aim to the second fighter, which had spoofed his torpedo with a decoy, but before he could fire, his own ship shuddered heavily under the repeated impact of autocannon slugs. He tromped down hard on the right thruster pedal, throwing the Thunder Bird into a sideslip and taking him out of the line of fire. He watched in dismay as the thrust



# Silent Death

level readout on his console dropped to almost nothing. The third Hell Bender flashed over his cockpit so close that he instinctively ducked.

The Thunder Bird's drives were producing only minimal thrust—he was a sitting duck. Fujisa punched buttons frantically as he brought the backup systems on-line. Red lights were soon replaced by green and power levels climbed. He turned his fighter back into the fight.

The fighter which had crippled his ship had continued on to assist his comrade with Phezi. His friend had continued on toward the yacht hoping to keep the Hell Benders from finishing Fujisa off.

At the end of a squadron's tour of duty it is transferred into service with the Home Fleet. This means that all Home Fleet squadrons are staffed with veterans with five years of combat experience or more. Badly understrength units are often broken up and parceled out as replacements.

## Contracts

All mercenary contracts must be accepted and approved by the Warworld government. Once this occurs, the contract is passed on to the Export Fleet Headquarters. EFHQ prepares a briefing package on each contract and passes them on to the commanders of each EF wing with unassigned units. The officers of each wing use the briefing to prepare a force roster and bid for each contract and send these back to the headquarters. Once all bids are in, EFHQ reviews them and awards the contract to one of the wings. This is usually the lowest bidder, but not always. EFHQ has the authority to disqualify a bid if it feels the force roster is insufficient to fulfill the contract and may needlessly endanger lives.

Once a contract has been awarded, the client is notified and EFHQ makes arrangements for an EF transport flotilla to carry the wing to its destination.

## The Home Fleet

The Home Fleet is responsible for defending Yoka-Shan's territory.

EF squadrons that enter Home Fleet service are often reequipped with newer and heavier fighters. Most Home Fleet squad-

rons serve for another three to five years before they are broken up and their pilots are transferred to other duties. At this point, most pilots go on to mid-level command positions in the Home Fleet. Some return to the Export Fleet to serve as commanders of newly formed EF squadrons.

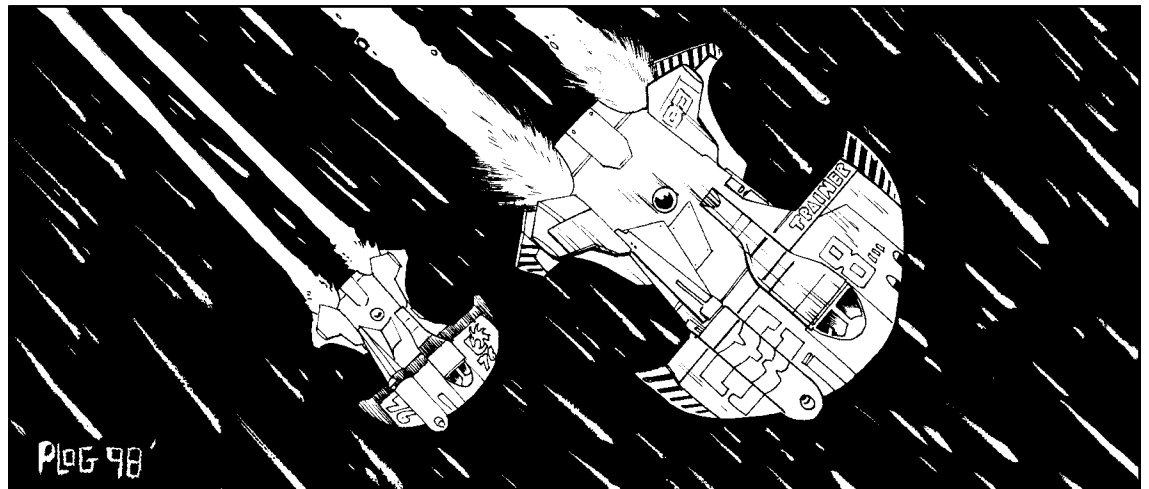
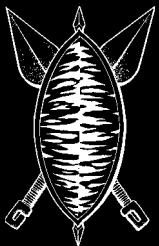
Home Fleet squadrons that have distinguished themselves in service, most notably by attaining white shield status, are added to the roster of permanently constituted squadrons. These squadrons are never disbanded. They are kept up to strength with replacements from defunct squadrons.

The Home Fleet HQ is in Wartown on Yoka-Shan.

## Keeping the Edge

The Home Fleet has seen little action since the end of the Hatchling War. With the exception of the occasional pirate foolish enough to stray into Yoka-Shan space, there is no one willing or foolhardy enough to contest the Warworld's territorial claims.

Although Mutumbe is pleased to not be involved in a major war at the moment, he sees this inactivity as dangerous. He fears the units of the Home Fleet may become overconfident and lose their edge. To prevent this, he has arranged for units of the Home Fleet to engage in war games with the Warworld's allies on a regular basis. Home Fleet units have also been placed on a rotating duty roster assigning them to periodic service with the UNW.



# Mutumbe's Code of War and Honor

Many volumes have been written about Mutumbe's Code of War and Honor since he first penned it. The great Warchief himself even recorded his thoughts on the subject in his later years. In his book he explained how his experiences in the Tribal Wars and his study of history had led him to formulate this code.

In its simplest form, Mutumbe's Code has three duties and three maxims that all Yoka-Shan warriors are expected to live by. The Code is one of the first things drilled into each new recruit's head. Most recruits are more than familiar with the Code long before they ever set foot inside the War College, though.

The Warrior's Duties come from Mutumbe's belief that peace is desirable to war. He believed that the best way to prevent war is through strength. The only way to discourage potential aggressors is to maintain a strong and well-prepared military. If war does come, Yoka-Shan warriors must be prepared to quickly and completely crush all opposition.

The maxims of Mutumbe's Warrior's Way came from his experiences during the Tribal Wars. During those savage conflicts he saw many atrocities committed atrocities he wished to never see repeated. The constantly shifting tribal alliances also saw a certain amount of intrigue, betrayal, and political backstabbing. After nearly losing his life to a double-cross, Mutumbe made an example of those who had betrayed him.

Mutumbe's final maxim comes from both his personal experiences and his study of history. Personal courage is a highly valued virtue in Yoka-Shan society a virtue which can sometimes be a vice. During the Tribal Wars he saw many brave, young warriors throw their lives away in battles they had no chance of winning. All new recruits are taught that it is sometimes better to conserve one's strength and suffer a temporary defeat than to lose one's strength to win a momentary victory.

## The Warrior's Duties

- Preserve the Peace
- Protect the Weak
- Destroy the Enemy

## The Warrior's Way

- An honorable enemy deserves mercy.
- A dishonorable enemy deserves only death.
- A dead warrior cannot fight.

## Shield Spots

One of the ancient Zulu warrior traditions still practiced by the warriors of Yoka-Shan is that of shield spots. Traditionally, all newly commissioned units were issued all-black (or sometimes red) shields. As they distinguished themselves in battle and became more experienced, white spots would be added to the warriors' shields. Eventually, the oldest and most experienced units would carry shields that were entirely white. This was considered a great honor.

The Warworlders practice an updated version of this tradition.

## Squadron Shields

All squadrons maintain unit shields. Every newly commissioned squadron begins service with a shield that is entirely black or red. As the squadron distinguishes itself in battle and gains experience, it is awarded white spots which are added to its shield.

This process has been formalized by dividing a traditional Zulu shield into sixteen sections by bisecting it vertically and horizontally and then bisecting again each of the sections created this way. Each time a unit gains a new spot, one of these sections is colored white.

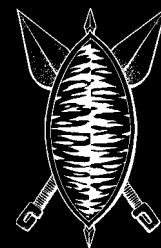
The color scheme of a unit's shield is a matter of great pride, but different squadrons display their shield status in different ways. Some have the shields painted on the sides of their fighters, others paint the entire fighter to resemble the shield's pattern the squadrons of the 329th Fighter Wing do this, the fighters of this wing are pure white.

# The Next Millennium

The two enemy fighters were now working together to trap Phezi's Thunder Bird between themselves and the surface of the asteroid. Fujisa's wingman was flying like a man possessed, but he was slowly running out of room to maneuver.

Fujisa pushed his damaged fighter as hard as he dared, trying to close the distance. He held his fire as he approached. He hoped the other two pilots were so intent on finishing off Phezi that they wouldn't notice him.

Fujisa lined up on the rightmost Hell Bender and watched as the range on the sensor display rapidly decreased. Beyond his target he could see his



# Silent Death

wingman's fighter jinking frantically only meters above the asteroid. Missed shots from the Hell Benders' lasers cut deep gashes into its rocky surface.

He couldn't wait any longer. Fujisa mashed the trigger with his thumb and sent a long burst of laser fire into his target. Molten metal streamed from the Hell Bender. At first he thought the shot had had no effect, but the enemy fighter, which had been diving toward the asteroid to shoot Phezi, never pulled up. It slammed into the rocky mass at full speed adding yet another crater to the asteroid's pitted surface.

The remaining enemy fighter had made a hard turn as soon as Fujisa began

Units also differ in the way they add spots to their shields. The sixteen sections into which a shield is divided are rectangular in shape. Some squadrons add spots that conform exactly to the boundaries of these sections, giving their shields a checkerboard pattern. Others add more natural looking "splotches," which occasionally stray outside the lines, although no squadron would dare claim a spot to which it was not entitled.

## Personal Shields

Each individual pilot also maintains a personal shield. Instead of being awarded medals for outstanding performance in combat, pilots are awarded spots for their shield. Pilots wear small replica shields with the appropriate number of spots pinned over the left pocket of their dress uniforms. Many squadrons also allow their pilots to paint a small version of their personal shield on their fighter just below the cockpit. If a pilot manages to completely fill his shield he is entitled to add a second shield to his uniform. If this is filled, he may add a third, etc.

## Gaining Spots

This section is for those who frequently play campaigns or just like to keep track of their pilots and squadrons between battles.

At the end of each battle, it's necessary to make a "spot check" for each squadron you controlled and see if the squadron is awarded a new spot (or spots) for its shield. To do this, look on the Spot Check Table below and add up all of the modifiers that apply to the squadron in question.

Once you've done this, roll 1D10. If the die roll is less than or equal to the total from the table, the squadron gains a spot for its shield. If the roll is greater, no spot is awarded this battle. If the total modifiers are greater than 10, the squadron is automatically awarded a spot. Subtract 10 from the total and roll 1D10 against this new number to see if a second spot is awarded.

If the total modifiers should be less than zero, treat it as a positive result and roll 1d10 against this number. If the roll is less than or equal to the number, the squadron loses a spot for its pitiful performance! This is considered a great shame for a Yoka-Shan warrior (and very rarely occurs).

Use the same procedure to check for spots for your pilots and gunners, if you wish. Only add the modifiers which directly apply to the pilot in question, i.e. only the fighters that he personally destroyed.

## SPOT CHECK TABLE

Event	Modifier
Each enemy fighter destroyed	+1/fighter
Each friendly fighter lost	-1/fighter
Each enemy escort destroyed	+3/escort
Each friendly escort lost	-3/escort
Superior enemy force	+1/50 points difference
Inferior enemy force	-1/50 points difference

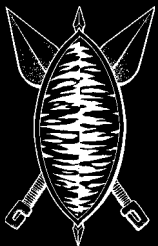
## Upper Level Shields

Shield patterns for unit organizations above the squadron level are based upon the average number of spots of the units which comprise them, rounded down. A fighter wing, for example, which was composed of three squadrons that had 3, 4, and 5 spots, respectively, would have a unit shield with 4 spots.

This actually serves a very practical purpose for Yoka-Shan commanders because a unit's shield pattern appears in all official documents concerning the unit. A commander can look at an official organizational table and instantly see with a glance which units are his most experienced and which are still dangerously green.

## Escorts

Because escort class ships often operate individually or in small groups, each ship maintains its own shield pattern. Escort squadron shield patterns are an average of the shields of the ships assigned to the unit.





# Selected Yoka-Shan Systems

## System Listings

The following pieces describe each of the Yoka-shan Warworld'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:

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

- - A gas giant, typically a celestial mass of various gases that with a bit more mass may have become a small star.
- ☼ - Asteroid belt, This is an area of celestial debris, in some cases it may be material that never collected together to form a planet or an errant moon that was torn asunder by the gravitational flux of the other planets.

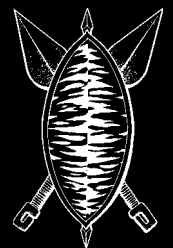
### PLANETARY KEY

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

# The Next Millennium

firing. The Warworlder had anticipated this and watched as the Hell Bender climbed into his sights. He fired again and the bolts from the quad mount hammered into the enemy ship, tracing a glowing pattern across the hapless pilot's cockpit. The now pilotless fighter rocketed off into the asteroid belt to meet its fate.

A shout filled Fujisa's headset. He was about to join what he thought was Phezi's cry of victory, but as he turned his ship to resume formation with his friend the yell caught in his throat. The yacht was bathed in the hellish orange glow of rocket engines as it launched a massive missile barrage at



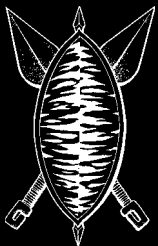


# Silent Death

his wingman's fighter. The missiles raced toward their target and engulfed the Thunder Bird in a fiery embrace. The wreckage which tumbled out of the explosion was not recognizable as anything manmade.

Grief and anger competed for attention in Fujisa's mind—anger won. He turned his fighter toward the yacht and began what would be the final attack run of his short career.

He began firing from long range. He could see that the blasts from his pulse lasers were being easily absorbed by the yacht's defensive screens. This only served to enrage him further. He pushed the throttle forward, hoping to end this quickly.



**System:** Yoka-Shan

**Habitable Worlds:** Yoka-Shan Warworld

**Resource Worlds:** Babule, Shudu

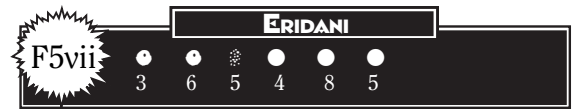
**Notes:** Yoka-Shan is the capitol of the Yoka-Shan Warworld. The capitol city of Wartown serves as the administrative hub of not only the planet of Yoka-Shan, but all of its possessions also. All members of the Warworld armed forces receive their basic training here at the War College.

The planet has less than one degree of axial tilt, so there is little seasonal variation in the weather. The primary climate is temperate and year-round agriculture is possible, making the farms and ranches of Yoka-Shan's civilian sectors some of the most productive in Terran space.

The space above Yoka-Shan is filled with numerous orbital defensive installations manned by some of the world's best warriors. These installations are dwarfed by two enormous orbital facilities, the Mutumbe Shipyards and the newly constructed Unified Night Watch Headquarters. The world of Yoka-Shan is the safest location in all of Terran Space.

The entire system is patrolled regularly and listening outposts are maintained on moons of the system's out gas giants. These patrols serve not only to keep the garrison forces sharp, but prevent any of the Warworld's UNW "allies" from maintaining any sort of electronic espionage ships in the system.

The two innermost planets of the system, Babule and Shudu, have significant deposits of strategically important minerals on them. These were once considered economically unfeasible to mine, but with the help of Q'Raj technicians mining operations on these planets have proved profitable.



**System:** Eridani

**Habitable Worlds:** Eridani

**Resource Worlds:** Fojisa, Asteroid belt

**Notes:** Eridani is major manufacturing world. It possesses significant deposits of important metals, as do Fojisa and the system's asteroid belt. Rather than transport these back to Yoka-Shan for processing, large refineries and factories have been constructed on Eridani. All metals and other minerals mined in the system are brought there for processing.

Eridani is a frozen, lifeless rock. The system's star, a white dwarf, barely produces enough heat to warm the planet above -100 degrees Celsius. All settlements on the planet are either underground, domed, or a combination of the two. Because domed cities are vulnerable to orbital bombardment, all of these settlements are equipped with best anti-missile defenses money can buy.

Everything produced on Eridani is shuttled up to Tycho station, an enormous space dock that orbits the planet. Here the products and weapon components are loaded onto translight capable freighters and shipped to their final destinations.

A sizable force of Home Fleet interceptor squadrons are stationed in this system. They patrol the system and escort the ore shuttles that travel between Eridani and Fojisa and the asteroid belt. Occasionally pirates with a death wish wander into the system and try to liberate a cargo or two. None have been successful.

**G5v** **HLOBANE**

2 4 7 5 7

**System:** Hlobane

**Habitable Worlds:** Hlobane

**Resource Worlds:** Belts 1 and 2

**Notes:** Hlobane would be a nice Terran world if it were not tidally locked to its star. This means that, like the Earth's moon, one side of the planet always faces the body it orbits; it doesn't rotate like most planets. The effect of this is that the sunward side of the planet is a hot, barren desert, and the dark side of the planet is a frozen wasteland. Right along the terminator between night and day there is a small strip of land circling the planet that

has a temperate climate. All the major settlements on Hlobane are in this strip.

To make matters worse, the world's star is part of a binary star system. It's companion star is a red giant. As the two stars orbit one another, the gravitational effects sometimes cause Hlobane to "wobble" in its orbit. This can cause sudden shifts in climate and makes for some extremely wild weather on the planet's surface.

There are a few farming settlements on the planet, which cultivate some of the indigenous plants. These plants are extremely tough and hardy and can be made into extreme durable natural fibers and cloths.

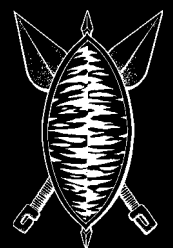
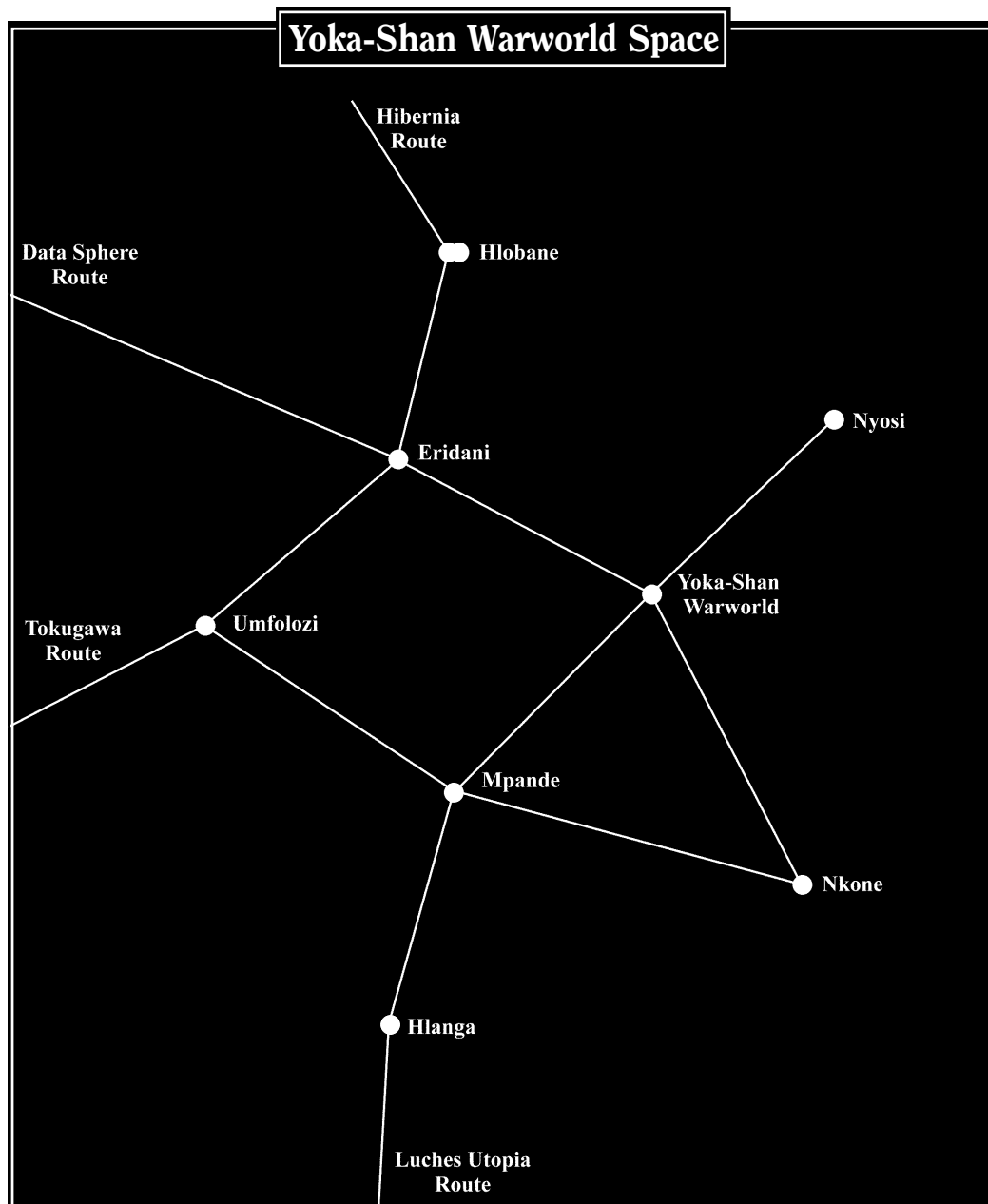
The government also maintains a number of installations on the planet. All recruits travel to Hlobane during the two years at the War College for survival training.

# The Next Millennium

A silvery flash of motion from the asteroid's direction momentarily distracted him from his suicidal rage. Sparing a quick glance, he saw a small shuttle racing along just above its barren surface. Something he might have a chance of destroying!

Just out of range of the yacht's missile launchers, Fujisa threw his damaged fighter into another hard turn, ignoring the sound of the new alarms this provoked. The shuttle appeared to be headed for the yacht. He intended to make sure it never got there.

The Thunder Bird was between the shuttle and the yacht. Fujisa dove his craft toward asteroid and lined up for a head-on

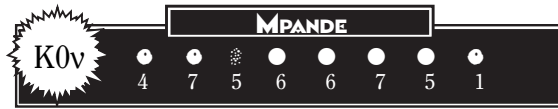


# Silent Death

pass at the shuttle. The shuttle's pilot noticed his approach and began to jink evasively. The shuttle dropped down closer to the surface and disappeared into the shadows of a deep crater.

The Thunder Bird's sensors were having trouble picking the shuttle out of the rugged landscape below. Fujisa switched the weapon system to its rarely used optical sighting mode and dove the fighter into the crater. As he dropped past the lip of the crater he was plunged into darkness. He was flying on instruments alone.

He craned his head around as he raced over the crater floor, trying desperately to spot the elusive



**System:** Mpande

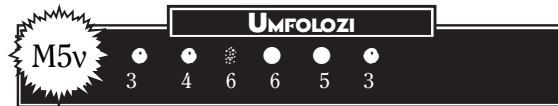
**Habitable Worlds:** Mpande

**Resource Worlds:** Nyosi

**Notes:** Mpande was the first system added to the Warworld's domain. The planet of Mpande was marginally habitable when the system was taken in PreImp 312, but it's now a pleasant, if somewhat cool, garden world, thanks to the efforts of House Red Star.

Mpande is the home of the Export Fleet. It maintains its headquarters here in a massive facility orbiting the planet. Scores of smaller bases and orbital facilities are scattered throughout the system and serve as home for the many squadrons of the fleet when they are not deployed elsewhere on a contract.

The planet contains many R&R facilities for pilots of the fleet who do not have the time or money to travel elsewhere on leave. Since the terraforming was completed, a number of small farming communities have also sprung up on the planet. Many of these new farmers are retired warriors who have come to live out their final days in this peaceful, rural setting.



**System:** Umfolozi

**Habitable Worlds:** Walker's World

**Resource Worlds:** Gibabanye

**Notes:** Umfolozi is the most recent addition to the Warworld's domain. It's also the only system added to Yoka-Shan's possessions that contained a pre-existing colony. The way in which it became part of the Warworld raised controversy at the time.

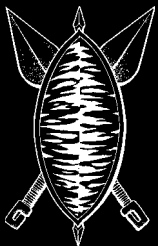
A colony of subsistence farmers existed on the system's only inhabitable world. In PreImp 10, a group of pirates began to terrorize the colony, demanding food and what little money the colonists had. They just took the women they wanted. The pirates eventually took a liking to the place and decided to make Walker's World their base of operations. They set themselves up like feudal lords with the colonists as their subjects.

One of the colonists managed to get a message out to the Warworld, requesting help. The message made it clear that the colony had no possible way of paying the mercenaries' fee. Sikhili sent a reply that stated that if the colonists were willing to become citizens of the Warworld, he would send help. Many felt that he was wrong to strong-arm the colonists in this way, citing the second duty of a warrior in Mutumbe's code.

Sikhili remained firm in his position and the colonists eventually agreed to his terms. A strike force was sent to the system. It made short work of the pirates, who had grown fat and lazy on the colonists' tribute. The colonists honored their agreement and swore an oath of loyalty to the Warworld.

They found their life changed remarkably little under their new government. Those who wished to remain farmers were free to do so, but those who wished to were eligible to enlist in the Warworld's armed forces. Many of the younger colonists who had chafed under the pirate's dominion signed up immediately. Their descendants are now some of the Warworld's best warriors.

Mutumbe likes to use the events on Walker's World as an example of how other worlds can be incorporated under Warworld rule as part of his plan.

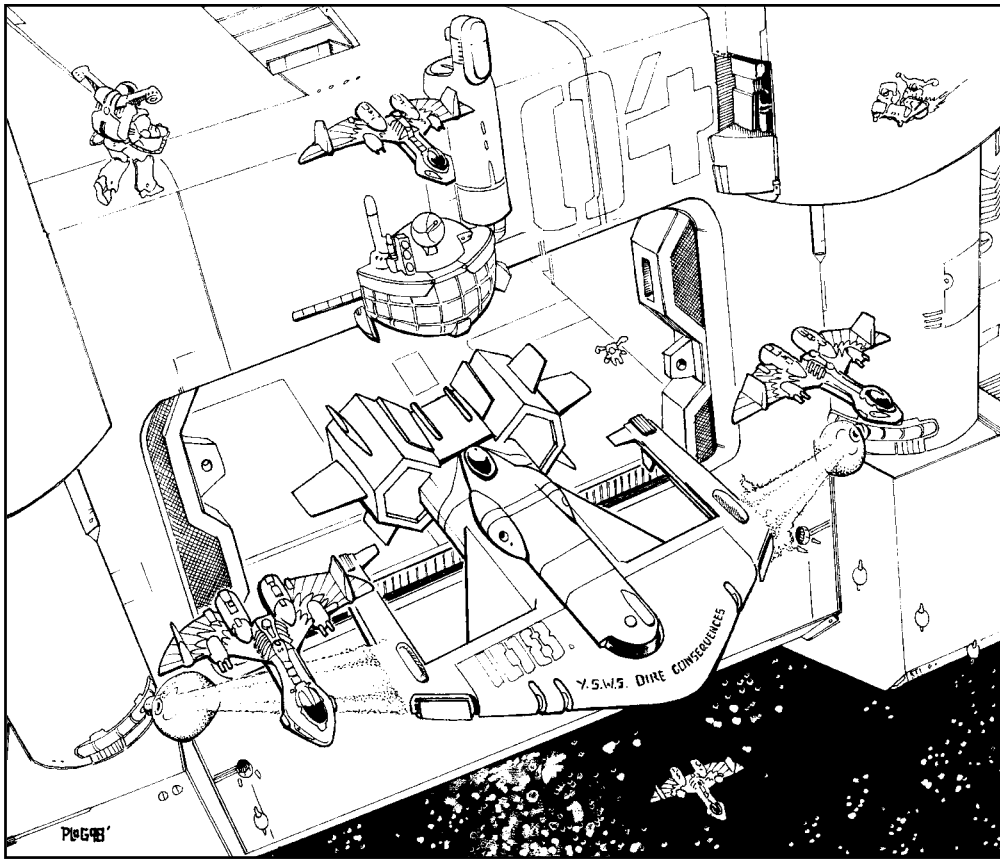


# The Next Millennium

shuttle. For a few long seconds he thought his prey may have escaped, but then he spied a brief flare of light against the far wall as the shuttle's thrusters fired.

Fujisa quickly lined up on his target and flicked on the Thunder Bird's forward landing lights. Light stabbed out and illuminated the shuttle. Like an animal caught in the headlights of a car, it hung there for a second and then turned to run.

Before it could escape, Fujisa triggered his weapons. The lasers of the forward quad-mount cycled and speared the fleeing shuttle with shafts of coherent light. The shuttle was torn in half, its hu-



## Political Relations

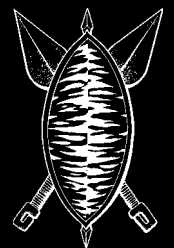
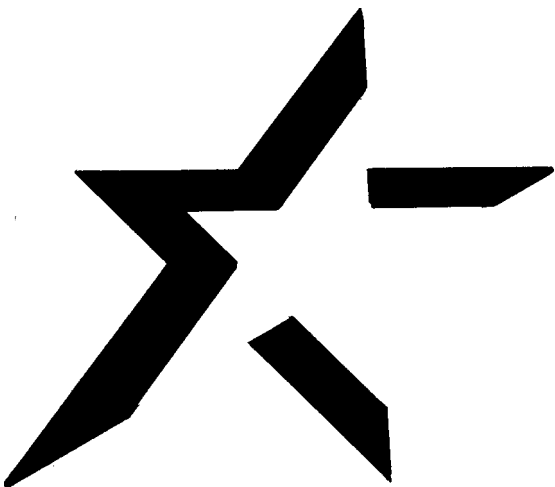
The Warworld's relations with the other factions of the post-Imperial period are colored by Mutumbe's vision of his people's future destiny. His plan is still in its early stages, he views the current time as the "courtship" period. With a few notable exceptions, the Yoka-Shans wish to avoid any direct confrontations with members of the Twelve. They are instead trying to woo the different factions to their side through generosity and even-handed diplomacy

### House Red Star

The terraforming skills of House Red Star's scientists are an indispensable portion of Mutumbe's vision for the future. Once the Hatchling menace has been exterminated, House Red Star's expertise will be sorely needed in the rebuilding of Terran Space.

The Warworld needs House Red Star as a willing ally and is actively courting the Red Star government. The Yoka-Shan Home Fleet has held a number of joint exercises with the Red Star fleet. Mutumbe has secretly promised the Red Star leadership aid in the event that their Colosian neighbors begin to encroach on Red Star territory. He has also hinted that if House Red Star desires the aid, the Warworld would be willing to participate in any attempts to retake Mars.

The peoples of House Red Star and the Warworld have much in common, including a proud warrior heritage and a hatred of oppression. This has served as a basis for a genuine friendship between the population of the two houses. Trade between the two factions has caused growing economic and cultural ties between their civilian populaces.



# Silent Death

man contents spilling out into the crater like the candy from some hi-tech piñata. The two tumbling halves continued on their course for a few seconds before the powerplant exploded in a ball of nuclear fire which illuminated the entire crater.

Fujisa pulled up hard to avoid the onrushing crater wall. More alarms sounded from his much-abused ship. A small rock protrusion clipped his starboard wingtip as he cleared the crater rim and his fighter began to tumble like a pinwheel.

Fujisa fought with the controls to stabilize his ship. He frantically looked around for some sign



## House Colos

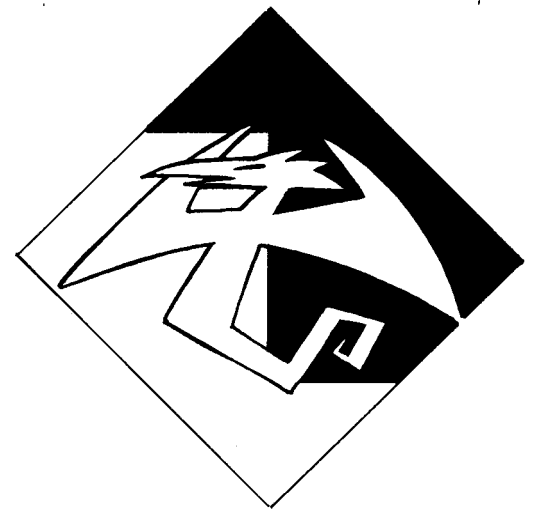
Yoka-Shan leaders view House Colos as their biggest potential rival. The Colosians' strong military and obviously expansionist policies can only lead to conflict if the Warworld maintains its present course.

Warworld forces do not look for confrontations with the Colosians, but neither do they avoid them. Due to House Colos' location on the far side of the Imperial Core from Yoka-Shan, Home Fleet forces rarely come in contact with Colosian ships, but the pilots of the Warworld's mercenary squadrons fight them on a routine basis—usually when defending some lesser House from Colosian expansion.

Publicly, the Warworld strives to maintain cordial relations with House Colos. The UNW has only just begun its vital work of clearing the Grubs from Terran space, and Yoka-Shan does not wish to see this fragile alliance shattered by a major conflict between its members. The Warworlders also fear the effect such a large-scale war might have on the Hatchlings.

Privately, the Yoka-Shan government does what it can to hinder Colosian expansion. In cases where a minor system cannot afford to pay for protection against Colosian aggression, the Councils have at times authorized the use of government funds to subsidize the fee of the export squadron taking the contract.

The Warworld's relations with House Colos were severely strained in AL 10 when a Colosian spy nearly escaped with the secret of Yoka-Shan's new plasma weapons. This led to a shooting incident with House Colos ships operating at the edge of Yoka-Shan space. There was a loss of life on both sides and only last-minute diplomatic efforts prevented the situation from escalating further.



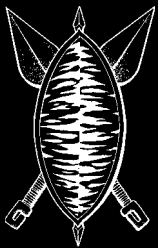
## House Tokugawa

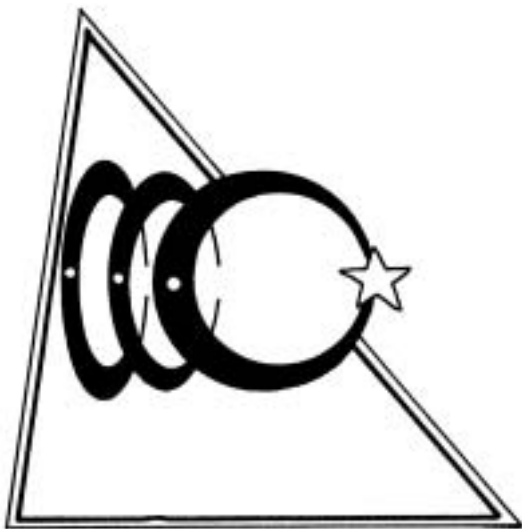
The Warworld has a strong relationship with House Tokugawa. The strict codes of honor followed by the warriors of both groups have served as a common bond between their armed forces. Likewise, the civilian populace's reverence for peace and nature evidenced by the Tokugawan's Po Yang preserve and Yoka-Shan's preservation of its southern hemisphere for peaceful trades and farming has helped forge a bond between two peoples with very different cultures.

The Yoka-Shan government views House Tokugawa as an important and potentially strong ally. The Warworld has won favor with the Tokugawans by supporting their claims in the UNW council to House Tokugawa worlds lost to the Hatchlings. This has been a win-win policy for the Warworld, it has gained them support from House Tokugawa while thwarting House Colos' land grab ambitions.

Warworld and House Tokugawa forces often hold war games against each other. At least once a year the two groups hold a major fleet exercise, pitting their best units against each other. This has become a major event for both worlds, much like the Olympics of pre-Imperial Earth. The exercise is broadcast live and viewed by the citizens of both worlds. The pilots compete fiercely for honor and bragging rights. Those who perform well are treated as heroes afterwards. The entire two week event is culminated by a huge party attended by all the participants.

House Tokugawa is one of Yoka-Shan's primary trading partners. Their close proximity and friendly relations ensure a flow of products and information between them. Many Warworld pilots spend their leaves viewing the exotic creatures of the Po Yang Preserve.





## Kashmere Commonwealth

The Kashmere Commonwealth is one of the Warworld's best clients. The traders of the Commonwealth encounter many hazards as they ply the stars with their wares, a large portion of them human in origin. The Kashmeri fleets can handle most of these, but for the situations they cannot, and for times when they want that added bit of security, they turn to the mercenary forces of the Warworld.

Contracts with the Commonwealth are much sought after by the commanders of Yoka-Shan's mercenary squadrons because the Kashmere traders are one of the few groups who can afford to pay the Warworlders' fee in full at the time the contract is signed. Most contracts are for escort work or pirate hunting duties, although there have been a number of occasions the Warworlders have been called in to help the Commonwealth collect on bad debts. A number of Yoka-Shan squadrons have been awarded long-term contracts to guard particularly dangerous, but lucrative, trade routes.

The Kashmeri are also some of the Mutumbe Shipyard's biggest customers. The Commonwealth's growing trade routes require an ever-increasing number of freighters to move their merchandise. Many of these ships are constructed in orbit above the Warworld.

The cash flow between the Warworld and the Commonwealth is not all one-sided, however. The bulk of the Mutumbe Shipyard's capacity is devoted to military production, leaving little for civilian hulls. As a result, much of the goods and food produced by Yoka-Shan's artisans and farmers is shipped in Kashmeri vessels.



## Hibernia Freehold

Up to date military intelligence is a vital aspect of running a large scale mercenary operation. Unfortunately, spying is not an activity that comes naturally to the proud warriors of Yoka-Shan. The Warworld has its own intelligence service, but it is far less effective than the legendary prowess of the Hibernia Intelligence Agency. For this reason, the Warworld is one of the Hibernia Freehold's largest purchasers of intelligence data.

When the Warworld first began hiring its squadrons out as mercenaries, it accepted a number of contracts that resulted in heavy losses for Yoka-Shan forces because the client misrepresented the actual situation. Since that time, the Warworld has paid the HIA to prepare situation briefs on all new contracts prior to passing them on to the squadron commanders for bidding. This policy has resulted in lower casualties for Yoka-Shan pilots and higher fees for Warworld clients.

The Warworld's contact with the Hibernia Freehold has increased since the formation of the UNW. Many of the high-ranking Yoka-Shan officers in that organization have come to rely heavily on HIA reports for both strategic and tactical planning.

Mutumbe is uncomfortable with this situation. He is unsure how the independent-minded Hibernians may react as the Warworld's influence grows. He wishes to maintain good relations with them, but he is planning for the worst. To guard against the possible loss of valuable information, Mutumbe has directed his generals to expand the Yoka-Shan Intelligence Directorate (YID) and model it after the HIA. This event has not gone unnoticed by the Hibernians.

# The Next Millennium

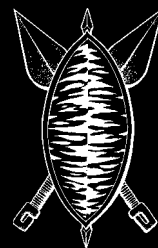
of the yacht, sure it would take this opportunity to finish him.

His headset crackled with an incoming message.

"Alpha Leader to all units, cease fire. Repeat, cease fire. The enemy has surrendered."

Stunned by the news, Fujisa regained control of his fighter and maneuvered to a position where he could keep his guns trained on the yacht.

He had survived his first battle.



# Silent Death

## Served Cold

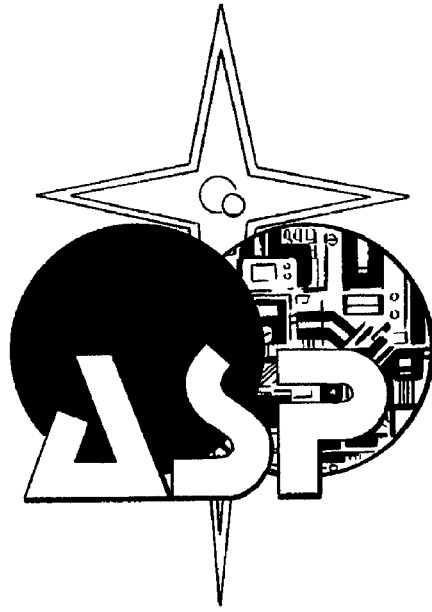
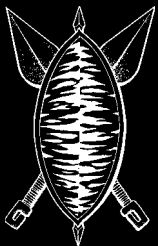
There was a knock on the door and a young lieutenant poked her head into the office.

"I have the reports you requested, sir."

Major Fujisa Natanga looked up from the stack of paperwork he was vainly trying to work his way through. He sighed, "Just leave them on my desk."

"Yes, sir."

Once the lieutenant had retreated back through the door, Fujisa leaned back in his chair and stretched. He cast a disgusted look at the stacks of paper covering his desk. He had dreamed of commanding his own Export Fleet squadron since



## ASP Technocracy

Relations between the Warworld and the ASP Technocracy are cordial but cool. The ASPers' friendliness toward the Draconians, and their assumptions of racial superiority, win them little popularity with the people of Yoka-Shan.

The Warworld has a trade treaty with the Technocracy, importing many hi-tech weapons components and pharmaceuticals. Although most Yoka-Shan warriors shun bionic implants for religious reasons, many of them occasionally use combat drugs to boost their performance. Use of these is most prevalent among members of the Home Fleet because these pilots are generally older than their Export Fleet counterparts.

A small but growing trade in designer recreational drugs from the Technocracy (illegal on Yoka-Shan) has forced the deployment of Warworld patrol ships on the trade routes connecting the two powers. This has led to a few small scale clashes between ASP and Warworld ships in the past few years.

Warworld pilots have little respect for the pilots of the Technocracy. They view them as elitist cowards who hide behind their technology. Many of the Yoka-Shan pilots who follow the religions of their ancestors consider them to be witches who must be destroyed. When these two groups engage in battle, the Warworld pilots give no quarter to the witch doctors of the ASP Technocracy.



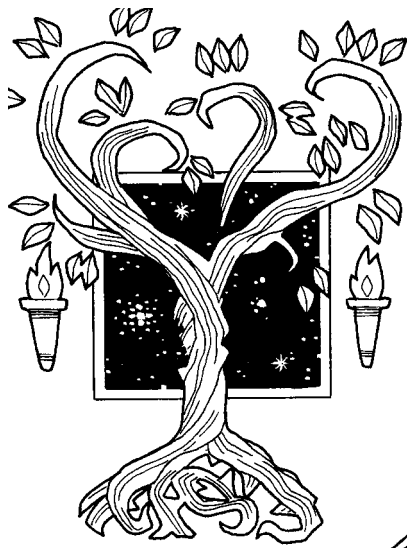
## Data Sphere

The Yoka-Shans don't know what to make of the Data Sphere. Like much of the ASP technology, the idea of a sentient machine smacks of witchcraft to those who follow the old ways.

On a more pragmatic level, uncertainty as to the Data Sphere's true motivations makes it difficult to form a coherent policy toward them. For the moment, at least, the Warworld is maintaining an attitude of cautious neutrality toward the Data Sphere. The AIs' alliance with the Draconians is a strike against them in the Warworlders' book, but Mutumbe sees no reason to alienate them prematurely.

Mutumbe is troubled by the Data Sphere because it is one of the big question marks in his long range plan. The many human factions' actions can be predicted with some degree of certainty, but the AIs lack of human motivations makes their behavior difficult to predict. They profess friendship toward humanity and a desire to study their human creators, but what if they suddenly decide humans are a boring subject? Mutumbe hopes they will see the logic in the need for unification.

Warworld pilots have no desire to fight the Data Sphere. There is little honor or glory to be had in fighting a soulless machine.



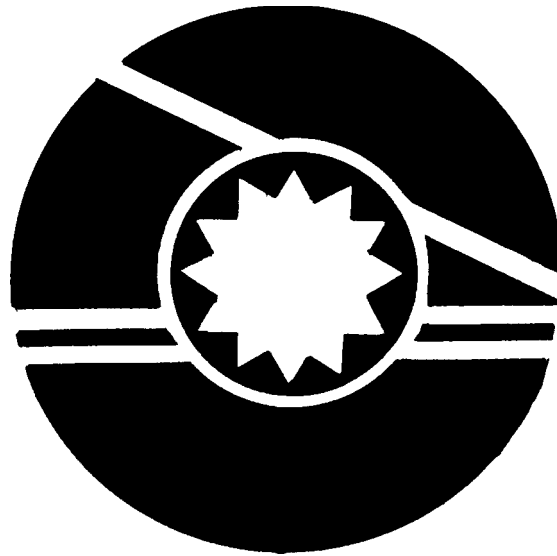
## Sigurd Archdiocese

The Warworld views the Sigurd Archdiocese as a potentially strong ally against House Colos. The proud warrior traditions held by the people of both groups serve as a common bond between them.

Although the Archdiocese is viewed as a potential ally, it is seen as an ally which must be kept at arm's length. Mutumbe distrusts the fanaticism of the Archdiocese's warriors and sees their willingness to fight to the death, even when hopelessly outgunned, as a tremendous waste of good warriors. He also believes that the current surge in the Archdiocese's power is only temporary. Like all religious movements throughout history, Mutumbe believes the Archdiocese will eventually lose its momentum and split into factions that will fight amongst themselves.

For now, the Warworld is adopting a cautious wait-and-see attitude toward the Archdiocese. The rising tensions between House Colos and the Sigurds has the Yoka-Shan leadership worried. As much as they would like to see House Colos weakened, a major conflict between these two powers could cause an outbreak of Hatchling activity.

In this case, the Warworld would have to decide between allowing the war to run its course and its duty to House Colos as a fellow member of the UNW. Mutumbe fears stepping in to end the conflict and deal with the Grubs may cost the Warworld its popularity with the Sigurd people and convince their leadership that Yoka-Shan has fallen under Loki's spell.



## Ukulunkulu Archipelago

The Warworld strives to maintain friendly relations with the Ukulunkulus. Although many Yoka-Shan warriors hold the undisciplined mob that calls itself the Archipelago Navy in contempt, few can forget the bravery they displayed when fighting against the Hatchlings.

It is this bravery when threatened that worries the leaders of Yoka-Shan. They are unsure how the Ukulunkulus may respond to the Warworld's bid to reunify humanity. If the freedom-loving people of the Archipelago view it as an attempt to restore the old Empire, or simply a petty grasp for power, they could become a fierce and deadly foe of the Warworld.

It is for this reason that Mutumbe wishes to keep the Archipelago heavily involved in the UNW. Yoka-Shan was behind the nomination of Marcus Marley for council leader of the UNW. The Warworlders hope that by keeping the Archipelago involved in the unification process through that organization, they will voluntarily throw their support behind it.

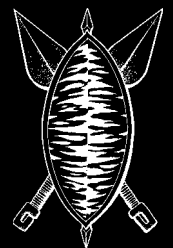
The Yoka-Shan government has also been actively trying to increase economic ties between the two worlds. The past few years have seen an increase in the amount of trade between the Archipelago and the Warworld.

Many Yoka-Shan pilots also spend their leaves on the sunny Ukulunkulu beaches. This has not always been helpful toward bettering Warworld-Ukulunkulu relations. A number of fights have been sparked by brash Warworld pilots making disparaging remarks about their Ukulunkulu counterparts.

# The Next Millennium

his first days at the War College fourteen years ago. If had known then that he would spend half of his waking hours wading through reams of requisition forms, leave requests, after-action reports, and financial statements, he might have reconsidered.

What kept him in the job was what he did with the other half of his time. Like most Yoka-Shan warriors he never felt more alive than when he was in battle. As an EF officer he got to see action on a regular basis and performed a valuable service by training the Warworld's next crop of warriors. He couldn't think of anything he'd rather do—life on the farm





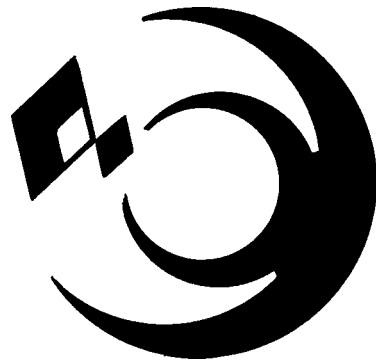
# Silent Death

held no attraction to him. The pay wasn't bad either.

Fujisa looked at his watch—0130 hours. Time to call it a night. His squadron, F-485, the Wildebeestes, was scheduled to ship out on a job at 0830. The commander shouldn't show up at roll call with bags under his eyes.

"A sleeping warrior cannot fight," he admonished himself in his best command voice. He pushed himself away from his desk and headed for his quarters.

Fujisa was looking forward to getting into the field again. The upcoming mission didn't seem too challenging, but at least it would get him away from the ever-growing



## Q'Raj Void Protectorate

The Void Protectorate is another of the Warworld's largest clients. Their efforts to compete against the Kashmere Commonwealth often take their ships into the more unsavory portions of Terran space. Often these ships are guarded by mercenary squadrons from Yoka-Shan. Warworld pilots have also been used when the Q'Raj needed to collect bad debts.

Due to the Q'Rajies familiarity with mining under adverse conditions, the Warworld has hired a number of Q'Raj companies to assist in the exploitation of minerals from some of the Warworld's less hospitable planets. This arrangement has worked out well for both sides. The knowledge of the Q'Raj mining engineers has greatly increased the output of these planets, reducing the Warworld's dependence on imported materials. In return, the Q'Raj have been given the contract to transport these materials from the mines to the Yoka-Shan factories.

The Warworld is keeping an uneasy eye on the growing tensions between the Q'Raj and the Sigurd Archdiocese and trying to maintain a cautious neutrality on the subject. Mutumbe does not want to be forced to choose between loosing a valuable client or loosing a strong ally against House Colos.

The Warworld has declined a number of contracts from the Q'Raj for punitive raids against Sigurd targets. Mutumbe promised the Void Protectorate representatives that he would use what influence he has with the Archdiocese to caution them against continuing to fund terrorism in Q'Raj space.

Warworld pilots have tremendous respect for the hardy pilots of the Q'Raj. They have often flown together while guarding Q'Raj convoys. The Yoka-Shan warriors have found that what the Q'Raj pilots may sometimes lack in skill, they make up for with bravery and just sheer tenacity.



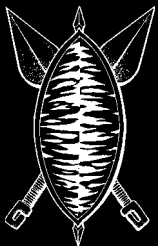
## Luches Utopia

If it were not for the threat of a Hatchling outbreak, the Warworld would have made an all out effort to crush the Luches Utopia regime long ago. There are few people more despised by the freedom-loving Warworlders than those who hold power in the Utopia.

Clashes between Yoka-Shan forces and those of the Utopia are common. The Warworld aggressively patrols the area between their territories. These patrols have been known to "wander" into Utopian space and pick a fight. Although the Yoka-Shan government always issues a statement after one of these incidents saying that it is "saddened by the loss of life which occurred," since the loss of life is almost always on the Utopian side, no action is taken to prevent a recurrence.

The Warworld pilots also often clash with the Utopians on a professional basis. Many of the pirates that the Yoka-Shan warriors are often hired to fight are sponsored by, or part of, the Luches Utopia navy.

The Warworld actively supports the Luches Utopia Underground by smuggling large numbers of weapons and the occasional military advisor to Utopian worlds. There is no provision in Mutumbe's plan for the peaceful inclusion of the Luches Utopia in his new Terran order. When the time is right, he plans to crush the Utopian regime and liberate the people that have slaved for centuries under its iron heel.





## Primates

The Primates are another of the Warworld's major clients. Their resources in Terran space are limited and they often need to supplement their forces with Yoka-Shan mercenaries.

The Warworld's relations with the Primates are cordial, but distant. The Primates culture, with its strict hierarchy of races, makes many Warworlders uneasy. Racial divisions were one of the reasons why their ancestors left old Earth.

Despite this uneasiness, Warworld scientists work closely with their Primate counterparts, comparing notes on the Hatchlings and devising new ways to combat them. This combined research effort has greatly aided both sides understanding of their common enemy.

Mutumbe shares many of his fellow citizens' reservations about these newcomers from the stars, but he is willing to give them the benefit of the doubt for the moment. After barely surviving its encounter with the Hatchlings, the Human race needs all the allies it can find. As long as the Primates do not try to force the Terrans into a subordinate role, the inhabitants of Yoka-Shan are willing to work with them as allies against a common foe. True friendship will have to wait until the expeditions to the Promethean galaxy return and report their findings.



## Draconians

The Warworlders have already returned a verdict on the Draconians: guilty as charged. These cold-blooded aliens epitomize all that the Yoka-Shan hate and they will have nothing to do with them. The War Council has issued a standing order to all Yoka-Shan units that authorizes them to engage Draconian units on sight.

This hatred of the Draconians stems not only from their racist culture but from the lizard-men's deceptive battle practices. In one of the first encounters between Warworld and Draconian units, the Draconian forces surrendered and requested a cease-fire to evacuate their wounded from some of their crippled ships. This turned out to be only a ploy to buy time until Draconian reinforcements could arrive. When the reinforcements appeared, the Yoka-Shan ships, which had been helping evacuate casualties, were wiped out.

Since that time the Draconians have been considered to be an enemy totally without honor and therefore not deserving of mercy. All battles between Warworld and Draconian forces are fought to the death, no quarter is given or asked.

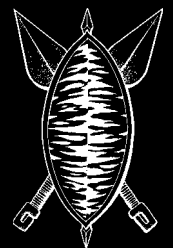
All humans who willingly ally with the Draconians are considered suspect by the warriors of Yoka-Shan. If the Hatchlings are ever neutralized, many Warworlders would like nothing more than to lead a war against the Draconians to liberate all the races which they hold in slavery.

# The Next Millennium

pile of paperwork which had taken over his desk like some sort of paper-based lifeform.

The Wildebeestes had been hired by Event Horizon Shipping to babysit some of its freighters. According to the client report Hibernian Intelligence had put together, Event Horizon was a young company on its way up. Started seven years ago by a young entrepreneur with a substantial bank account, the company had expanded rapidly by servicing small worlds neglected by the major Kashmeri shipping houses.

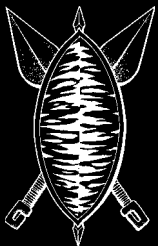
The company's success must have attracted their attention because in the



# Silent Death

past few months Event Horizon's routes had been plagued by an inordinate amount of "pirate" activity. The pirates seemed a little too well equipped and coordinated to be some random raiders. The company hoped that shelling out for some added protection in the form of Warworld mercs might cause whoever was backing the pirates to reconsider their position. All in all a typical story that Fujisa had seen repeated countless times during his twelve years of service.

The only unusual aspect to the entire contract was that Event Horizon had specifically requested the Wildebeestes for the job. It was not unheard of for a client



## Timeline of Yoka-Shan History

- PreImp 642**—Nondlo Yoka-Shan and his colonists leave Earth orbit.
- PreImp 632**—Yoka-Shan is killed when his ship's hull breaches.
- PreImp 624**—The remaining colonists reach their new home. They name it Yoka-Shan in honor of their fallen leader.
- PreImp 583**—Political squabbles begin the separation of the tribes of Yoka-Shan.
- PreImp 552**—Each of the seven tribes now has an officially established homeland.
- PreImp 383**—Makhtar Mutumbe is born.
- PreImp 382**—Terran Federation scout ships discover the Yoka-Shan colony.
- PreImp 364**—The Great Collapse begins. The Yoka-Shan economy is plunged into chaos.
- PreImp 360**—The Great Tribal Wars begin.
- PreImp 339**—Makhtar Mutumbe becomes leader of the Mthethwa tribe.
- PreImp 338**—Yoka-Shan warriors accept their first mercenary contract.
- PreImp 332**—Mutumbe defeats his enemies at the Battle of Nongoma. The Great Tribal Wars come to an end.
- PreImp 331**—Mutumbe is elected the first War Chief of Yoka-Shan's new government.
- PreImp 322**—Wartown is founded.
- PreImp 318**—The War College opens its doors.
- PreImp 312**—The Mpande system is captured from the Orion Mining Conglomerate by forces led personally by Mutumbe.
- PreImp 308**—Makhtar Mutumbe dies.
- PreImp 300**—Uhamu is born.
- PreImp 267**—Uhamu becomes War Chief.
- PreImp 258**—Uhamu dedicates the Mutumbe shipyards. Yoka-Shan is officially renamed the Yoka-Shan Warworld.
- PreImp 253**—Hlobane system occupied by Warworld forces.
- PreImp 250**—Another system, the Eridani system, is taken by force from the Orion Mining Conglomerate.
- PreImp 56**—Sikhili is born.
- PreImp 18**—Sikhili becomes War Chief.
- PreImp 10**—Walker's World is liberated. The colonists become citizens of the Warworld.
- Imp 4**—First official contact between the Warworld and the newly formed Terran Star Empire.
- Imp 10**—The Yoka-Shan Warworld is officially recognized as a province of the Empire.
- Imp 427:132**—The second Makhtar Mutumbe is born.
- Imp 443**—Mutumbe enters the War College as a new recruit.
- Imp 445**—Mutumbe begins his tour of duty as a lieutenant with F-304 The Avengers.
- Imp 450**—Mutumbe enters service with the Home Fleet.
- Imp 467**—Mutumbe is elected War Chief.
- Imp 472**—Mutumbe refuses the contract against the Sigurd Archdiocese offered by the Empire.
- Imp 509:097**—A large Hatchling swarm attacks the Umfolozi system. Reinforcements are dispatched from Yoka-Shan.
- Imp 509:098**—An enormous Hatchling Swarm enters the Yoka-Shan system. After fierce fighting and the destruction of the Mutumbe Shipyards, the attack is repulsed.
- 6 AL**—Mutumbe presents his plan to the High Councils. They vote to support his War for Unification. Mutumbe becomes a voting member of the Councils.
- 7 AL**—The Warworld joins the Unified Night Watch.
- 10:101 AL**—Shooting incident along Yoka-Shan border between Warworld and House Colos forces. The House Colos spy fleeing with plans for Yoka-Shan's new plasma technology is killed.
- 12 AL**—The present.

# Turn Sequence

## WARHEAD LAUNCH PHASE

- Entropic Accelerator damage
- Missile/spore mole lock-on attempts
- Launch missiles/spore moles
- Launch torpedoes
- Tractor Beam lock-on

## MOVEMENT PHASE

- Make drive 0 turns
- Move scanner assisted DLT torps targeted on stationary objects
- Roll Initiative for escorts
- Move escorts
- Drift
- Ventors move & detonate
- Roll initiative
- Starcraft movement:
- Mine Layers deploy mines during movement
- Hatchlings deploy drones, attach grappling tubes and tow claws during starcraft movement
- Torpedoes targeted at ships or other torps move after target moves
- Activate drones laid this phase
- Operate drone movers
- Torpedoes fired at drones move

## TORPEDO RESULTS PHASE

- Activate plasma defense system
- Point-defense or dodging attempts
- Resolve torpedo attacks
- Deploy decoy or attempt jamming

## CANNON FIRE PHASE

- Gun Crews fire in skill order
- Gunners/Hatchlings and Pilots with BioLink fire in skill order
- Pilots fire in skill order

## MISSILE/SPORE MOLE RESULTS PHASE

- Point-defense against missiles/spore moles
- Resolve missiles/spore moles

## END TURN PHASE

- Asteroids drift
- Resolve grap tube usage
- Attempt damage control
- Dispersal: ink clouds (1 on a D6)
- flak (4 on a D4)
- Mines dropped last turn activate

## ELECTRONIC WARFARE PHASE

- Designate targets and number of attempts for scanning
- Attempt scanning

### Fighter Bay Hit Table

- 2- O<sub>2</sub> explosion! Docked fighter and escort take 15 points of damage. A fire is started as in 3 below.
- 3- Bay Fire! Docked fighter and escort take 10 points of damage a turn until fire extinguished. A successful Damage Control roll will put out the fire.
- 4- Docked fighter takes 10 points of damage. No effect if bay empty.
- 5- Docked fighter takes 5 points of damage. No effect if bay empty.
- 6- Automated systems knocked out. Bay may not be used to replenish fighters.
- 7- Replenishment points destroyed. Lose 1D4 Replenishment Points.
- 8- Bay collapses! Docked fighters are trapped in the bay. Undocked fighters may not enter bay.

IKLWA

I.D.

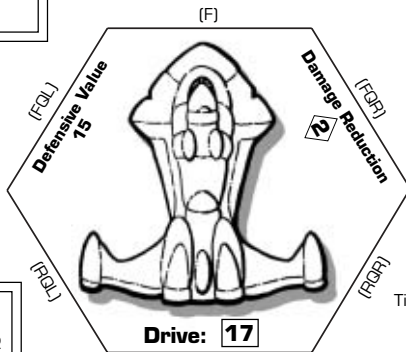
BPV: 15

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

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

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

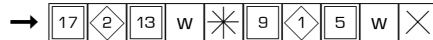
**TPV**



Decoys: —  
 P-D: —  
 Dmg Con: 1-2  
 Tons: 100

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

DAMAGE TRACK



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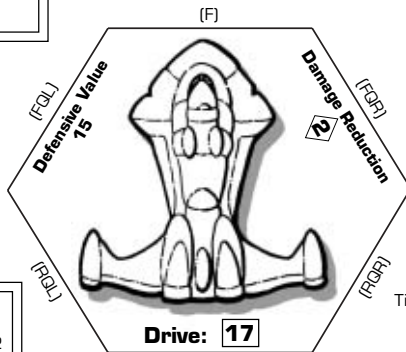
BPV: 15

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

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

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

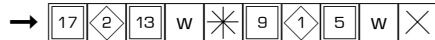
**TPV**



Decoys: —  
 P-D: —  
 Dmg Con: 1-2  
 Tons: 100

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

DAMAGE TRACK



IKLWA

I.D.

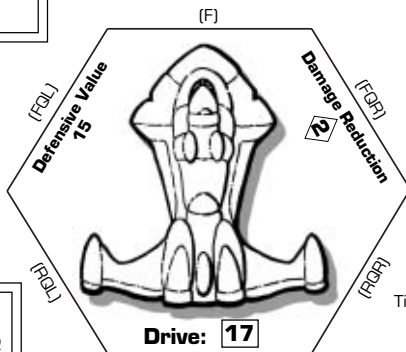
BPV: 15

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

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

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

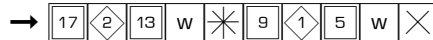
**TPV**



Decoys: —  
 P-D: —  
 Dmg Con: 1-2  
 Tons: 100

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

DAMAGE TRACK



IKLWA

I.D.

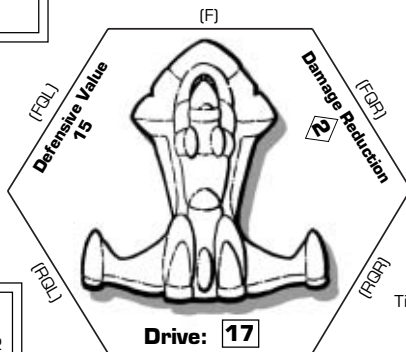
BPV: 15

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

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

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

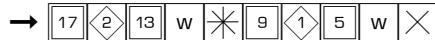
**TPV**



Decoys: —  
 P-D: —  
 Dmg Con: 1-2  
 Tons: 100

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

DAMAGE TRACK



**CRITICAL HITS**

- 2 — **Structural collapse.** Iklwa folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Iklwa's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Iklwa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Iklwa may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Launcher hit.** All missiles are destroyed.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Splattergun malfunction.** Splattergun may not fire until after next game turn.
- 10 — **Controls momentarily lock up.** Iklwa must move straight ahead at maximum speed next Movement Phase. Afterwards, Iklwa may move normally.
- 11 — **Pilot killed.** Iklwa may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Iklwa is gone.

**SPLATTERGUN SPECS**

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

**MISSILE SPECS**

Lock-on Range: ≤10.  
 To Hit: 5x or 10xD8  
 Damage: High+1/. If target's Damage Reduction=0, Damage is High+2/.

**IKLWA II**  
I.D.   
BPV: 16

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

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

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

**TPV**

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

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

Decoys: ○  
P-D: —  
Dmg Con: 1-2  
Tons: 100

**DAMAGE TRACK**

→    w    w

**IKLWA II**  
I.D.   
BPV: 16

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

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

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

**TPV**

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

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

Decoys: ○  
P-D: —  
Dmg Con: 1-2  
Tons: 100

**DAMAGE TRACK**

→    w    w

**IKLWA II**  
I.D.   
BPV: 16

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

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

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

**TPV**

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

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

Decoys: ○  
P-D: —  
Dmg Con: 1-2  
Tons: 100

**DAMAGE TRACK**

→    w    w

**IKLWA II**  
I.D.   
BPV: 16

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

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

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

**TPV**

(F) (R) (R) (R)

Defensive Value 15

Damage Reduction 2

Drive: 17

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

Decoys: ○  
P-D: —  
Dmg Con: 1-2  
Tons: 100

**DAMAGE TRACK**

→    w    w

**CRITICAL HITS**

- 2 — **Structural collapse.** Iklwa folds up. It is destroyed.
- 3 — **Engines severely damaged.** Reduce Iklwa's Drive value to (1D4+1).
- 4 — **Electronic Warfare knocked out.** Iklwa may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Maneuver Thrusters malfunction.** Iklwa may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Launcher hit.** All missiles are destroyed.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Splatnergun malfunction.** Splatnergun may not fire until after next game turn.
- 10 — **Controls momentarily lock up.** Iklwa must move straight ahead at maximum speed next Movement Phase. Afterwards, Iklwa may move normally.
- 11 — **Pilot killed.** Iklwa may perform no further actions. Defensive Value drops to 5.
- 12 — **Reactor hit.** This Iklwa is gone.

**SPLATTERGUN SPECS**

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

**MISSILE SPECS**

Lock-on Range: ≤10.  
To Hit: 5x or 10xD6.  
Damage: High+1/.

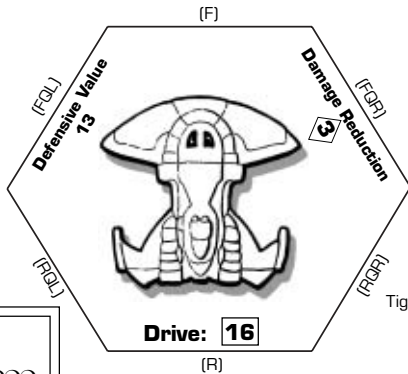
TPV

Pilot: Plasma Missile Launcher (F) Lock-on < 000000000000

Crew PILOT Plt: Gnr: Luck:

Pilot 2 Meld Lasers (F) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR <=12

Pilot 1 Plaz Shell Cannon (F) To Hit: 2D6+ADB + Psi Damage: All Range: 2/4/10 0000



Tight Turn Cost: +3

Decoys: P-D: PDS: 1-5 Dmg Con: 1-2 Tons: 300

DAMAGE TRACK

Damage track grid with numbers 16, 15, 13, 11, 9 and symbols like W, \*, 1, X.

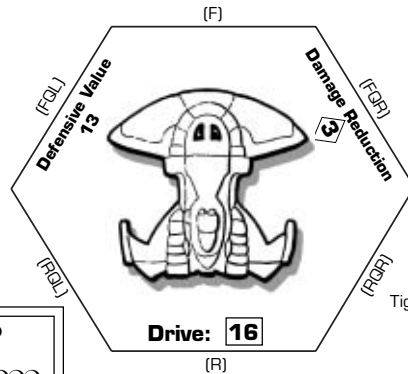
TPV

Pilot: Plasma Missile Launcher (F) Lock-on < 000000000000

Crew PILOT Plt: Gnr: Luck:

Pilot 2 Meld Lasers (F) To Hit: 2D8+ADB+1 Damage: Medium+1 Range: 6/18/20 Target SR <=12

Pilot 1 Plaz Shell Cannon (F) To Hit: 2D6+ADB + Psi Damage: All Range: 2/4/10 0000



Tight Turn Cost: +3

Decoys: P-D: PDS: 1-5 Dmg Con: 1-2 Tons: 300

DAMAGE TRACK

Damage track grid with numbers 16, 15, 13, 11, 9 and symbols like W, \*, 1, X.

CRITICAL HITS

- 2 - Pilot killed. Jii may perform no further actions. Defensive Value drops to 5.
3 - One Engine destroyed. Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
4 - Electronic Warfare knocked out. Jii may no longer jam torps. Reduce Defensive Value by 4.
5 - Meld Laser power fluctuates. Meld Laser may not be fired until after next game turn.
6 - Plaz Defenses destroyed. Mark them off.
7 - Plazcannon hit. Mark off 1D4 ammo.
8 - Missile Launcher jams. Missiles may not be fired until after next turn.
9 - Forward Hull cracks. Reduce Defensive Value by 3 and mark off 3 more hits.
10 - One Engine sputters. Reduce current Drive value by 3 until after next game turn.
11 - Pilot dazed. Jii may not move or fire until after the next turn.
12 - Reactor detonates. Gruesome flash erupts from destroyed Jii.

MELD LASER SPECS

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

PLAZ SHELL CANNON SPECS

Short Range: 1-2 hexes (+1 To Hit). Medium Range: 3-4 hexes. Long Range: 5-10 hexes (-1 To Hit). On triples, do damage as normal, but cannon may not fire next turn.

PLASMA MISSILE SPECS

Lock-on Range: <=10. To Hit: 5x or 10xD8. Damage: High+1/. If target's Damage Reduction = 0, Damage is High+./.

GAME TURN RECORD TRACK

Game turn record track table with numbers 1 through 20.

**TPV**

**Gunner A**  
**Missile Launcher**  
 (BFQL) (F) (BFQR)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○

**Gunner A**  
**2 Splatterguns**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

**Gun Crew I**  
**Ion Cannon (F)**  
 ☒☒☒  
 To Hit: 2D8+ADB  
 Damage: All x 2  
 Range: 8/16/30  
 Target SR ≤7

**Gunner B**  
**2 Splatterguns**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

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

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

**Gunner A**  
 ☒

**Gunner B**  
 ☒

**Gunner C**  
**Plaz Shell Cannon** ☒  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB Ψ  
 Damage: All  
 Range: 2/4/10  
 ○ ○ ○ ○

**Gunner D**  
**Plaz Shell Cannon** ☒  
 (BFQL) (F) (BFQR)  
 To Hit: 2D6+ADB Ψ  
 Damage: All  
 Range: 2/4/10  
 ○ ○ ○ ○

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

(F)

(R)

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

◆ P-DB: 1-5  
**REAR LEFT QUARTER DAMAGE TRACK**

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

Turn Cost: 4

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

**Gunner E**  
**2 Splatterguns**  
 (SRQL) (R) (SRQR)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

**Gunner F**  
**Plaz Shell Cannon** ☒  
 (SFQL) (SRQL) (R)  
 To Hit: 2D6+ADB  
 Damage: All Ψ  
 Range: 2/4/10  
 ○ ○ ○ ○

**Gunner G**  
**Plaz Shell Cannon** ☒  
 (R) (SRQR) (SFQR)  
 To Hit: 2D6+ADB  
 Damage: All Ψ  
 Range: 2/4/10  
 ○ ○ ○ ○

**Gunner H**  
**2 Splatterguns**  
 (SRQL) (R) (SRQR)  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

**Gunner H**  
 ☒

**Gunner H**  
**Missile Launcher**  
 (SRQL) (R) (SRQR)  
 Lock-on < \_\_\_\_  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○



## FRONT LEFT CRITICAL HITS

- 2 — **ECM destroyed.** Cetshwayo may no longer jam torps.
- 3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner A's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.
- 7 — **Splattergun destroyed.** Gunner A's Splattergun is destroyed.
- 8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.
- 11 — **Plaz Shell Cannon C hit.** Cannon is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

## REAR LEFT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Cetshwayo may no longer use Captain die.
- 3 — **TOC destroyed.** Cetshwayo may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner E's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.
- 7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 8 — **Gunner E killed.** Gunner E's weapons may not be fired.
- 9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Gunner F killed.** Plaz Shell Cannon may not be fired.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

# CETSHWAYO

Tons: 7000

### BRQL

100 Ton  
Fighter Rack

Crew:

### BRQR

100 Ton  
Fighter Rack

Crew:

### Electronics

Jam: 1-2 on 1D4

ECM: 1-6 (3)



### Bridge

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

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

TOC: +2

### Engineering

Damage Control: 1-6



100 Ton  
Fighter Bay

Crew:

100 Ton  
Fighter Bay

Crew:

## FRONT RIGHT CRITICAL HITS

- 2 — **ECM destroyed.** Cetshwayo may no longer jam torps.
- 3 — **Capacitor malfunction.** Ion Cannon may not fire until after next game turn.
- 4 — **Splattergun jam.** Gunner C's Splattergun may not fire until after next game turn.
- 5 — **TOC Room power flux.** TOC bonus may not be added next turn.
- 6 — **Ion Cannon control room hit.** Lose 1D4 Ion Cannon crew.
- 7 — **Splattergun destroyed.** Gunner C's Splattergun is destroyed.
- 8 — **ECM malfunction.** Cetshwayo may not screen until after next game turn.
- 9 — **Minor structural damage.** Take 10 more hits on this track
- 10 — **Fighter Rack stressed.** May not launch any fighters until after next turn.
- 11 — **Plaz Shell Cannon D hit.** Cannon is destroyed and gunner is killed.
- 12 — **Bridge hit!** Bridge crew is stunned. Cetshwayo may not move until next turn and may not add TOC bonus to initiative.

## REAR RIGHT CRITICAL HITS

- 2 — **Bridge hit!** The captain is killed. Cetshwayo may no longer use Captain die.
- 3 — **TOC destroyed.** Cetshwayo may no longer add TOC bonus to initiative roll.
- 4 — **Missile Rack hit.** Lose 1D10 missiles from Gunner H's rack.
- 5 — **Engine hit.** Reduce Drive by 2.
- 6 — **Torpedo Defense damaged.** Cetshwayo may no longer jam torps.
- 7 — **Fighter Bay hit.** Roll on Fighter Bay Hit Table.
- 8 — **Gunner H killed.** Gunner H's weapons may not be fired.
- 9 — **Shield Generator short.** Cetshwayo's Defensive Value is reduced by 6 until after next game turn.
- 10 — **Gunner G killed.** Plaz Shell Cannon may not be fired.
- 11 — **Life support malfunction.** 1D4 crew killed.
- 12 — **Plasma Core meltdown.** The Cetshwayo briefly becomes a tiny sun and then is no more.

**TPV**

**Mk. 50 Torps**

○ ○  
○ ○  
○ ○  
○ ○  
○ ○

**Mk. 10 Torps**

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

**Pilot**

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

**Gunner A**

**Heavy Plazgun (FQL) (F) (FQR)**  
To Hit: 2D6+ADB  
Damage: All x2  
Range: 4/8/15  
Target SR ≤11

**Crew**

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

**GUNNER A**  
Gnr: \_\_\_\_\_

**GUNNER B**  
Gnr: \_\_\_\_\_

**GUNNER C**  
Gnr: \_\_\_\_\_

**GUNNER D**  
Gnr: \_\_\_\_\_

**Gunner B**

**Plasma Missile Launcher (RQL) (FQL) (F)**  
Lock-on < \_\_\_\_\_

○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○

**Gunner B**

**2 Plaz Shell Cannons (RQL) (FQL) (F)**  
To Hit: 2D6+ADB+1  
Damage: All+1 Ψ  
Range: 2/4/10

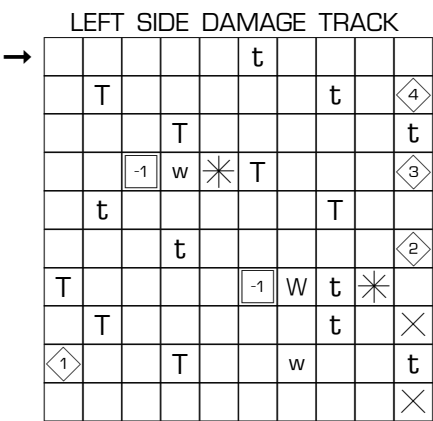
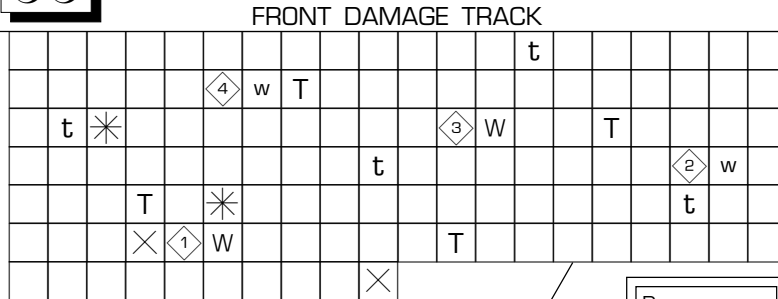
○ ○ ○ ○ ○ ○

**Gunner C**

**2 Plaz Shell Cannons (F) (FQR) (RQR)**  
To Hit: 2D6+ADB+1  
Damage: All+1 Ψ  
Range: 2/4/10

○ ○ ○ ○ ○ ○

Decoys: —  
P-D: 1-8 (2)  
PDS: 1-7 ○○  
Dmg Con: 1-6  
Tons: 2000



4  
(F)

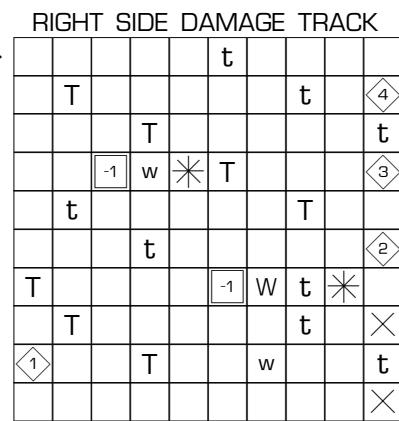
**Defensive Value 11**

**Drive: 9**  
(R)

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

4  
(RQL)

4  
(RQR)



**Gunner D**

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

**Gunner D**

**Plasma Missile Launcher (RQL) (R) (RQR)**  
Lock-on < \_\_\_\_\_

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

3

**Gunner C**

**Plasma Missile Launcher (F) (FQR) (RQR)**  
Lock-on < \_\_\_\_\_

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○



- FRONT CRITICAL HITS**
- Pulse Lasers damaged. Reduce To Hits by 2 and Damage to Low.
  - Torp Targeter damaged. May not launch torps until after next turn.
  - Heavy Plazgun knocked off-line. May not fire until after next turn.
  - Armor Too Tough! No extra damage.
  - Torp Magazine hit. Lose 1D6 Mk. 10 and 1D4 Mk. 50 torps.
  - Pilot's Pulse Laser is destroyed.
  - Pilot killed. Kraal may not move or fire Pilot weapon. DV drops to 5.

- LEFT SIDE CRITICAL HITS**
- Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
  - Shields hit. Reduce DV by 1.
  - Plaz Shell Cannon B hit. Lose 1D4 ammo.
  - Armor Too Tough! No extra damage.
  - Gunner B dazed. Gunner B's weapons may not fire until after next turn.
  - Minor Structural Damage. Take 4 more hits this Damage Track.
  - Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

- RIGHT SIDE CRITICAL HITS**
- Major Structural Damage. Take 5 more hits on Left and Right Damage Tracks.
  - Shields hit. Reduce DV by 1.
  - Plaz Shell Cannon C hit. Lose 1D4 ammo.
  - Armor Too Tough! No extra damage.
  - Gunner C dazed. Gunner C's weapons may not fire until after next turn.
  - Minor Structural Damage. Take 4 more hits this Damage Track.
  - Electronic Warfare gone. Kraal may no longer jam torps. Reduce DV by 2.

- REAR CRITICAL HITS**
- Major Structural Damage. Take 8 more hits on Rear Damage Track.
  - Shields hit. Reduce DV by 1.
  - Power Coupling hit. Heavy Plazgun may not fire until after next turn.
  - Armor Too Tough! No extra damage.
  - Engines hit. Drive is reduced to 2 until after next turn.
  - Gunner D killed. Gunner D's weapons may not be fired.
  - Badaboom! Kraal is destroyed.



**I.W.I.S.A.****I.D.****BPV: 60**

**TPV**

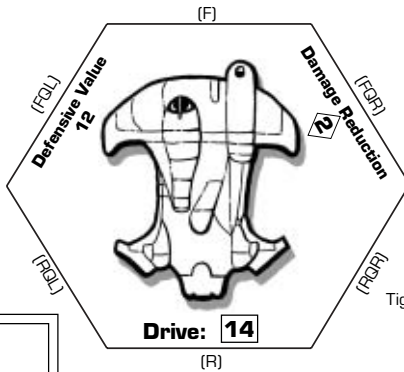
**Pilot**  
**4 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+3  
 Damage: Low+3  
 Range: 3/9/10

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

**Mk. 20**  
**Torps**

○  
○  
○  
○

**Pilot**  
**2 Plaz Shell Cannons (F)**  
 To Hit: 2D6+ADB+1  
 Damage: All+1 Ψ  
 Range: 2/4/10  
 ○ ○ ○ ○ ○ ○



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

Decoys: ○  
 P-D: —  
 PDS: 1-7 (○○○○)  
 Dmg Con: 1-2  
 Tons: 400

**DAMAGE TRACK**

→				14		t		12
		2	10	w	t	*		8
		t	6		1	w		4
	*	t		2				×

**I.W.I.S.A.****I.D.****BPV: 60**

**TPV**

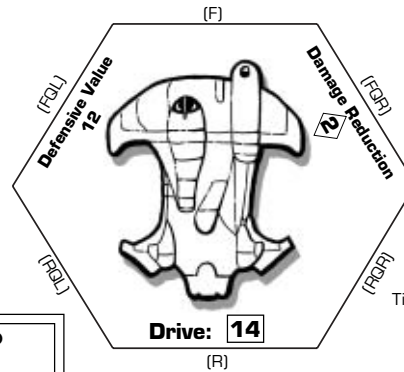
**Pilot**  
**4 Pulse Lasers (F)**  
 To Hit: 2D8+ADB+3  
 Damage: Low+3  
 Range: 3/9/10

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

**Mk. 20**  
**Torps**

○  
○  
○  
○

**Pilot**  
**2 Plaz Shell Cannons (F)**  
 To Hit: 2D6+ADB+1  
 Damage: All+1 Ψ  
 Range: 2/4/10  
 ○ ○ ○ ○ ○ ○



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

Decoys: ○  
 P-D: —  
 PDS: 1-7 (○○○○)  
 Dmg Con: 1-2  
 Tons: 400

**DAMAGE TRACK**

→				14		t		12
		2	10	w	t	*		8
		t	6		1	w		4
	*	t		2				×

**CRITICAL HITS**

- 2 — **Pilot killed.** Iwisa may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Iwisa has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Iwisa may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Plasma Defenses hit.** Mark them off.
- 7 — **Plaz Cannon hit.** Lose half its remaining ammo.
- 8 — **Pulse Laser Targeting malfunction.** Modify Pulse Laser To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Torp Launcher hit.** Lose all remaining torps.
- 11 — **Controls lock up.** Iwisa may not move nor fire DV=5 until after next game turn.
- 12 — **Reactor detonates.** Iwisa is no more.

**PLAZ SHELL CANNON SPECS**

**Short Range:** 1-2 hexes (+1 To Hit).

**Medium Range:** 3-4 hexes.

**Long Range:** 5-10 hexes (-1 To Hit).

Ψ On triples, do damage as normal, but cannon may not fire next turn.

**PULSE LASER SPECS**

**Short Range:** 1-3 hexes (+1 To Hit).

**Medium Range:** 4-9 hexes.

**Long Range:** 10 hexes (-1 To Hit).

**GAME TURN RECORD TRACK**

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

I.D. ■

BPV: 63

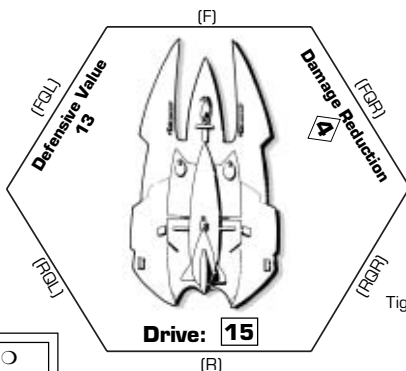
TPV

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

**Crew**  
**PILOT**  
 PIt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
**GUNNER**  
 Gnr: \_\_\_\_\_

Mk. 20  
 Torps  
 ○  
 ○  
 ○  
 ○

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



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

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

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

**DAMAGE TRACK**

→	4		t	3	*	15		W	14
	13			12			2	11	w
	t	10		*	1	9	W		8
	7	t	6	5	3	1			×

# DEATH WIND YS

I.D. ■

BPV: 63

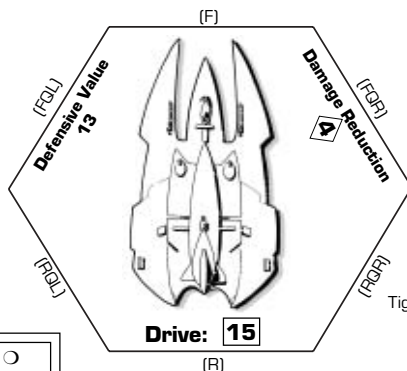
TPV

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

**Crew**  
**PILOT**  
 PIt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
**GUNNER**  
 Gnr: \_\_\_\_\_

Mk. 20  
 Torps  
 ○  
 ○  
 ○  
 ○

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



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

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

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

**DAMAGE TRACK**

→	4		t	3	*	15		W	14
	13			12			2	11	w
	t	10		*	1	9	w		8
	7	t	6	5	3	1			×

## CRITICAL HITS

- 2 — **Pilot killed.** Death Wind may not move, nor may the pilot's weapons fire. Defensive Value drops to 5.
- 3 — **Engine sputters.** Death Wind has Drive 4 next game turn. Reduce Defensive Value by 4 due to other damage.
- 4 — **Electronic Warfare knocked out.** Death Wind may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns cost 1 extra point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Missile Launcher hit.** Lose 5 of its remaining missiles.
- 8 — **Ion Ram Targeting malfunction.** Modify Ion Ram To Hit attempts by -2.
- 9 — **Hull buckles.** Reduce Defensive Value by 3.
- 10 — **Gunner killed.** Splatterguns cannot be used.
- 11 — **Controls lock up.** Death Wind may not move nor fire until after next game turn.
- 12 — **Reactor detonates.** Death Wind is no more.

## ION RAM SPECS

**Short Range:** 1-5 hexes (+1 To Hit).  
**Medium Range:** 6-13 hexes.  
**Long Range:** 14-15 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤15.

## SPLATTERGUN SPECS

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

## PLASMA MISSILE SPECS

**Lock-on Range:** ≤10.  
**To Hit:** 5x or 10xD8  
**Damage:** High+1/. If target's Damage Reduction=0, Damage is High=2/.

## GAME TURN RECORD TRACK

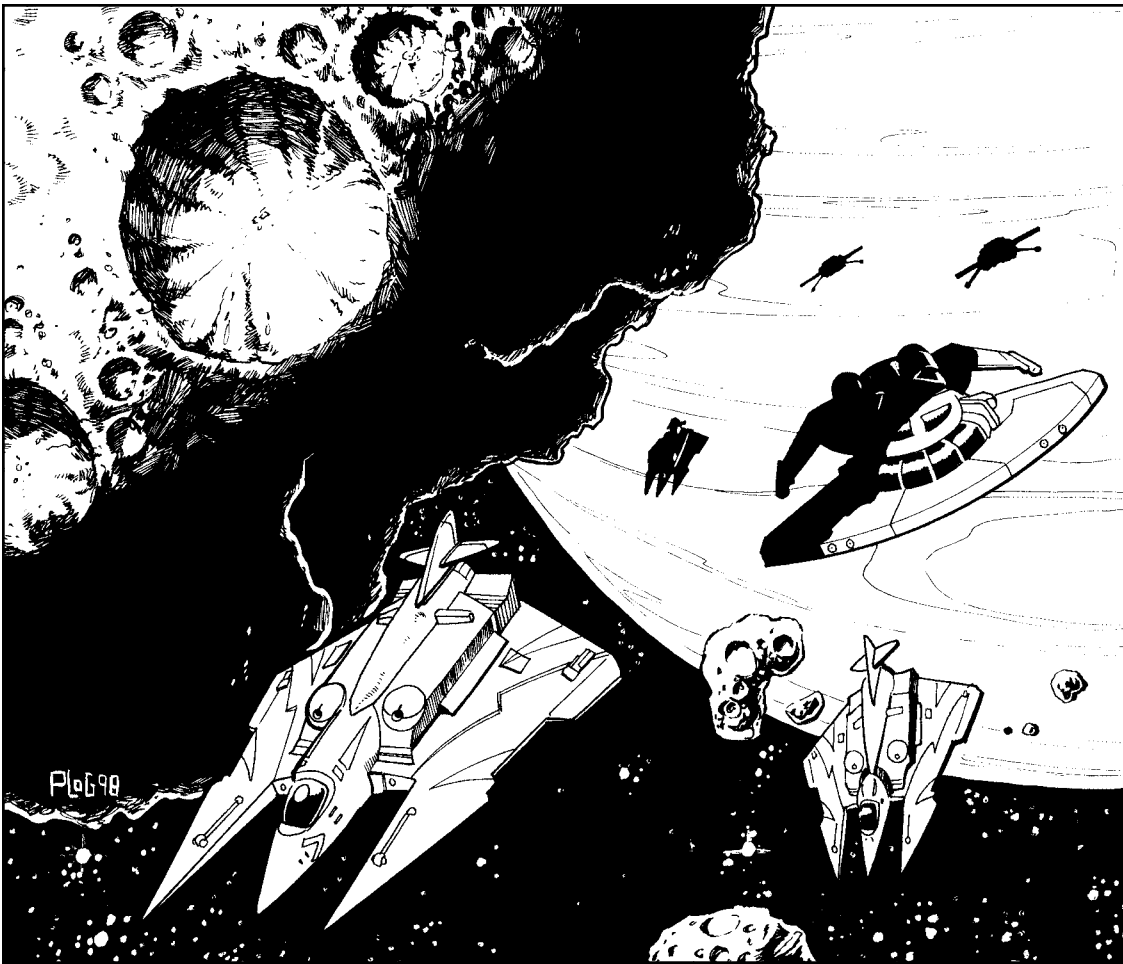
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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## ALTERNATE RANGE EFFECTS TABLE

	Range Increments (To Hit Modifiers)					
	Point Blank +2	Short (+1)	Medium (0)	Long (-1)	Very Long (-2)	Extreme (-4)
<b>Terran Weapons</b>						
<i>Mass Driver Cannons</i>						
<b>Minigun</b>	1	2	3-5	6-10	11-12	—
<b>Autocannon</b>	1	2-3	4-10	11-20	21-22	23-24
<b>Railrepeater</b>	1	2-4	5-15	16-30	31-33	34-36
<i>Laser Cannons</i>						
<b>Pulse Laser</b>	1-2	3	4-8	9	10	—
<b>Meld Laser</b>	1	2-6	7-15	16-17	18-19	20
<b>Turbo Laser</b>	1	2-9	10-19	20-25	26-28	29-30
<i>Blast Cannons</i>						
<b>Splattergun</b>	1	2	3-4	5-6	7-10	—
<b>Blatgun</b>	1	2-4	5-7	8-10	11-13	14-15
<i>Disruptor Cannons</i>						
<b>Disruptorgun</b>	—	1	2	3-4	5-6	—
<b>Disintegrator</b>	—	1	2-3	4-6	7-12	—
<i>Ion Cannons</i>						
<b>Impulsegun</b>	1	2-3	4-6	7-8	9-10	—
<b>Ion Ram</b>	1	2-5	6-13	14	15	—
<i>Plasma Cannons</i>						
<b>Plazgun Cannon</b>	1	2	3-4	5-6	7-8	9-10
<b>Heavy Plazgun</b>	1	2-4	5-8	9-10	11-12	13-15
<i>Plasma Shell Cannons</i>						
<b>Plaz Shell Cannon</b>	1	2	3-4	5-6	7-8	9-10
<i>Energy Bolt Projectors</i>						
<b>Protobolt</b>	—	5-8	9-12	13-16	—	—
<i>EMP Cannons</i>						
<b>EMP Ray</b>	1	2	3-4	5-6	7	8
<b>EMP Beam</b>	1	2-3	4-6	7-10	11-14	15
<i>Gaus Field Generators</i>						
<b>Mjölnir</b>	1	2-3	4-7	8	9	10
<b>Gungnir</b>	1-2	3-5	6-10	11-13	14-15	16
<i>Tachyon Conveyers</i>						
<b>Tacyon Ram</b>	1-2	3	4-11	12-13	14-15	16
<b>Tachyon Cannon</b>	1-2	3-5	6-15	16-17	18	19
<b>HATCHLING WEAPONS</b>						
<i>Beam Cannons</i>						
<b>X-Beam</b>	1	2-3	4-14	15	16	—
<b>Y-Beam</b>	1	2-3	4-16	17	18	—
<b>Z-Beam</b>	1	2-3	4-20	21	22	—
<i>Leech Cannons</i>						
<b>Drive Leech</b>	—	1	2	3	4	—
<i>Plexar Cannons</i>						
<b>Plexar Gun</b>	1	3-4	5-8	9	10-11	12
<i>Entropy Cannons</i>						
<b>Entropic Accelerator</b>	1	3-4	5-7	8-9	10-11	12

# The Next Millennium

to request a specific unit, but most asked for experienced squadrons in their final year of service with the Export Fleet. The Wildebeestes were only in their third year with the fleet, but they had a solid reputation and some pirate-busting experience. Fujisa figured that Event Horizon was simply bargain-hunting. They hadn't got off too cheaply, though. Fujisa had padded the squadron's bid on the contract with some additional expenses. Once this job was over, he'd finally be able to replace Gold Flight's aging Blizzards with some of the new Iklwas.



## Rules

### New Equipment

Yoka-Shan leaders are determined to maintain their world's influence in the interstellar arena; maintaining that influence requires a strong fleet. Although Yoka-Shan has one of the most powerful fleets among the factions that survived the Grub War, the Warworlders are not content to rest on their laurels. The Warworld has as many enemies as it does allies. Should one of those enemies gain a significant technological advantage the balance of power could shift overnight. To prevent this, the government has invested heavily in research and development.

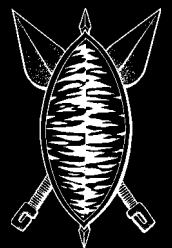
Warworld scientists have made rapid strides in the area of plasma generation and containment. The application of this new technology has led to the creation of the plasma shell. A plasma shell is a self-contained unit that holds a small amount of deuterium and a bank of high voltage su-

per-capacitors. The capacitors hold sufficient energy to power a laser array capable of igniting a fusion reaction in the stored fuel. Ships equipped with plasma shell weapons can generate plasma without the bulky reaction vessels used by traditional plasma weapons. The trade-off is that the weapon has a finite supply of ammunition.

A number of the newest Yoka-Shan fighters have been equipped with this technology, giving them a lot of punch in a small package.

### Plasma Missiles

Plasma missiles are standard missiles equipped with plasma shell warheads. Each warhead contains a plasma shell and laser array. The shell is activated just prior to impact by a proximity fuse. Because of the nature of Plasma Missiles they are much more effective against non armored craft, and fighters that have had their damage reduction abilities compromised.



# Silent Death

Fujisa reached his quarters, quickly undressed, and flopped into bed, visions of new scout fighters dancing in his head.

Two days later, the Wildebeestes were in the Omicron system—halfway between Tokugawa and Kashmere space. The last Event Horizon shipment to this system had been hit hard. The company lost two ships to the pirates.

The Warworlders intended to keep that from happening again.

Fujisa checked his tactical display again to ensure that all of his ships were in position. They were, and had been the last three times he

Plasma shell warheads are almost twice the size of standard warheads. In order to allow their use in conventional missile

launchers, the standard missile guidance electronics were replaced with a smaller and less sophisticated system.

## PLASMA MISSILES STATS

Weapon	Cost	Slots	Base Attack Dice	Damage	Ammo	Range
Plasma Missile	2	1	1d8/missile	High+1/*	5	10
Plasma Missile	4	2	1d8/missile	High+1/*	10	10
Plasma Missile	6	3	1d8/missile	High+1/*	15	10
Plasma Missile	8	4	1d8/missile	High+1/*	20	10

\*Damage is High +2/per missile against craft with no remaining damage reduction.

## Plasma Shell Cannon

The plasma shell cannon is basically a plazgun minus its plasma generators. In place of the generators, it carries a small magazine of plasma shells. The weapon's reduced size and power requirements allow it to be mounted on fighters that are unable carry conventional plazguns.

The tremendous energy released when a shell is fired sometimes overloads the weapon's cooling system. Whenever a plasma shell cannon's attack dice roll triples (all dice come up the same), the weapon has overheated. The current shot is resolved normally, but the weapon must cool down and may not fire on the following turn.

## PLASMA SHELL CANNON STATS

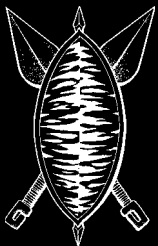
Weapon	Cost	Slots	Base Attack Dice	Damage	Ammo
Single Plaz Shell Cannon	5	2	2d6	All	4
Twin Plaz Shell Cannon	10	3	2d6+1	All+1	4
Triple Plaz Shell Cannon	15	5	2d6+2	All+3	4
Quad Plaz Shell Cannon	20	6	2d6+3	All+5	4

## PLASMA SHELL CANNON RANGES

Short	Medium	Long	Target Drive
1-2	3-4	5-10	—

## ADDITIONAL PLASMA SHELL CANNON AMMO

Weapon	Cost	Slots	Ammo Added	Max Load
Single Plaz Shell Cannon	2	1	2	8
Twin Plaz Shell Cannon	3	1	2	8
Triple Plaz Shell Cannon	4	2	2	8
Quad Plaz Shell Cannon	5	3	2	8





## Plasma Defense System

Warworld scientists have also developed a way to use the plasma shell technology in a defensive capacity. Ships equipped with this new plasma defense system have a number of plasma shells mounted in recessed cavities around their hulls.

The shells are all linked to a fire-control panel on the pilot's console. When detonated, powerful magnetic fields channel the blast away from the ship and toward the incoming weapons.

All plasma defense systems have a rating written as a number followed by blips. The number is the system's defense rating, the blips are the number of charges the system holds. A system with a 6(○○○) rating, for example, has a defense rating of 6 and holds 3 charges. Once a system has exhausted its charges it may no longer be activated.

Plasma defense systems are activated at the beginning of the Torpedo Results Phase and have the following effects:

1. Roll 1D10 against each torpedo that will impact the ship on the current turn. If the result is less than or equal to the defense system's rating the torpedo is destroyed.

2. Roll 1D10 against every five missiles that will impact the ship on the current turn. If the result is less than or equal to the defense system's rating, that number of missiles are destroyed.

- All fire at or from the activating ship suffers a -2 penalty to hit in the Cannon Fire Phase of any turn in which the system is used. The plasma halo surrounding the ship plays havoc with everyone's sensors.
- Ships may not Dodge or use Point Defense when using PDS.

- Any alive and unstunned crew may activate PDS on fighters and gunboats. Any live Bridge or Electronics crew may activate PDS on Warhounds and Platforms.
- Ships may Jam or use Decoys when using PDS.
- Ships using PDS do not affect torpedoes targeted at other ships.
- Ships using PDS do not affect the chance for other ships to hit the targets in the same space. (Ex: torpedoes or life pods.)
- Ships using PDS do not affect line of sight for ships firing through the hex they occupy.
- Ships with PDS systems lose them only on specific critical hits.
- PDS systems work against Drones as if they were torpedoes.
- PDS systems have no effect on mine fields.
- Each charge of PDS counts against the maximum number of torpedoes on fighters and gunboats, but does not count against maximum weapon mounts for escorts.

All ships purchase plasma defense systems from the following chart. Fighters and gunboats only require a single system. Escorts must purchase a separate system for each quadrant of the ship, using standard PDS costs/slots for each quadrant. Ships may mount both plasma defense systems and conventional point-defense systems, but they may not use both in the same turn. The blast from a plasma system temporarily blinds the conventional system's sensors.

To purchase a system, find the desired rating and cross-reference it with the number of charges you want. This gives you two numbers separated by a dash. The first number is the point cost of the system. The second number is the number of construction slots the system takes up in the ship's hull.

### PLASMA DEFENSE SYSTEM

Charges	Rating							
	2	3	4	5	6	7	8	
1	2-2	3-2	3-3	4-3	4-4	5-4	5-5	
2	4-2	5-3	6-3	7-4	8-4	9-5	10-5	
3	6-3	8-3	9-4	11-4	12-5	14-5	15-6	
4	8-3	10-4	12-4	14-5	16-5	18-6	20-6	
5	10-4	13-4	15-5	18-5	20-6	23-6	25-7	
6	12-4	15-5	18-5	21-6	24-6	27-7	30-7	

Each charge of PDS counts against the maximum number of torpedoes on the ship.

# The Next Millennium

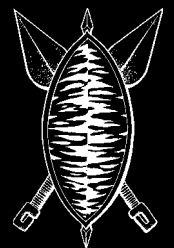
checked. He looked at the mission timer again—the freighters were late.

Twenty minutes crawled by before a report came in from one of his outlying scout ships.

“Gold Two to Platinum One, I have the package on my scope.”

“Roger that. Okay troops, let's saddle up and go meet 'em.”

Fujisa cursed under his breath. This was one of the reasons he disliked escort contracts. Civilian captains were notoriously bad about sticking to things like timetables and rendezvous points. Now he was going to have to shift his entire formation to cover the arriving freighters.



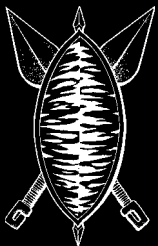
# Silent Death

Despite some annoyance on Fujisa's part, the rendezvous with the two freighters proceeded without further complications. The entire formation was soon moving at full speed toward Wirber's World, a small colony on the system's third planet.

The journey proceeded without incident until the small convoy had almost reached the colony. One of the Blizzards scouting ahead of the group reported in.

"Gold Three to Platinum One, I'm picking up low-level energy emissions from the vicinity of the planet's second moon."

"Roger, that must be our friends. Pull back and join the formation."



# Starcraft Inventory

The following ships are products of the Mutumbe Shipyards design studio, or are contracted by the War Council. For the most part they reflect the Yoka-Shan pilots' preference for small, single-seat fighters which allow individual warriors to triumph or fail strictly on their own merits.

The fighters are all new designs using the Warworld's recently developed plasma technology. With the exception of the easy to produce Iklwa, teething problems with this new technology have slowed the deployment of these new designs to active service. Once these problems have been ironed out, manufacture of these ships will consume a large portion of the Mutumbe Shipyards' production facilities. The War Council hopes to completely replace most of the navy's aging Thunder Birds and Night Hawks by the end of AL 16.

## Mutumbe Shipyards F 150 "IKLWA"

**Crew:** 1

**Maneuvering Thrust:** 0.171 km/s/s

**Mass:** 100 tons

**Translight Capability:** None

**Armor:** Crysteel hull

**Atmospheric Capabilities:** Full

**Armaments:**

1 x Mk. 10 Splattergun

1 x Mk. 20 Plasma Missile

Launcher (Magazine: 15)

**Commentary:** Named for the large-bladed spear of the Yoka-Shan warriors' ancestors, the Iklwa was designed to fulfill the navy's requirement for a fast, hard-hitting light fighter that could be easily mass-produced. The Mutumbe Shipyards developed the Iklwa design in parallel with that of the Cetshwayo (see below), which is capable of carrying four of these potent little fighters into combat.

With the exception of the new plasma missile launcher, the Iklwa is constructed entirely of off-the-shelf components. This meant little retooling on the Mutumbe assembly lines and has allowed the shipyard to produce this small, but versatile, fighter in large numbers.

Pound-for-pound the Iklwa is more than a match for any other fighter in its weight class. When used as part of a well-coordinated attack, a handful of Iklwa are more than capable of defeating much larger opponents.

The Iklwa has taken over many of the scouting duties normally reserved for the Blizzard. When flying in traditional imp formation, these craft are normally found at the tip of the horns. They use their speed to circle the battle and then slash across the enemy formation, spreading destruction with their potent missile launchers.

## Mutumbe Shipyards F 150.A "IKLWA II"

**Crew:** 1

**Maneuvering Thrust:** 0.171 km/s/s

**Mass:** 100 tons

**Translight Capability:** None

**Armor:** Crysteel hull

**Atmospheric Capabilities:** Full

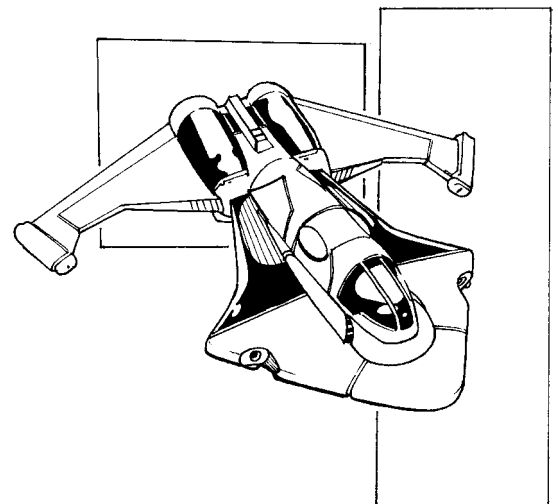
**Armaments:**

2 x Mk. 10 Splatterguns

1 x Missile Launcher

(Magazine: 20)

**Commentary:** This version of the F150 appeared shortly after the original. Utilizing standard Missiles instead of Plasma Missiles the F150.A can re-supply in almost any sector in Terran space. Because of this the Iklwa II is often used when re-supply opportunities are expected to be infrequent.



## Mutumbe Shipyards F320 "JII"

**Crew:** 1

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

**Mass:** 300 tons

**Translight Capability:** None

**Armor:** Crystanium hull

**Atmospheric Capabilities:** Full

**Armaments:**

2 x Mk. 20 Meld Laser cannon

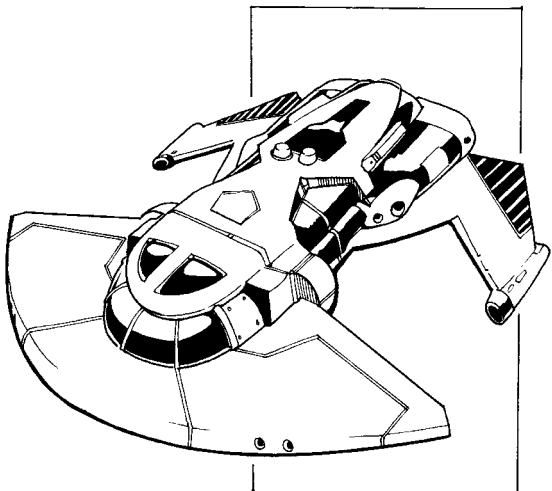
1 x Mk 25 Plasma Shell Cannon  
(Magazine: 4 Shells)

1 x Mk. 20 Plasma Missile  
Launcher (Magazine: 10)

**Commentary:** The Iklwa's bigger brother, the Jii (which means "death") was designed as a fast interceptor. Most will see service with the Home Fleet and be stationed on orbital installations and ground bases. A few have been deployed to export squadrons; these are normally used in conjunction with Iklwas to add some staying power to those formations.

The Jii can almost match the speed of the Iklwa, and its increased tonnage and heavier armor allow it to absorb damage that would cripple the smaller ship. The Jii lacks the ammunition capacity of the Iklwa, but the increased range and accuracy of its meld laser makes it a more dangerous opponent once the plasma missile launcher has run dry.

The Jii is best employed against mid-light fighters. In the hands of a skilled pilot its powerful engines provide sufficient thrust to keep it competitive in a furball, and the plasma missile launcher gives it a one-volley kill capability against light fighters like the Pit Viper and Dart.



## Mutumbe Shipyards F405 "IWISA"

**Crew:** 1

**Maneuvering Thrust:** 0.137 km/s/s

**Mass:** 400 tons

**Translight Capability:** None

**Armor:** Crysteel hull

**Atmospheric Capabilities:** Full

**Armaments:**

4 x Mk.10 Pulse Lasers

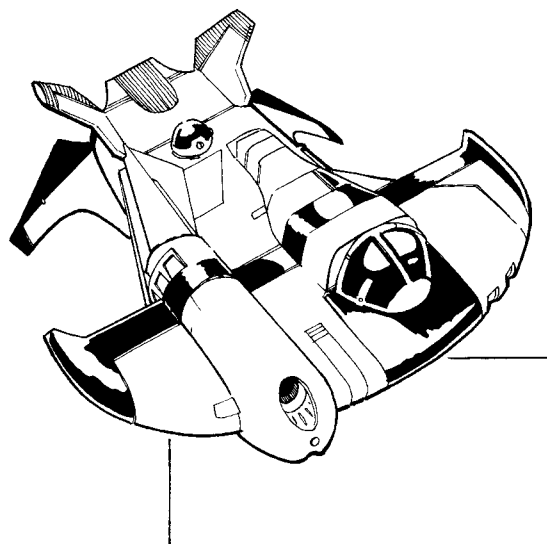
2 x Mk 25 Plasma Shell Cannon  
(Magazines: 6 Shells)

4 x Mk. 20 Torpedo Loads

**Commentary:** The Iwisa is the mount of choice for most of the Warworld's pilots. It combines good speed with a hard punch and excellent defenses. Unfortunately for the pilots waiting to slide in to the cockpit of an Iwisa, construction problems centered around the ship's new plasma defense system have significantly slowed production. Only small numbers of these new ships have entered active service.

The Iwisa was designed as an all-purpose fighter. Its Mk. 20 torpedoes and twin plaz shell cannons give it the capability to damage heavy gunboats and escorts, while its quad pulse lasers give it a sustained punch against fighter threats.

Initial combat reports from the field are promising. Once this ship's production problems have been ironed out, it is slated to become one of the primary carrier-based fighters of the Yoka-Shan navy.



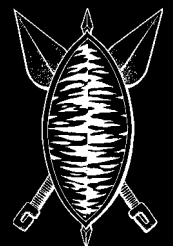
# The Next Millennium

Fujisa grinned. The pirates were right on time. He had expected an attack from that direction—the planet's moons were the only place an attack force could hide from their sensors.

"Listen up people, we've got company. Time to circle the wagons."

Fujisa made some last minute adjustments to the deployment of his fighters and sat back to wait. The next move was up to the enemy.

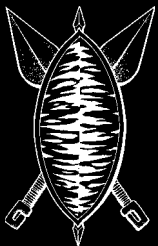
It didn't take long for them to make an appearance. Ten minutes later the fighters at the edge of the formation reported contact with a large group of incoming fighters.



# Silent Death

Fujisa looked down at the sensor relay from the other fighters and let out a low whistle. These guys meant business. There were at least twenty enemy fighters inbound. The computer had tentatively identified them as Death Winds and Night Hawks. The fight was going to be more of a challenge than he expected.

The enemy ships engaged with a high-speed attack run which allowed them to make a quick firing pass as they slashed through the formation. They were forced to slow down as they turned to re-engage—that's when the Warworlders hit them hard.



## Mutumbe Shipyards G2200.ECM "KRAAL ECM"

**Crew:** 8

**Maneuvering Thrust:** 0.087 km/s/s

**Mass:** 2000 tons

**Translight Capability:** 6 light-years/day

**Armor:** Belted crystanium hull

**Atmospheric Capabilities:** None

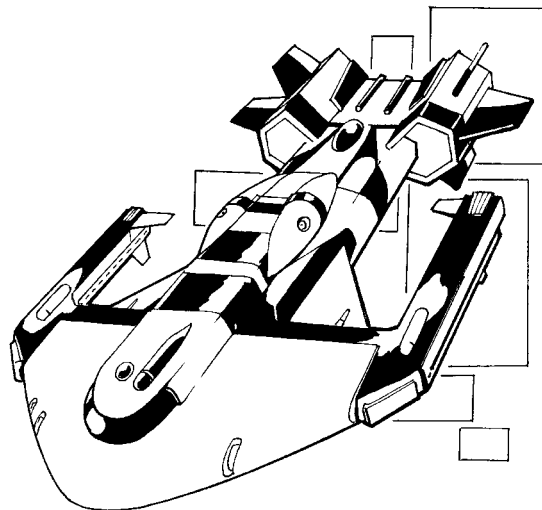
**Armaments:**

- 2 x Mk. 10 Splattergun
- 3 x Mk. 20 Missile Launchers (Magazines: 20)
- 3 x Mk. 10 Pulse Lasers
- 1 x Mk. 10 Impulse Ion Cannon
- 10 x Mk. 10 Torpedo Loads
- 10 x Mk. 50 Torpedo Loads

**Commentary:** The Kraal has long been a mainstay of Yoka-Shan forces. The ship was designed for patrol and escort work and large numbers of these craft have served in these roles with distinction in both the Home and Export fleets.

The Kraal was designed to work with escorting fighters as a defensive backstop. It normally flies in the middle of the formation of ships being escorted and deals with any torpedoes or enemy ships that get past the fighters.

It does this by sacrificing offensive punch for a potent mix of defensive countermeasures. Much of the Kraal's interior space and crew is devoted to the operation of a QEM-120 screening system capable of jamming up to four enemy torpedoes or fighters simultaneously.



## Mutumbe Shipyards G2200 "KRAAL"

**Crew:** 5

**Maneuvering Thrust:** 0.087 km/s/s

**Mass:** 2000 tons

**Translight Capability:** 6 light-years/day

**Armor:** Belted crystanium hull

**Atmospheric Capabilities:** None

**Armaments:**

- 1 x Heavy Plazgun
- 4 x Mk. 25 Plasma Shell Cannon (Magazines: 6 Shells )
- 3 x Mk. 20 Plasma Missile Launchers (Magazines: 10)
- 3 x Mk. 10 Pulse Lasers
- 1 x Mk. 10 Impulse Ion Cannon
- 16 x Mk. 10 Torpedo Loads
- 10 x Mk. 50 Torpedo Loads

**Commentary:** While the Kraal ECM craft has been a very effective escort Gunboat, it has never had the armament to be an effective assault vehicle. This version of the G2200 craft was created to tackle heavy opponents that are the bane of the ECM model. The combination of plasma shell cannons and heavy plazgun, with missile support has made this a fearsome opponent, until it runs out of ammunition.

## Mutumbe Shipyards DD750 "CETSHWAYO"

**Crew:** 26

**Maneuvering Thrust:** 0.069 km/s/s

**Mass:** 7000 tons

**Translight Capability:** 18 light years/day

**Armor:** Belted Crystanium

**Atmospheric Capabilities:** None

**Armaments:**

- 8 x Mk. 10 Splatterguns
- 4 x Mk 25 Plasma Shell Cannon (Magazines: 4 Shells each)
- 4 x Mk. 20 Missile Launchers (Magazines: 20)
- 1 x Mk. 27 Ion Cannon

**Transport Capabilities:**

- 2 x 100 ton fighterBays
- 2x 100 ton Fighter Racks

**Commentary:** This ship was designed from the keel up for fighting pirates, raiders, and other irregular forces equipped with light to medium fighters. It excels in this role, but is lacking when faced with heavier targets like gunboats and other escorts.

An oddity among escort class vessels, the Cetshwayo possesses no torpedo room. It relies instead on its four dual splattergun mounts, four plasma shell cannons and four missile launchers to overwhelm its opposition through sheer firepower.

This tremendous barrage is backed up by a heavily-armored hull, a solid electronics suite, and good repair capabilities. Light and medium fighters, especially those with limited torpedo loads, find the Cetshwayo a tough nut to crack.

The Cetshwayo's considerable firepower is normally augmented by that of the four Iklwa fighters it carries into combat. When operating within the defensive umbrella of the escort's batteries and coordinated by the Cetshwayo's TOC, these small fighters can often defeat superior numbers of larger fighters.

The Cetshwayo is currently deployed with both the Home and Export fleets, but in two very different roles. The Cetshwayo's deployed with the Export flotillas are used for patrol and pirate-busting duties. The Home Fleet employs the ship as an anti-fighter escort for slow moving carriers.

The Cetshwayo has one notable weakness. The fighter racks mounted along its sides limit the traverse of its batteries and create a narrow corridor directly amidships through which attacking fighters can approach under minimal defensive fire.

## **Delta Combine PKM-221.YS "Death Wind YS"**

**Crew:** 2

**Maneuvering Thrust:** 0.147 km/s/s

**Mass:** 400 tons

**Translight Capability:** None

**Armor:** Crystanium w/belt

**Atmospheric Capabilities:** Full

**Armaments:**

1 x Mk.15 Ion Ram

2 x Mk 10 Splatterguns

4 x Mk 20 Torpedo Loads

1 x Mk 20 Plasma Missile

Launcher (Magazine: 15)

**Commentary:** From the moment the Delta Combine engineers first conceptualized the PKM-221.1 (Death Wind II) they knew they had a winner on their hands. With a few simple modifications they upgraded it even further, and bartered the design to Yoka-Shan for extended use of one of their export fleets.

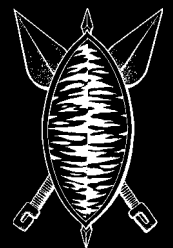
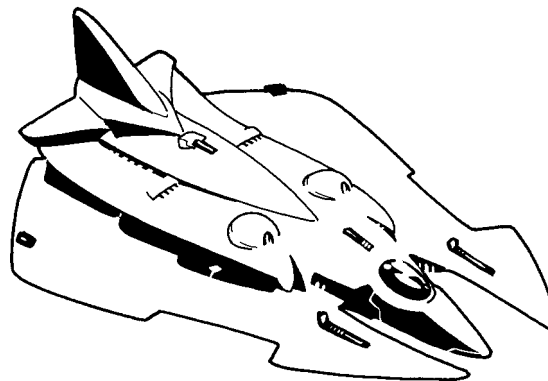
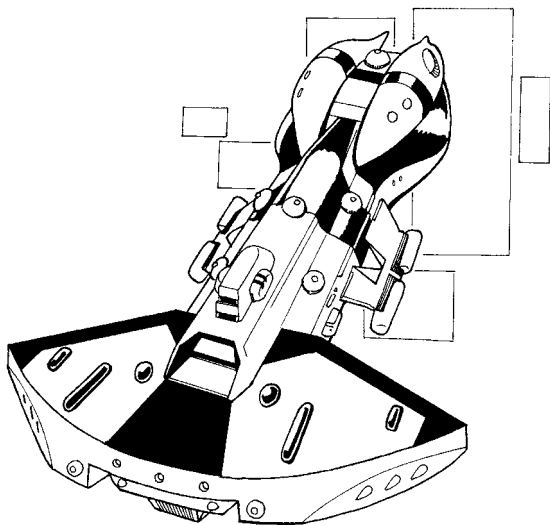
Much to House Colos' chagrin the Deathwind YS is an improvement over the Deathwind II, the ship they paid to have designed. The removal of the Minigun and its bulky magazine combat allowed the addition of a Plasma Missile Launcher, and has allowed the Deathwind YS to maintain its presence even after taking its first major weapon loss. Sacrificing some of its damage control capability has allowed the installation of more powerful engines.

# The Next Millennium

The fight degenerated into a swirling dogfight around the two freighters. The pirates pressed their attack, but they were engaged so closely by the Yoka-Shan pilots that they couldn't get a clear shot at the Event Horizon ships. The Wildebeestes were beginning to gain the upper hand in the battle when things took a definite turn for the worse.

The freighters opened fire on the Warworld fighters.

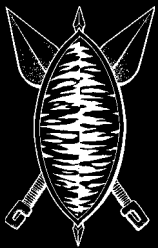
Without warning, ports on the Event Horizon ships slid open, revealing weapons the Yoka-Shan pilots had no idea they possessed. The gunners aboard the freighters went right to work, blasting their would-be defenders from behind.



# Silent Death

When the first Warworld fighter was destroyed by fire from the freighters, Fujisa thought that the gunners had simply made a tragic mistake. When the second fighter vanished in a ball of glowing debris and the freighters did not respond to his order to cease fire, he knew the awful truth—they had been set up.

Caught by surprise, a number of the Warworld ships were quickly destroyed by fire from the freighters. The pirates began to regain the advantage in what had suddenly become a hideously lop-sided battle. Fujisa desperately tried to organize his forces into a defensive circle and



## Famous Wings of the Warworld

This section details some of the better known Warworld fighter wings.

Most Yoka-Shan fighter wings in service with the Home Fleet are modeled after the traditional Zulu impi formation and consist of four squadrons. Two squadrons serve as the “horns” of the formation, the third squadron is the “head.” The fourth squadron, which forms the “loins” of the formation, is usually comprised of heavy fighters or gunboats.

Fighter wings serving as mercenaries with the Export Fleet follow the same model, but normally lack the fourth squadron. This makes these formations more easily transportable by escort-sized transports.

### The Winds of Fate

#### *EXPORT WING F-233*

**Commanding Officer:** Isuma umKhuze

The 233rd is in its fourth year of service with the Export Fleet.



The pilots of the 233rd are a superstitious bunch. A resurgence of interest in the ancient religion of their ancestors was common the year this squadron was commissioned, and the vast majority of pilots in this wing are followers of these old ways. This is the only wing in the Yoka-Shan navy to have a practicing shaman attached to it.

This individual is always consulted to divine the omens before the wing submits a bid on any new contracts. The pilots of the wing always follow the proper rituals before leaving on a mission and their cockpits are littered with talismans to ward off enemy witchcraft.

Although many scoff at the multitude of rituals and ceremonies these pilots go through, their critics cannot argue with their success. The 233rd has amassed an amazing combat record. In four years of service and over 6,000 sorties, the wing has lost only five pilots and racked up over 300 combined kills.

The outstanding performance of the 233rd has won them many honors. Their wing's unit shield has very few black markings on it. If their phenomenal success lasts through their final year with the Export Fleet, the 233rd may become the first fighter wing mustered into service with the Home Fleet with an all-white shield.

#### Squadron Summary

##### *Evil Omen Squadron*

**Squadron Leader:**

Cijo Umfolozi (Plt 10, Gnr 8)

**Shield Spots:** 12

**Assets:** 8 x Iklwa

##### *Lucky Crickets Squadron*

**Squadron Leader:**

Mahe Tshingwayo (Plt 9, Gnr 7)

**Shield Spots:** 11

**Assets:** 8 x Night Hawk

##### *Red Dawn Squadron*

**Squadron Leader:**

Dabaka Thimuni

**Shield Spots:** 13

**Assets:** 12 x Death Wind YS

# The Dogs o' War

## EXPORT WING F-1232

### Commanding Officer:

Dloko Dabulamanzi

The 1232nd's commanding officer has a reputation not only as a fine warrior, but also as a shrewd businessman. He drives a hard bargain when negotiating a contract and always tries to gain every possible concession he can from a possible employer. Dabulamanzi often refuses to submit bids on contracts that he feels are not worth his pilots' time.

Although their fees are high, the 1232nd is not often without work because Dabulamanzi makes sure his pilots deliver what they are paid for. When the wing is not engaged on a contract, they drill constantly. In combat, each pilot knows his exact place in formation and the entire wing performs like a well-oiled machine.

The Dogs o' War are in their third year with the Export Fleet. Due to Dabulamanzi's business sense, they have seen less combat than many wings in their second year and have made more money than many wings do in a full five year tour. Much of this money has been reinvested in the squadron to buy heavier equipment than is seen in most export wings.

Their riches have caused other wings in the Export Fleet to grumble, but not too loudly. A pilot from a less successful unit once accused the 1232nd of being "cowardly curs with no stomach for battle." This led to a bar-clearing brawl between pilots of the 1232nd and members of at least three other wings. Before the fight was broken up (which took over twenty MPs), the Dogs o' War made sure no one would make that mistake again. They also made a good bit of money on the side bets their commander made on the fight.

## Squadron Summary

### *Bloodhounds Squadron*

#### Squadron Leader:

Simba Bakawombe (Plt 10, Gnr 7)

#### Shield Spots: 7

Assets: 8 x Jii

### *Foxhound Squadron*

#### Squadron Leader:

Dlovu Inyezane (Plt 8, Gnr 10)

#### Shield Spots: 5

Assets: 8 x Hell Bender II

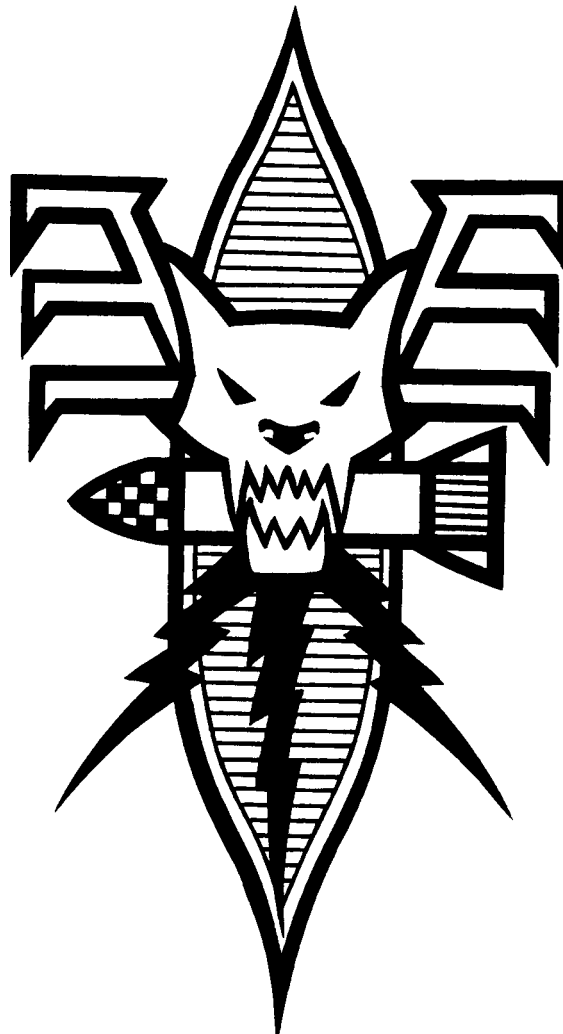
### *Jackal Squadron*

#### Squadron Leader:

Angu iHlaba (Plt 8, Gnr 7)

#### Shield Spots: 6

Assets: 8 x Death Wind YS  
2 x Kraal



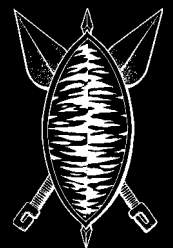
# The Next Millennium

withdraw, but the stunned Yoka-Shan pilots were too busy trying to remain alive to form a coherent formation.

A message from the lead freighter crackled in his headset, "Surrender now, Major Natanga, and your men's lives will be spared."

A fierce, killing rage welled up within him, clouding his vision. He had never surrendered to an enemy in his life, and he was not about to start now! Fujisa swung his Death Wind around to face the freighter...

And saw one of Silver Flight's Night Hawks take a direct hit from a Mark 50 torpedo. The fighter crumpled up like a child's paper airplane



# Silent Death

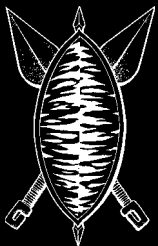
and tumbled away from the fight. No escape pod was visible.

Fujisa's fiery rage evaporated and he slumped back into his seat, defeated. He could almost hear the voice of his first drill instructor reciting Mutumbe's Code, "A dead warrior cannot fight."

"Platinum One to all units, cease fire. We are surrendering."

One of Fujisa's pilots chose to ignore the order and let loose a burst of splattergun bolts at the nearest freighter. Fire from three different enemy fighters converged on his ship and pounded it into so much scrap metal.

The rest of the Wildebeestes followed their commander's order and the firing stopped.



## The Forlorn Hope

### *EXPORT WING F-378*

**Commanding Officer:** Phezi uNteke

The 378th represents a totally different command philosophy from the 1232nd. The warriors of this wing have taken to heart the portion of the Code of War and Honor that says, "the warrior protects the weak." This wing has taken it upon itself to be the champion of the underdog.

This wing routinely takes contracts that all the other wings have ignored because the offered fee is too low or the client's ability to pay is in serious question. The two primary criteria uNteke applies when considering a contract are, does the client truly need help from the Warworld and is the client in the right. If the answer to both these questions is yes, the 378th will take the contract.

Although this policy allows the pilots of the 378th to go to sleep with a clear conscience at night, it doesn't always pay the bills. The wing is often paid less than its expenses or is not paid at all. It has teetered at the edge of bankruptcy for the past year.

The Forlorn Hope has been forced to cut corners to stay solvent. The pilots of the wing have taken a voluntary pay cut and there is little money to purchase new or upgraded equipment. Many of the wings existing fighters are held together by little more than baling wire and gum.

Despite this, morale among the pilots is high. They have found that the gratitude of those they have helped is more than sufficient payment.

## Squadron Summary

### *Shield Squadron*

**Squadron Leader:**

Isini Zibebhu (Plt 9, Gnr 7)

**Shield Spots:** 6

**Assets:** 8 x Blizzard

### *Spear Squadron*

**Squadron Leader:**

Mavu Mengwana (Plt 8, Gnr 8)

**Shield Spots:** 6

**Assets:** 8 x Hell Bender II

### *Knob-Kerrie Squadron*

**Squadron Leader:**

Ondini Mutsha (Plt 10, Gnr7)

**Shield Spots:** 7

**Assets:** 8 x Thunder Bird





# Mutumbe's Spear

## HOME WING I-456

**Commanding Officer:** Yengwe uDibi

This squadron has a long and glorious history dating back to the unification of Yoka-Shan and the creation of the Warworld. Originally known as the Fireeaters, they played such a pivotal role in Mutumbe's consolidation of his new power that he referred to them as "the spear in my right hand." The name stuck.

More recently, the 456th played a pivotal role in the battle against the Hatchlings. When the Grubs appeared in the Warworld system, this wing was the first to engage. Although they suffered heavy losses, the 456th fought a long delaying action against the vanguard of the Hatchling fleet. Their courageous stand bought the defenders sufficient time to mass the rest of the fleet in orbit above the Warworld. Once the Grubs broke through to attack the planet,



they faced a prepared and angry fleet of Yoka-Shan warriors. They didn't stand a chance.

The 456th now serve as the personal escort of the War Chief when he travels abroad. This has become increasingly frequent in the past few years, because Mutumbe prefers to conduct much of his diplomacy face-to-face. This wing is always equipped with the best fighters and pilots the Warworld can muster.

## Squadron Summary

### War Squadron

**Squadron Leader:**

Dluye Amatshoba (Plt 10, Gnr 10)

**Shield Spots:** 16

**Assets:** 12 x Jii

### Honor Squadron

**Squadron Leader:**

Kukho Ebomvu (Plt 10, Gnr 9)

**Shield Spots:** 14

**Assets:** 12 x Death Wind YS

### Glory Squadron

**Squadron Leader:**

Malia iNgulube (Plt 10, Gnr 10)

**Shield Spots:** 15

**Assets:** 12 x Iwisa

### Battle Squadron

**Squadron Leader:**

Wayimba Imkobana (Plt 9, Gnr 10)

**Shield Spots:** 16

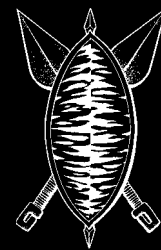
**Assets:** 10 x Sentry  
2 x Kraal

# The Next Millennium

Instructions from their captors followed. The Warworlders were forced to assemble their remaining ships in a tight wingtip-to-wingtip formation, power down, open their cockpits, and step out onto the wings of their fighters. A circle of enemy fighters surrounded them.

Fujisa could barely bring himself to look into the faces of the men standing on the ships around his. Tears of anger flowed down the cheeks of some, others simply glared at him sullenly.

A pair of shuttles launched from the freighters and approached the huddle of Warworld ships. Through their open side doors Fujisa could see armed men in

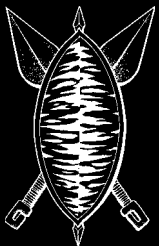


# Silent Death

space suits. They came to a stop at the edge of the captured fighters and a few of the men stepped out. They motioned with their weapons that the Yoka-Shan pilots should board the shuttles. Fujisa's men began to slowly make their way over the jumbled mass of ships—he followed reluctantly.

Fujisa was one of the last to reach the shuttles. As he began to reach up and haul himself aboard, one of the guards grabbed him and pulled him back. Fujisa turned to look at the man, who was shaking his head violently.

"I don't know if you can hear me, but I'm getting aboard that shuttle with my men,"



## White Shields

### *HOME WING I-329*

**Commanding Officer:** Voti Gimbanye

The White Shields are another unit with a distinguished past. They are the first wing following the creation of the Warworld to achieve the honor of having an all-white unit shield. This rarely happens, because a unit must consist of all white shield squadrons to rate a white shield at the wing level.

Since that time they have been used as a ceremonial unit. They put in appearances at many important state functions and for visiting dignitaries, performing breathtaking high-speed maneuvers in their milk white ships.

Only the best pilots can become a member of the White Shields. To be eligible, a pilot must have spent at least half of his time in service with a squadron that has achieved white shield status and must have a minimum of 10 enemy kills. Serving with this unit is considered the crowning achievement of a Yoka-Shan warrior's career, so competition for open slots is extremely fierce.

Unlike ceremonial units in most armed forces, the White Shields are also expected to fight. One squadron from the wing is always on active combat duty. Most recently the White-Tail squadron was stationed along the border between Yoka-Shan and Luches Utopia space. They were engaged by a large force of Utopia sponsored pirates, and although heavily outnumbered, the White-Tails destroyed every enemy ship.

## Squadron Summary

### *White-Tail Squadron*

**Squadron Leader:**

Fojisa Dabunkulu (Plt 10, Gnr 10)

**Shield Spots:** 16

**Assets:** 12 x Jii

### *Dust-Raiser Squadron*

**Squadron Leader:**

Daba Sakabuhla (Plt 10, Gnr 7)

**Shield Spots:** 16

**Assets:** 12 x Death Wind YS

### *Wildebeeste Squadron*

**Squadron Leader:**

Zibhu uSuthu (Plt 10, Gnr 8)

**Shield Spots:** 16

**Assets:** 12 x Iwisa

### *Horned Viper Squadron*

**Squadron Leader:**

Xapho Tugelaba (Plt 10, Gnr 9)

**Shield Spots:** 16

**Assets:** 8 x Iwisa  
2 x Kraal



# Shaka's Revenge

## HOME WING I-2693

**Commanding Officer:** Johbu Ungato

This wing was only recently commissioned into service with the Home Fleet. During its five years with Export Fleet the 2693rd was known as the "Sharp Points." It changed its name when it entered Home Fleet service to reflect its past and its hope for the future.

In 8 AL, the 2693rd was in its second of year of service as a mercenary squadron. While on an escort contract for the Kashmere Commonwealth, the convoy the wing was guarding came under attack by a mixed force of pirates and Draconian ships.

The pilots of the 2693rd fought well and soon had the attackers on the ropes. The Draconians surrendered and requested a cease-fire so they could recover their wounded. The Yoka-Shan pilots, not yet familiar with the lizard-men's deceitful ways, agreed and even helped rescue some of the injured Draconians.

Unknown to the Warworld pilots, the surrender was just a ploy to buy time until a second force of Draconian ships arrived. When these new forces arrived the "surrendered" ships turned on their captors and caught them in a crossfire. The 2693rd lost two entire squadrons, the isiCwe and the Nongoma, before they were able to drive the Draconians off.

Since that day, the survivors of the battle have hungered for a chance to avenge their comrades' deaths. So far they have had little opportunity to do so, but the older pilots keep their fallen friends' memory alive by making sure their replacements know of the dishonorable way in which their predecessors were killed.

## Squadron Summary

### *isiCwe Squadron*

**Squadron Leader:**  
Sikaba amaPhela

**Shield Spots:** 6  
**Assets:** 12 x Blizzard

### *Mthethwa Squadron*

**Squadron Leader:**  
Dwali iQwha

**Shield Spots:** 10  
**Assets:** 12 x Night Hawk

### *Nongoma Squadron*

**Squadron Leader:**  
Huwanye Nodmengu

**Shield Spots:** 4  
**Assets:** 8 x Death Wind YS  
4 x Iwisa

### *Gqokli Squadron*

**Squadron Leader:**  
Nteke Vokwe

**Shield Spots:** 9  
**Assets:** 4 x Iwisa  
4 x Sentry  
2x Kraal



# The Next Millennium

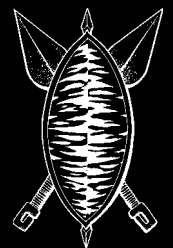
Fujisa declared. He turned to board the shuttle again.

The guard pulled him back again. This time he punctuated his head shaking by jabbing Fujisa in the ribs with his gun. He pointed back to the center of the clustered ships.

Fujisa briefly considered trying to overpower the man and take his weapon, but then looked at the circle of fighters ringing the shuttles and thought better of it.

"Okay, I'm going."

Fujisa turned and trudged back toward his fighter as the shuttle bore his men off to the waiting freighters. He sat down on the ship's



# Silent Death

nose and reviewed his possible courses of action. None of them looked promising.

As he sat surveying the fighters which surrounded him, Fujisa noticed the distant flare of thrusters in the direction of the planet's second moon. The ship or ships they belonged to were too far away to make out. Against all odds, he felt the faintest glimmer of hope.

The glimmer quickly faded as the ships drew closer and his captors failed to react to their presence. As the ships moved into visual range, Fujisa felt his heart sink and settle like a lead weight in his belly. The four ships, three Hell

## YOKA-SHAN FLEET COMPOSITION

Starcraft	Basic Point Value	Crew	VSPV	SMPV	VSSMPV
Betafortress	216	5	291	293	295
Betafortress Beta	220	6	295	297	299
Black Widow	157	3	177	175	207
Blizzard	19	1	27	26	39
Death Wind	60	2	70	74	90
Death Wind YS	63	2	73	77	93
Epping Prime	78	4	78	78	78
Epping	119	4	125	141	169
Hell Bender	32	1	35	37	40
Hell Bender II	33	1	36	44	55
Iklwa	15	1	15	15	15
Iklwa II	16	1	16	16	16
Iwisa	60	1	70	74	90
Jii	46	1	46	46	46
Kraal	302	5	314	421	432
Kraal ECM	250	9	246	355	340
Nemesis	298	6	318	424	448
Night Hawk	47	1	47	47	47
Sentry	80	3	80	80	80
Stinger	18	1	18	32	32
Thunder Bird	25	1	35	36	52
<b>Warhounds</b>					
Aosho	764	42	762	1034	962
Cetshwayo	575	26	575	575	575
Constellation	806	35	768	1040	930
Fletcher	894	37	918	1038	1018
Megafortress	482	22	526	536	606
Narwhal Mk. II	623	27	682	731	828
Stingray	551	25	599	623	699
VSPV=Variable Speed Point Value    SMPV= Super Maneuverable Point Value VSSMPV= Variable Speed Super Maneuverable Point Value					

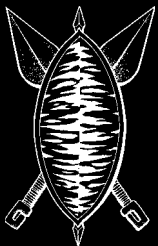
## Yoka-Shan Scenarios

The scenarios in this section use ships from *Silent Death: The Next Millennium*, *Night Brood: First Contact*, and *Warworld*.

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

All scenarios should use the following optional rules:

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



# Scenario 1: Here Comes the Cav!

**Date:** 2:050 AL

**Location:** House Aramae space

**Situation:** A particularly nasty Grub swarm, the Festering Maggots (Swarm 720), erupted in House Aramae space early in AL 2. Aramae forces were quickly overwhelmed and an urgent message was dispatched to the Warworld. Yoka-Shan forces, led by the famed Sorcerers, arrived just in time to support the last beleaguered defenders.

## Forces

### *Elements of Baker Squadron, House Aramae*

Setup first anywhere in areas C and D.

Thunder Bird A	Pilot (Plt 5, Gnr 6)
Thunder Bird B	Pilot (Plt 5, Gnr 3)
Thunder Bird C	Pilot (Plt 4, Gnr 4)

### *Elements of Festering Maggots (Swarm 720)*

Setup second in areas G and H.

Larva A	Pilot (Plt 6, Gnr 6)
Larva B	Pilot (Plt 7, Gnr 6)
Larva C	Pilot (Plt 5, Gnr 4)
Larva D	Pilot (Plt 6, Gnr 5)
Tiger Moth A	Pilot (Plt 9, Gnr 7)
	Weapon A (Gnr 6)
	Weapon B (Gnr 7)
	Weapon C (Gnr 5)
	Weapon D (Gnr 4)
	Weapon E (Gnr 6)

### *Elements of Sorcerer Squadron, Yoka-Shan*

Enter map on Turn 3 along edge 4, in areas D and F.

Death Wind A	Pilot (Plt 8, Gnr 7)
	Gunner A (Gnr 7)
Death Wind B	Pilot (Plt 7, Gnr 6)
	Gunner A (Gnr 8)
Hell Bender A	Pilot (Plt 9, Gnr 6)
Hell Bender B	Pilot (Plt 7, Gnr 7)

## Special Rules

The Sorcerers enter the battle on Turn 3. The Yoka-Shan ships may enter the map along edge 4, in areas D and F.

## Victory Conditions

The battle ends after 10 game turns. Total the TPV of all ships killed by each side and give the Terrans an extra 10 point for each surviving Thunder Bird. The side with the highest total wins.

## Battlefield Report

The arriving Warworld forces concentrated their fire on the Tiger Moth and destroyed it. Its destruction took the fight out of the remaining Grubs and they beat a hasty retreat. The hard-pressed House Aramae forces lost a Thunder Bird and had another badly damaged.

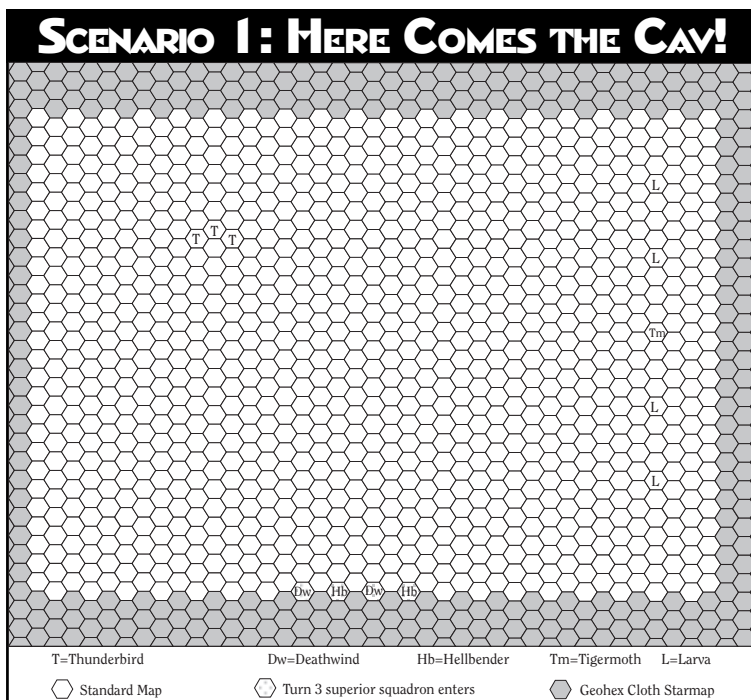
# The Next Millennium

Benders and a civilian yacht, bore a logo he had not seen in over twelve years—the logo of Nebula Mining.

The four newcomers stopped just outside of the ring of fighters. A few tense minutes passed as Fujisa waited, half expecting the encircling fighters to open fire and end his existence. In some ways he would almost welcome it if they did.

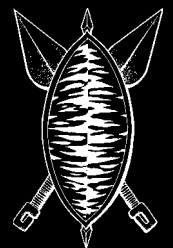
A shuttle launched from the yacht and headed in his direction. He stood and watched it approach.

It came to a stop a few meters from him. A guard motioned to him from the open door. Fujisa clambered over the fighter next to his and



Edge 1

Edge 3

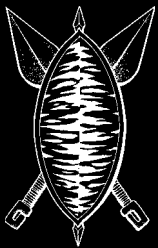


# Silent Death

climbed aboard the shuttle. As he entered the craft unseen hands grabbed him from behind and threw him to the floor. He felt a knee in his back and heard the clank of a gun barrel against the back of his helmet.

The shuttle began its return trip to the yacht, moving up and around in a long, slow arc which gave Fujisa a clear view of his squadron's abandoned fighters below. Once the shuttle was clear, the ships around them opened fire on the Warworld fighters. The shots ripped through the packed ships, sending them tumbling into each other.

Fujisa felt his anger return—whoever was responsible for this was going to pay. As much as he wanted to



## Scenario 2: Knowledge is Power

*"You can never do too much reconnaissance."*

—Gen. George Patton  
PreImp 1947

**Date:** 9:100 AL

**Location:** Near the Grub-infested planet Kosaka

**Situation:** The UNW mounted an operation to recover the Tokugawan planet Kosaka in 9 AL. Prior to the ground assault, it was necessary to determine the strength and locations of the Hatchling defensive batteries. A number of low-level recon runs were made over the planet to obtain this data. As the invasion date neared, the Sorcerers made one of the last runs before the attack and were jumped by the now alerted defenders.

### Forces

#### *Elements of the Sorcerer Squadron, Yoka-Shan*

Setup first in areas A and B using the long map setup.

Thunder Bird A	Pilot (Plt 6, Gnr 6)
Thunder Bird B	Pilot (Plt 7, Gnr 6)
Thunder Bird C	Pilot (Plt 5, Gnr 5)
Thunder Bird D	Pilot (Plt 8, Gnr 7)
Night Hawk A	Pilot (Plt 9, Gnr 7)
Night Hawk B	Pilot (Plt 7, Gnr 8)

#### *Elements of the Shamblers, (Swarm 1201)*

Setup second within 6 hexes of Edge 3.

Larva A	Pilot (Plt 5, Gnr 4)
Larva B	Pilot (Plt 4, Gnr 5)
Larva C	Pilot (Plt 6, Gnr 3)
Larva D	Pilot (Plt 3, Gnr 4)
Shaggai A	Pilot (Plt 6, Gnr 4)
Shaggai B	Pilot (Plt 6, Gnr 6)

### Special Rules

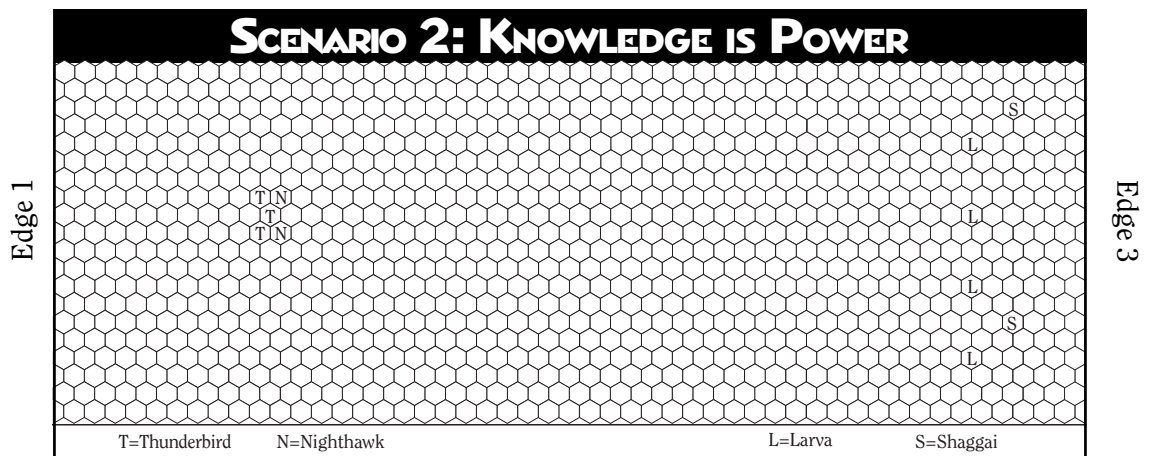
- 1) Long map setup.
- 2) All the Thunder Birds have had their MK 20 torps replaced with recon pods. The pods may be used by moving within 6 hexes of Edge 3 and making a successful lock-on roll.
- 3) The battle takes place just above Kosaka's atmosphere. To reflect this, at the end of each turn the planet's gravity causes all ships, drones, torpedoes, etc. to drift two hexes toward Edge 3. Any object or ship that drifts off the map is considered lost.
- 4) Yoka-Shan ships may exit the map along Edge 1. Once a ship has left the map it may not return to play.

### Victory Conditions

The battle ends when all Warworld craft have left the battlefield or been destroyed. Total the TPV of all ships killed by each side. The Yoka-Shan player receives an additional 20 points for each Thunder Bird that successfully used its recon pod and then exited off Edge 1. The player with the highest total wins.

### Battlefield Report

The battle opened favorably for the Warworlders, who quickly knocked out a Larva. A Thunder Bird was lost to spore moles and then a second was damaged by drones while making its recon pass. The ship's drive was damaged and it was destroyed while trying to escape back to the fleet. The two Thunder Birds that survived gathered sufficient data on the Grub defenses and the Grub batteries were quickly neutralized by the pre-landing bombardment.



# Scenario 3: Training Flight

*"Few men are born brave; many become so through training and force of discipline."*

—*Flavius Vegetius Regnatus*  
*PreImp 378*

**Date:** 9:30 AL

**Location:** Ventnor System, House Moskava space

**Situation:** Late in 8 AL, prospectors discovered significant quantities of heavy metals such as gold and iridium in the asteroid belt of the Ventnor system. Luches Utopia forces, always looking to grab that which is not theirs, entered the system and began a campaign of piracy against the freighters transporting ore from the belt. House Moskava responded by hiring Warworld mercenaries to train its interceptor squadrons and get them up to speed. During one training flight, the Yoka-Shan pilots and their recruits ran into a group Utopian pirates.

## Forces

### *Elements of the Blue Devils, House Moskava*

Setup first in areas C and D.

Kosmos A	Pilot (Plt 3, Gnr 4)
Kosmos B	Pilot (Plt 4, Gnr 2)
Kosmos C	Pilot (Plt 1, Gnr 3)
Kosmos D	Pilot (Plt 3, Gnr 5)
Spirit Rider A	Pilot (Plt 5, Gnr 4)
Spirit Rider B	Pilot (Plt 4, Gnr 3)

### *Elements of uMbonambi (Evil Omen) Squadron, Yoka-Shan*

Setup last in areas A, B, C, and D.

Iwisa A	Pilot (Plt 9, Gnr 7)
Iwisa B	Pilot (Plt 8, Gnr 9)

### *Elements of the Reapers, Luches Utopia*

Setup second in areas G and H.

Sorenson III A	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 5)
Sorenson III B	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 8)
Blizzard A	Pilot (Plt 7, Gnr 5)
Blizzard B	Pilot (Plt 5, Gnr 4)
Blizzard C	Pilot (Plt 6, Gnr 5)
Blizzard D	Pilot (Plt 4, Gnr 4)

## Special Rules

- 1) The pilots of the House Moskava fighters are fresh out of flight school none have been in combat before. They may break and run. Whenever one of these ships suffers a critical hit, roll 1D10 against the pilot's skill. If the roll exceeds the skill, the pilot decides to bug out and heads for the nearest map edge. A retreating fighter will only fire on ships between it and the edge it is attempting to exit by. Once a fighter has left the map it may not return.
- 2) Once a Moskavan fighter exhausts its ammo supply it automatically retreats off the map with no chance of returning.
- 3) The Warworld instructors may attempt to stop their recruits from retreating. At the beginning of each turn an instructor may attempt to rally one fleeing trainee. Roll 1D10 against the instructor's Pilot skill. If the roll is equal to or less than the skill, the selected recruit stops retreating. Unfortunately, the attempt successful or not requires the instructor's full attention and prevents him from firing any weapons that turn.

## Victory Conditions

The battle lasts ten turns. Total the TPV of ships destroyed by each side; Moskavan ships that retreated from battle are counted at half value. The side with the highest total wins.

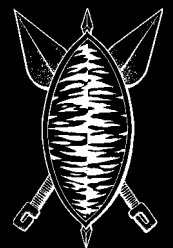
## Battlefield Report

Although a few broke and ran, the majority of the House Moskava pilots gave a good account of themselves. Their Warworld instructors scored a few kills and the Utopians eventually broke off in search of easier prey.

# The Next Millennium

look away, he forced himself to watch as the enemy ships systematically reduced the Wildebeestes' fighters into a twisted mass of jagged metal. Each shot, each explosion, seared itself into Fujisa's mind and fed his growing rage.

The shuttle began to slow. The knee in his back was replaced by a hand grabbing the back of his pressure suit. He was yanked roughly to his feet. Fujisa found himself face to face with the guard which had motioned him into the shuttle. He locked eyes with the man and glared at him. Rather than looking away as Fujisa had hoped, he simply grinned and stared back.

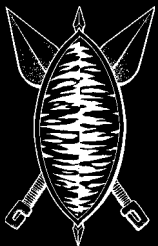


# Silent Death

The shuttle shook slightly as it touched down in the yacht's landing bay. Powerful hydraulic restraints extended from the floor and locked the craft securely in place. The guard in front of Fujisa stepped down into the bay. The as yet unseen guard behind him poked the Warworlder in the back and shoved him forward. He stumbled awkwardly down the steps and landed face down on the bay floor.

Fujisa forced himself to his feet and looked around. Technicians in overalls were already at work servicing the shuttle. He reached up and removed his helmet.

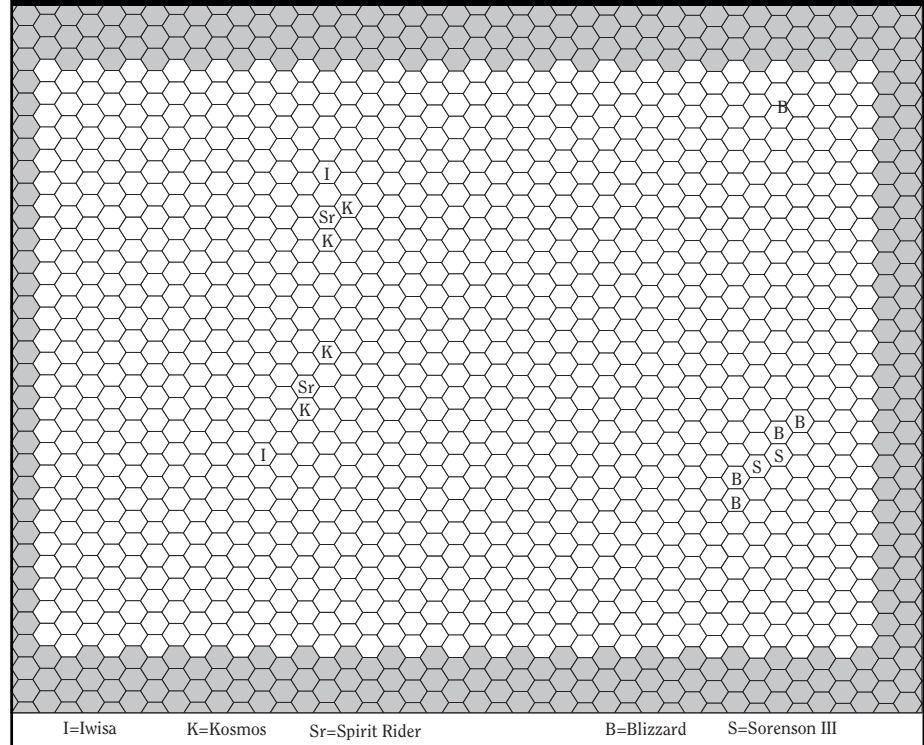
"Welcome, Major Natanga!"



## SCENARIO 3: TRAINING FLIGHT

Edge 1

Edge 3



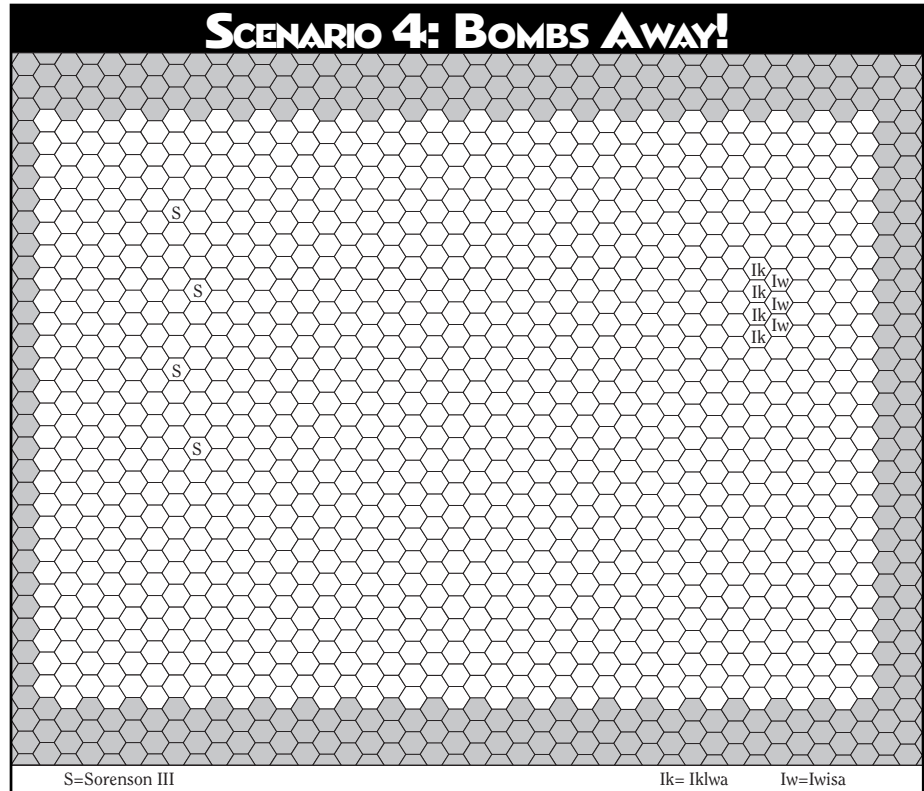
Edge 4

Edge 2

## SCENARIO 4: BOMBS AWAY!

Edge 1

Edge 3



Edge 4



# Scenario 4: Bombs Away!

**Date:** 9:42 AL

**Location:** MineFac 3, Ventnor System

**Situation:** As the fighting in the Ventnor system escalated, the Luches Utopia commanders decided to destroy one of the largest House Moskava mining facilities. They hoped such a serious loss would demoralize the defenders and make them reconsider their position. They didn't know that the Moskavans had already hired the Evil Omen squadron on in more than an advisory role.

## Forces

### *Elements of the Evil Omen Squadron, Yoka-Shan*

Setup first within 6 hexes of Edge 3.

Iklwa A	Pilot (Plt 6, Gnr 5)
Iklwa B	Pilot (Plt 5, Gnr 4)
Iklwa C	Pilot (Plt 5, Gnr 7)
Iklwa D	Pilot (Plt 4, Gnr 4)
Iwisa A	Pilot (Plt 8, Gnr 6)
Iwisa B	Pilot (Plt 5, Gnr 5)
Iwisa C	Pilot (Plt 7, Gnr 4)

### *Elements of the Reapers, Luches Utopia*

Sorenson IIIs setup second in areas A and B. The Blizzards enter the map during the Movement Phase of Turn 3.

Sorenson III A	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 5)
Sorenson III B	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 8)
Sorenson III C	Pilot (Plt 6, Gnr 6) Gunner A (Gnr 5)
Sorenson III D	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 8)
Blizzard A	Pilot (Plt 7, Gnr 5)
Blizzard B	Pilot (Plt 5, Gnr 4)
Blizzard C	Pilot (Plt 6, Gnr 5)
Blizzard D	Pilot (Plt 4, Gnr 4)

## Special Rules

1) The battle takes place over the planet of Ventnor Prime. At the end of each turn the planet's gravity causes all objects on the map to drift one hex in the direction of Edge 3. Any object that drifts off the map is considered destroyed, ground munitions excluded.

2) MineFac 3 is on the surface of Ventnor Prime. The Blizzards' normal torpedo load has been replaced with special ground munitions designed to withstand the heat of reentry into the planet's atmosphere. The munitions may be dropped during the Warhead Launch Phase. Once launched, the bombs travel in a straight line from the front of the firing craft, moving at the end of Movement Phase. The bombs have Drive 5, DV 7, DR 5, and are destroyed when they take 1 point of damage.

3) There is a narrow window in the planet's atmosphere that the bombs must pass through to hit the facility. This is a strip six hexes wide along Edge 3, the strip is centered on the border between areas G and H. Any bombs that leave the playing area through any other edge or any other part of Edge 3 automatically miss the target. Bombs that exit the map through this area hit the mine and do 1D12 All damage. The facility has DR 2 and can take 40 points of damage before being destroyed.

4) Luches Utopia ships may exit off Edge 1. Once a ship has left the map it may not return.

## Victory Conditions

The battle continues until all Luches Utopia ships have exited the map or been destroyed. Add up the TPV of ships destroyed by each side. The Luches Utopia player also receives 2 points for every point of damage inflicted on the mining facility. The player with the highest total wins.

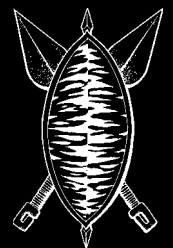
## Battlefield Report

The attack on the facility caught the defenders off-guard and the Utopian fighter sweep scored a few early kills. The Warworlders recovered quickly and were ready when the bombers made their appearance. The Yoka-Shan warriors scored heavily against the light fighters and few were able to drop their ordnance on target. It was an expensive battle for the Evil Omen squadron, but MineFac 3 suffered minimal damage.

# The Next Millennium

Fujisa turned toward the voice. It came from a figure standing on a catwalk above him at the front of the landing bay. The individual was a young man in his early twenties. His features could be described as handsome if not transfigured by the hatred which emanated from him like a palpable force. The man leaned heavily on a highly polished mahogany cane. He was flanked by two men in heavy body armor who carried powerful rail gun assault rifles.

"What the hell is...uhh" began Fujisa. His sentence was cut short by a well-placed rifle butt to the kidney. His vision blurred and he had to swallow hard to keep from vomiting.



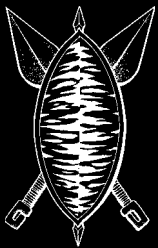
# Silent Death

## Victory Conditions

The battle lasts until all Luches Utopia ships have been destroyed or have left the map. Determine the TPV of ships destroyed by each side. The Luches Utopia player also receives 30 points for each hex of the mining facility that was destroyed. The player with the highest total wins.

## Battlefield Report

The timely arrival of the patrol threw a wrench in the Utopians plans. The concentrated fire from the facility and the patrol fighters forced the attackers to withdraw minus a few ships. Even so, a concentrated torpedo salvo collapsed one of the mining facility's three domes.



# Scenario 5: Claim Jumpers

**Date:** 9:50 AL

**Location:** Asteroid belt, Ventnor System

**Situation:** After the failed attack on MineFac 3, the Luches Utopia forces decided to lower their sights and go after some of the small mining outposts scattered in the system's asteroid belt. One the first attacks of this nature occurred while a joint Yoka-Shan/House Moskava patrol was nearby.

## Forces

### *Elements of the Reapers, Luches Utopia*

Setup first within 3 hexes of Edge 2 and at least 10 hexes from Edges 1 and 3.

Blizzard A	Pilot (Plt 6, Gnr 5)
Blizzard B	Pilot (Plt 7, Gnr 5)
Blizzard C	Pilot (Plt 4, Gnr 3)
Blizzard D	Pilot (Plt 5, Gnr 4)
Glaive A	Pilot (Plt 6, Gnr 6)
	Gunner A (Gnr 8)
Glaive B	Pilot (Plt 5, Gnr 6)
	Gunner A (Gnr 7)

### *Elements of the Evil Omen Squadron, Yoka-Shan*

Enter the map on Edge 1 during the Movement Phase of Turn 2.

Iwisa A	Pilot (Plt 7, Gnr 6)
Iwisa B	Pilot (Plt 5, Gnr 5)
Iklwa A	Pilot (Plt 9, Gnr 7)
Iklwa B	Pilot (Plt 6, Gnr 6)

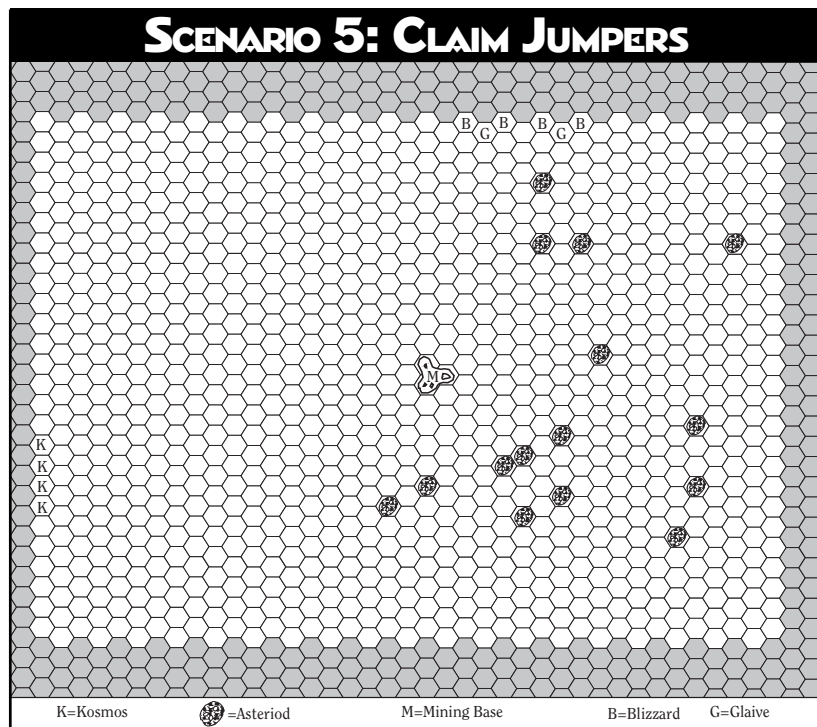
### *Elements of the Blue Devils Squadron, House Moskava*

Setup on Edge 1.

Kosmos A	Pilot (Plt 4, Gnr 5)
Kosmos B	Pilot (Plt 6, Gnr 4)
Kosmos C	Pilot (Plt 5, Gnr 8)
Kosmos D	Pilot (Plt 4, Gnr 3)

## Special Rules

- 1) Place an asteroid field on the map using the standard rules (SDTNM p.79) for placement, but use only 17 asteroid counters.
- 2) Place the three remaining counters in adjacent hexes at the center of the map. These counters represent a single, large asteroid that contains a mining facility. Place a colored marker on each asteroid to represent the facility. Each hex of the mining base has DR 5, can take 30 points of damage, and mounts a twin Splattergun with a 360 degree arc of fire (Gnr 5) Point Defense 1-5 (all). The gun on each section is knocked out when the section has taken 15 points of damage.
- 3) The asteroid field does not drift.
- 4) Luches Utopia ships may exit the map via Edge 3. Once a ship has left the map it may not return.



# Advanced Scenarios

The scenarios in this section use the same optional rules as the earlier scenarios, as well as ships from Sunrunners, Warhounds, and Operation Drydock.

## Scenario I: Wolves in the Flock

**Date:** 10:101 AL

**Location:** Luches Utopia space

**Situation:** As UNW forces entered Utopian space to help combat Swarm 1820, diehard opponents to Utopia membership attempted to sabotage the fragile alliance. Luches Utopia fighters attacked shuttles carrying high-ranking Utopian officers to strategy sessions with their UNW counterparts. Luckily for the officers, they were being escorted by the Warworld Blood Moon squadron.

### Forces

#### *Elements of the Blood Moon Squadron, Yoka-Shan*

Set up second in areas A and B.

Thunder Bird A	Pilot (Plt 8, Gnr 7)
Thunder Bird A	Pilot (Plt 7, Gnr 6)
Thunder Bird A	Pilot (Plt 6, Gnr 6)
Thunder Bird A	Pilot (Plt 5, Gnr 5)
Kraal ECM A	Pilot (Plt 6, Gnr 5)
	Gunner A (Gnr 7)
	Gunner B (Gnr 6)
	Gunner C (Gnr 6)

#### *Elements of 243rd Transport Wing, Luches Utopia*

Set up first in areas A and B.

Shryak Shuttle A	Pilot (Plt 6, Gnr 4)
	Gunner A (Gnr 5)
Shryak Shuttle B	Pilot (Plt 5, Gnr 5)
	Gunner A (Gnr 6)

#### *Elements of the Bloodthirsters, Luches Utopia*

Set up last in areas G and H.

Pharsii II A	Pilot (Plt 6, Gnr 4)
	Gunner A (Gnr 5)
	Gunner B (Gnr 6)
Pharsii II A	Pilot (Plt 5 Gnr 5)
	Gunner A (Gnr 6)
	Gunner B (Gnr 7)
Spirit Rider A	Pilot (Plt 5 Gnr 5)
Spirit Rider B	Pilot (Plt 5 Gnr 5)
Spirit Rider C	Pilot (Plt 5 Gnr 5)
Spirit Rider D	Pilot (Plt 5 Gnr 5)

### Special Rules

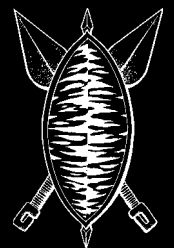
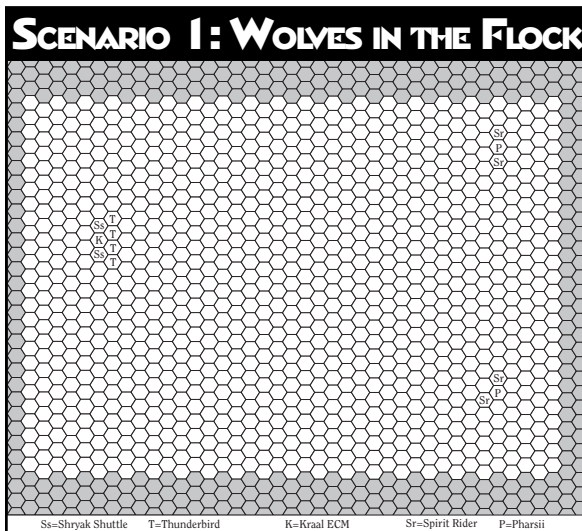
- 1) The Luches Utopia fighters claim to be an added escort for the shuttles. The Warworld player's ships must move at least 5 hexes each turn toward Edge 3 and may not fire until the Luches Utopia fighters open fire or come within 10 hexes of the shuttles.

### Victory Conditions

The battle lasts until both Shryak Shuttles have been destroyed or ten turns have been played. The Luches Utopia player wins immediately if both shuttles are destroyed. If at least one shuttle is still operational at the end of ten turns the Yoka-Shan player wins.

### Battlefield Report

The Bloodthirsters claimed to be an additional escort for the shuttles and got in close before the unsuspecting Warworlders saw through their ruse. One of the shuttles was quickly destroyed in the first volley from the Utopians, but screening from the Kraal and a hot defensive fire from the Thunder Birds kept the second shuttle alive until reinforcements arrived. The Bloodthirsters broke off at that point, but not before losing a Pharsii and two Spirit Riders.



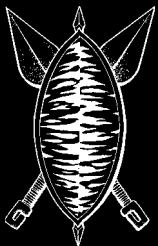
# Silent Death

## Victory Conditions

The battle lasts until no pirates remain on the map. Add up the TPV of ships killed by each side, counting all ships killed by the Corsairs prior to a Death Wind being revealed at half value. The player with the highest total wins.

## Battlefield Report

Confident they would make short work of the freighters' escorts, the pirates attacked immediately. Once the raiders engaged the Jiis, the Death Winds blew their covers and put a salvo of torpedoes into them. Only two pirate fighters escaped the battle alive.



# Scenario 2: Surprise Party

**Date:** 10:123 AL

**Location:** House Carlisle Space

**Situation:** A group of well-organized pirates was preying on merchant ships at the edge of House Carlisle territory. One of the ships destroyed carried Bernard Carlisle, heir to the Carlisle fortune. When house forces were unable to bring the raiders to heel, the Yoka-Shan Warworld was contacted and a squadron was dispatched to take vengeance upon the pirates. Knowing that the raiders would avoid a heavily guarded convoy, the Warworlders disguised some of their fighters as unarmed cargo vessels.

## Forces

### *Elements of the Induna Squadron, Yoka-Shan*

Set up first in areas C & D.

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

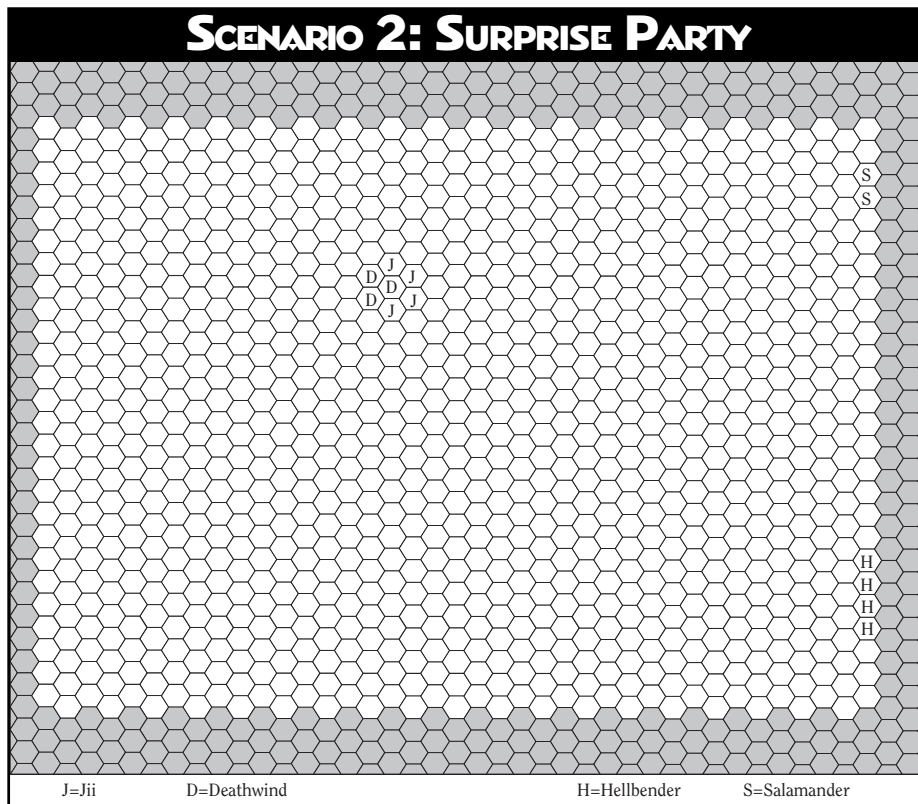
### *Elements of the Corsairs*

Set up second along Edge 3.

Hell Bender A	Pilot (Plt 6, Gnr 5)
Hell Bender B	Pilot (Plt 5, Gnr 4)
Hell Bender C	Pilot (Plt 4, Gnr 7)
Hell Bender D	Pilot (Plt 5, Gnr 6)
Salamander A	Pilot (Plt 6, Gnr 4) Gunner A (Gnr 6)
Salamander B	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 7)

## Special Rules

- 1) The Death Winds have fake hull shells bolted to them that make them appear to be medium freighters from long range. While disguised, the fighters have Drive 8, DV 10, DR 6, turn cost 4, and may not fire any weapons. A disguised fighter may blow the explosive bolts holding the shell in place at the beginning of its turn during the Movement Phase. It may move and fire normally from that point on.
- 2) Close range scans will reveal the hidden ships. Any Corsair ship that moves within 2 hexes of a freighter detects the fighter concealed within.
- 3) The pirates want to take the "unarmed" freighters intact. The Corsair player may not fire on a freighter until the fighter inside has been detected.
- 4) The pirate fighters may not leave the map until a Death Wind has been detected. Once a Death Wind has been revealed, the pirate ships may exit via any map edge.



# Scenario 3: A Worthy Opponent

**Date:** 9:37 AL

**Location:** Velucci System, The Outer Rim

**Situation:** When some enterprising explorers located a large ghost fleet in the Velucci system, they hired the renowned Whistling Spear squadron to safeguard their claim in exchange for a portion of the future salvage. The Yoka-Shan warriors arrived on the scene to find that the Sunrunners had already staked a claim of their own on the shattered hulks. A hard-fought battle for control of the fleet ensued.

## *Elements of the Whistling Spear Squadron, Yoka-Shan*

Set up second in areas G and H.

Iwisa A	Pilot (Plt 7, Gnr 4)
Iwisa B	Pilot (Plt 8, Gnr 5)
Iwisa C	Pilot (Plt 4, Gnr 6)
Iwisa D	Pilot (Plt 5, Gnr 7)
Night Hawk A	Pilot (Plt 6, Gnr 2)
Night Hawk B	Pilot (Plt 9, Gnr 5)
Night Hawk C	Pilot (Plt 3, Gnr 6)
Night Hawk D	Pilot (Plt 6, Gnr 6)
Hell Bender A	Pilot (Plt 7, Gnr 5)
Hell Bender B	Pilot (Plt 6, Gnr 3)

## Forces

### *Elements of the God's Fury Squadron, Sunrunners*

Set up first in areas A and B.

Avenger A	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 6)
Avenger B	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 6)
Avenger C	Pilot (Plt 4, Gnr 4) Gunner A (Gnr 5)
Avenger D	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 9)
Wind Jammer A	Pilot (Plt 6, Gnr 5)
Wind Jammer B	Pilot (Plt 2, Gnr 4)
Wind Jammer C	Pilot (Plt 8, Gnr 6)
Wind Jammer D	Pilot (Plt 9, Gnr 6)
Catastrophe A	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 6) Gunner B (Gnr 8) Gunner C (Gnr 5)

## Special Rules

- 1) Scatter 20 asteroids or unused ships around the map to represent the burnt out ships and debris of the ghost fleet. These ships do not block line of site for targeting, but do 3d6 Low damage to anything moving through them. They do not drift.

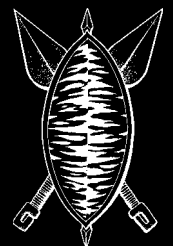
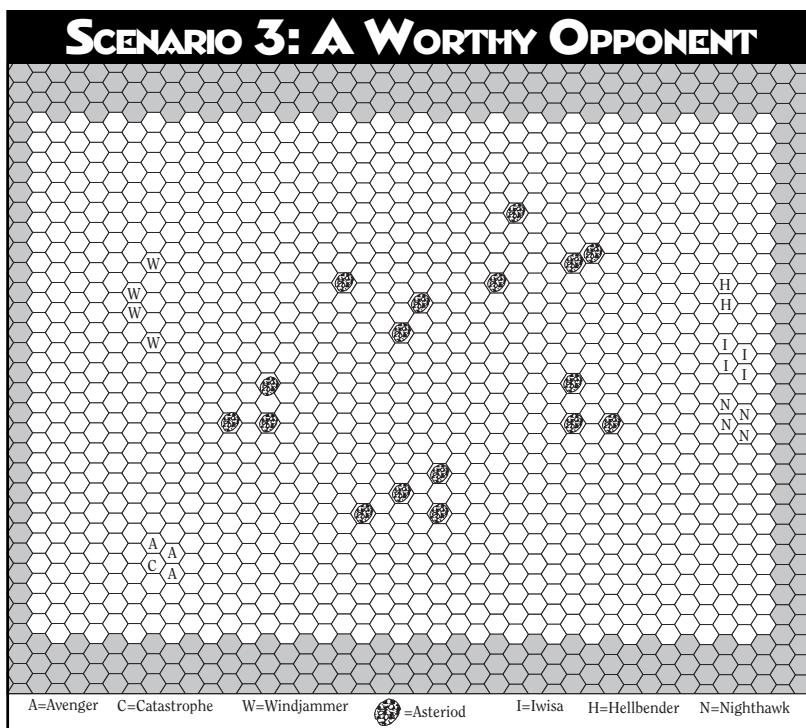
## Victory Conditions

The battle lasts 10 turns. At the end of turn ten, add up the TPV of ships killed by each side. The player with the highest total wins.

# The Next Millennium

## Battlefield Report

Both sides felt they had something to prove and the fighting reflected it. The battle raged for over an hour as the two squadrons played cat-and-mouse among the ships of the ghost fleet. Each side suffered over fifty percent casualties. The Sunrunner commander, realizing that the need to maintain their professional reputation and integrity would not allow the Warworlders to break off the fight, and not wanting to add any more of his ships to the ghost fleet, contacted their commander and arranged a cease-fire. Once the shooting stopped, the Sunrunners saluted their foes and returned to their waiting transports. The Warworlders gave the Sunrunners the salute that they reserved only for respected foes and watched them disappear into the distance with a sigh of relief.



# Silent Death

## Victory Conditions

Nothing matters in this scenario other than the plasma weapon plans. If the shuttle and its lifepod are destroyed, the Yoka-Shan player wins. If either the shuttle or its lifepod land on the Aoshu, the House Colos player wins.

## Scenario 4: Carrier Pigeon

**Date:** 10:101 AL

**Location:** The border of Yoka-Shan territory  
**Situation:** The House Colos gambit in joining the UNW paid off and in 10 AL one of their spies managed to get her hands on schematics for the Warworld's new plasma weapons. She immediately grabbed a shuttle and jumped for the edge of Yoka-Shan space, where a Colosian carrier was waiting for her. A Warworld flotilla gave chase and its fighters caught up to the shuttle minutes before it rendezvoused with the carrier.

### Forces

#### Smuggler Shuttle

Set up first anywhere along the fold at the center of the map.

Shryak Shuttle A Pilot (Plt 9, Gnr 5)

#### Elements of the 292nd Escort Flotilla, House Colos

Set up second anywhere in areas C and D.

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

Set up third within three hexes of Edge 3.

Aoshu A Captain (D6)  
 Pilot (Plt 6)  
 Gunner A (Gnr 7)  
 Gunner B (Gnr 6)  
 Gunner C (Gnr 5)  
 Gunner D (Gnr 6)  
 Gunner E (Gnr 6)  
 Crew F (Gnr 5)  
 Crew G (Gnr 4)

#### Elements of the Red Shield Squadron, Yoka-Shan

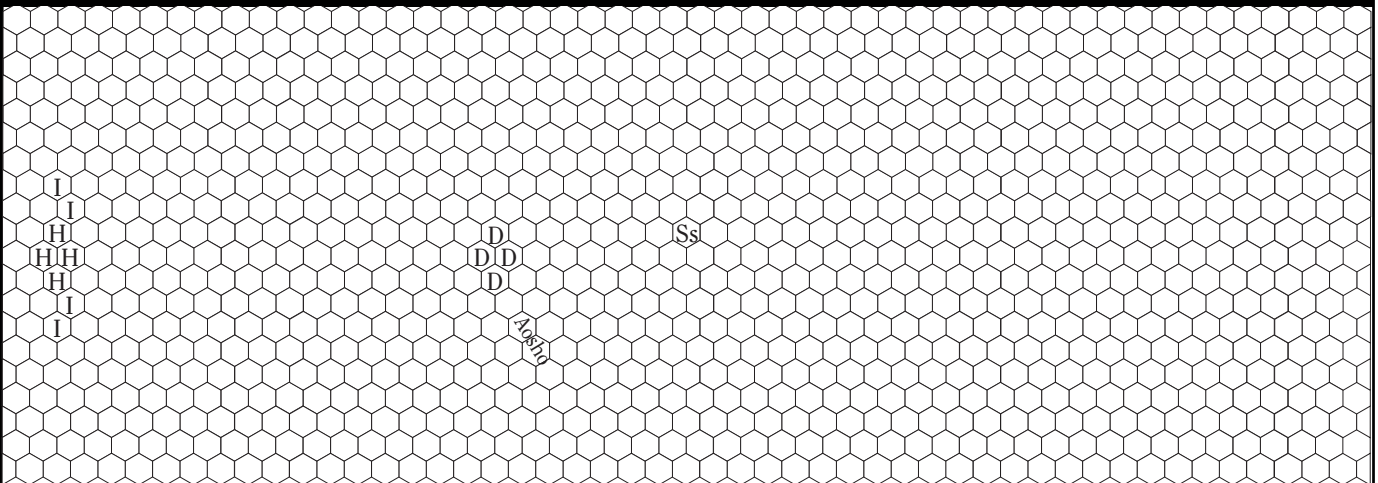
Set up last within three hexes of Edge 1.

Iwisa A Pilot (Plt 9, Gnr 7)  
 Iwisa B Pilot (Plt 8, Gnr 6)  
 Iwisa C Pilot (Plt 7, Gnr 7)  
 Iwisa D Pilot (Plt 6, Gnr 5)  
 Hell Bender II A Pilot (Plt 7, Gnr 6)  
 Gunner (Gnr 7)  
 Hell Bender II B Pilot (Plt 6, Gnr 7)  
 Gunner (Gnr 6)  
 Hell Bender II C Pilot (Plt 6, Gnr 5)  
 Gunner (Gnr 6)  
 Hell Bender II D Pilot (Plt 5, Gnr 4)  
 Gunner (Gnr 5)

### Special Rules

- 1) Use the long map setup.
- 2) This scenario uses the lifepod optional rule. Yoka-Shan warriors would not normally dream of firing on a lifepod, but in this case they have been given explicit orders that the Colosians are not to recover anything from the shuttle. If the shuttle is destroyed and its lifepod deploys successfully, Yoka-Shan forces may target it (but not other pods).
- 3) The lifepod may land on the Aoshu in the same way as a fighter.

## SCENARIO 4: CARRIER PIGEON



H=Hellbender I=Iwisa A=Aoshu D=Deathwind Ss=Shryak Shuttle

# Scenario 5: More Than You Can Chew

**Date:** 8:50 AL

**Location:** House Moskava territory

**Situation:** While on patrol in House Moskava space, a small group of fighters from the Evil Omen squadron encountered some well-equipped pirates. The Warworlders engaged, and the pirates, easily outnumbering the Yoka-Shan fighters, decided to make it a stand-up fight. They didn't realize that the Yoka-Shan fighters were only the lead element of a much larger force.

## Forces

### *Elements of the Evil Omen Squadron, Yoka-Shan*

Set up first in areas E and F.

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

### *Elements of the Star Fiends*

Set up second in areas A and B.

Spirit Rider A	Pilot (Plt 5, Gnr 6)
Spirit Rider B	Pilot (Plt 4, Gnr 4)
Spirit Rider C	Pilot (Plt 5, Gnr 5)
Spirit Rider D	Pilot (Plt 2, Gnr 4)

Salamander A

Salamander B

Megafortress A

Pilot (Plt 6, Gnr 4)  
Gunner A (Gnr 6)  
Pilot (Plt 3, Gnr 5)  
Gunner A (Gnr 5)  
Captain (D6)  
Pilot (Plt 6)  
Gunner A (Gnr 6)  
Gunner B (Gnr 5)  
Gunner C (Gnr 4)  
Gunner D (Gnr 7)  
Gunner E (Gnr 5)  
Crew F (Gnr 6)  
T Crew G (Gnr 4)  
T Crew H (Gnr 5)

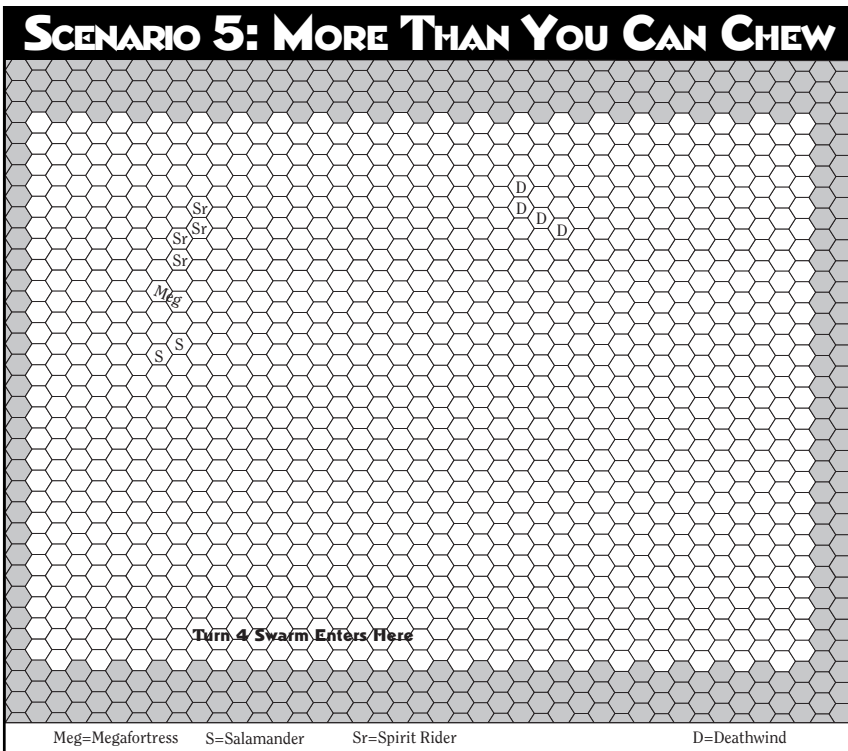
### *Elements of The Swarm, Yoka-Shan*

Enter on Edge 4 on turn 4.

Blizzard A	Pilot (Plt 6, Gnr 7)
Blizzard B	Pilot (Plt 5, Gnr 6)
Blizzard C	Pilot (Plt 4, Gnr 5)
Blizzard D	Pilot (Plt 7, Gnr 5)
Constellation A	Captain (D10) Pilot (Plt 7) Gunner A (Gnr 6) Gunner B (Gnr 5) Gunner C (Gnr 7) Gunner D (Gnr 6) Crew E (Gnr 8) T Crew F (Gnr 5) T Crew G (Gnr 4)

## Special Rules

- 1) The Swarm ships may move onto the map anywhere along Edge during the Turn 4 Movement Phase.
- 2) The Star Fiends player may exit ships off any map edge once the Yoka-Shan reinforcements arrive.



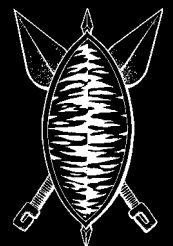
# The Next Millennium

## Victory Conditions

The battle lasts 10 turns or until there are no pirate ships left on the map. Add up the TPV of ships destroyed by each side. The side with the highest total wins.

## Battlefield Report

The Warworld fighters were hard-pressed by the Star Fiends attack, and two of them were destroyed before the remainder of their force arrived. The pirates quickly turned tail and ran once the Constellation made an appearance, but not before the Megafortress had been pounded into scrap metal.



## Mercenary Campaign

The Warworlders' dedication to the art of warfare has made them some of the best warriors in the universe. The rough-and-tumble nature of interstellar politics means that well-trained warriors are a valuable commodity. The warriors of Yoka-Shan hone their skills and make some money at the same time by hiring out as mercenaries.

This section contains rules for recreating a campaign in which Warworld mercenaries played a pivotal role. Each player takes the part of a Yoka-Shan export squadron commander competing for lucrative contracts. As many as four players can play.

### The Setting

This campaign recreates a conflict between House Moskava and the Luches Utopia in 8 AL.

The forces of House Moskava were decimated during the Hatchling War and all but the home system were lost. In the years

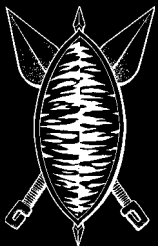
following the war, the Moskavans set about the slow process of rebuilding. Fortunately for them, their home system was not located anywhere of strategic importance and they were able to remain uninvolved in the many conflicts that erupted following the Empire's collapse.

All that changed in 7 AL. Early in the year the Moskavans began their first tentative steps toward reclaiming some of their lost colonies. Scouts were sent to former Moskavan outposts to assess the feasibility of retaking them. The ships sent to the Denebola system made two startling discoveries. The first was that there was no sign of Grub infestation in the system. House Moskava had had only a small presence in the system prior to the war, and the Grubs had evidently just swept through and destroyed the Moskavan outposts without taking any of the planets.

The second find was the discovery of deposits of heavy metals in one of Denebola IV's rings, many of which were vital components in building ship armor and reactor vessels. Possession of these deposits would allow the Moskavan navy to cut its reliance on imported materials and give House Moskava a valuable export commodity. An expedition to establish a mining colony in the system was quickly launched.

It did not take long for the Moskavans secret to get out and the Luches Utopia decided to make a grab for the system. Shortly after the Moskavan mining operations got under way, Utopian ships began staging raids into the Denebola system.

The Moskavan navy could spare few resources from the defense of the home system to defend the miners, so the government, in desperation, turned to the Warworld for assistance. They quickly negotiated an agreement whereby the Moskavans could pay for Yoka-Shan aid with a portion of the mine's production. The Moskavans drew up the necessary contracts and the Yoka-Shan command passed them on to the export squadron commanders for bidding.





## The Contracts

There are six different contracts available. Each is described below and contains the following information:

**Duty:** The location and area of responsibility of the contract holder.

**Description:** A description of the target.

**Minimum Force:** The smallest force needed to fulfill the contract requirements.

**Maximum Payment:** The largest weekly payment the Moskavan government will make to the contract holder.

**Combat Bonus:** The payment bonus the Moskavan government will pay if the contract holder is engaged in combat.

**Enemy Force:** An estimate by House Moskava intelligence of the likely size of an enemy force that engages the target.

### Contract One

**Duty:** Combat Patrol/Training

**Description:** The holder of this contract is responsible for flying combat patrols in the vicinity of Denebola IV and must engage any hostile forces detected. The contract holder's forces will be accompanied on each mission by 2D3 Moskavan fighters for the purpose of tactical instruction in a combat environment (roll for number each weekly turn).

**Minimum Force:** 200 points

**Maximum Payment:** 400 Credits

If it is impossible for the holder of this contract to intercept, the contract is lost.

**Combat Bonus:** 200 credits per surviving Moskavan fighter, plus 10% salvage.

**Enemy Force:** 100 + (2D3 x 100) points or as enemy objective.

### Contract Two

**Duty:** Ring Mining Facility I

**Description:** The holder of this contract is responsible for flying combat patrols in the vicinity of Ring Mining Facility I and engaging all hostile forces within the patrol area.

**Minimum Force:** 300 points

**Maximum Payment:** 600 credits

**Combat Bonus:** 200 credits per undamaged ore processor at the facility, plus 20% salvage.

**Enemy Force:** 200 + (2D4 x 100) points

### Contract Three

**Duty:** Ring Mining Facility 2

**Description:** The holder of this contract is responsible for flying combat patrols in the vicinity of Ring Mining Facility II and engaging all hostile forces within the patrol area.

**Minimum Force:** 400 points

**Maximum Payment:** 800 credits

**Combat Bonus:** 150 credits per undamaged ore processor at the facility, plus 10% salvage.

**Enemy Force:** 300 + (2D4 x 100) points

### Contract Four

**Duty:** Ghost fleet

**Description:** The holder of this contract is responsible for flying combat patrols in the vicinity of the remnants of Task Force Sebring and protecting the salvage operations there from enemy attack.

**Minimum Force:** 300 points

**Maximum Payment:** 600 credits

**Combat Bonus:** 100 credits per surviving salvage ship, plus 10% salvage

**Enemy Force:** 200 + (1D6 x 100) points

### Contract Five

**Duty:** Convoy escort

**Description:** The holder of this contract is responsible for providing a combat escort to all merchant convoys traveling to and from Sebring Station.

**Minimum Force:** 300 points

**Maximum Payment:** 600 credits

**Combat Bonus:** 100 credits per surviving merchant ship, plus 10% salvage.

**Enemy Force:** 300 + (1D6 x 100) points

### Contract Six

**Location:** Sebring Station

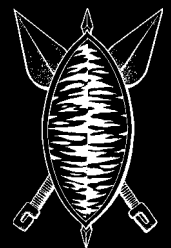
**Description:** The holder of this contract is responsible for flying combat patrols in the vicinity of Sebring Station and engaging all hostile forces that enter the patrol area.

**Minimum Force:** 500 points

**Maximum Payment:** 1000 credits

**Combat Bonus:** 200 credits per operational cargo bay, plus 10% salvage

**Enemy Force:** 300 + (2D4 x 100) points



## Awarding Contracts

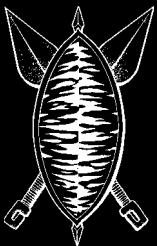
All of the players should look over the contracts and the scenario rules for each one (listed below), and then submit a bid for each contract. Each bid consists of a number of force points and a requested weekly payment. All bids must be valid, i.e. the force points must equal or exceed the minimum force level and the weekly payment may not exceed the max payment listed for each contract. Combat bonuses are non-negotiable and are not part of the bidding process.

Once all the bids are in, place six slips of paper, each marked with a contract number, in a cup. Draw one at random, reveal the bids for the contract drawn, and award the contract to the player with the lowest bid. Repeat this until all contracts have been awarded.

To determine the lowest bidder on each contract, divide each player's weekly payment request by the force level bid (keep fractions). The player with the lowest result gets the contract. In the event of a tie, the player with the highest force level wins. If the result is still even, the tied players may submit revised bids, by increasing their force level or lowering the payment amount. A player may also withdraw his or her bid at this time. Continue this process until one player is awarded the contract.

**Example:** *Jason and Michelle are bidding for the Sebring Station contract. Jason bids 600 points and a 600 credit payment. Michelle bids 500 points and a 500 credit payment. Doing the division gives each a result of 1, a tie. Jason gets the contract because his force level is higher than Michelle's.*

House Moskava has never hired mercenaries before and is reluctant to put all of its eggs in one basket. For this reason no player may be awarded more than three contracts (two, if there are three or more players). Once a player has been awarded his or her maximum number of contracts, all of that player's remaining bids are withdrawn.



If you are playing this campaign with more than three players, it may happen that one or more players does not receive a contract. In this case, these players control the Luches Utopia forces as a team and can win by preventing a Warworld victory.

Note: Although historically, all contracts were awarded to Warworld squadrons, there is no reason why a player could not represent another mercenary group such as the Sunrunners if this is mutually agreeable to all players.

## The Campaign

Once all contracts have been awarded, each player must use the force points bid on the contracts he received to buy ships and crew. These should be recorded on a campaign roster like the one in the center section. The ships for each contract should be recorded on separate rosters.

After everyone has bought their forces, campaign play begins. The campaign is played out in a series of weekly turns until the Luches Utopia gives up or is victorious.

Each campaign turn has the following steps:

### 1. Determine Targets

Roll 1D6 on the target chart below. Add two to the roll on the first turn of the campaign.

Roll	Targets
1-2	1 target
3-5	2 targets
6+	3 targets

Roll 1D6 for each target. The contract location that corresponds to the die roll is a target this turn. Reroll duplicate results; no target may be attacked more than once a turn.

Once the targets have been fixed, consult the contract information and roll the appropriate die to determine the size of the enemy force that is attacking them.

### 2. Combat Patrol

If the Combat Patrol contract is a target this turn, skip this step. The player with the Combat Patrol contract automatically fights a battle against the forces listed in

the contract. It is assumed that the Luches Utopia has launched a fighter sweep to engage them and prevent them from intercepting the other strikes.

If the Combat Patrol is not a target, the player holding this contract must try to intercept any incoming strikes. This requires an interception roll. The difficulty of the roll is equal to 20 minus 1 for every 100 points of enemy forces in the strike. The intercepting player rolls 1D10 plus 1 for every fighter in the combat patrol (escorts count as 5 fighters for this purpose). If the roll is greater than or equal to the difficulty, the combat patrol has detected the incoming strike and is moving to engage. Fight the Combat Patrol scenario against the incoming strike.

When rolling to intercept, the player must roll against the largest strike first, and then the others in descending order. The intercepting player rolls until a strike has been intercepted or all strikes have been rolled against. A player may not refuse to intercept a detected strike. Competition is fierce between Warworld squadrons, but they would never shirk their duty to gain a monetary advantage.

### 3. Fight Battles

After the battle between the combat patrol and an incoming strike is resolved (if any), the other battles are fought in any order. Battles are resolved by playing the scenario associated with each contract. The Luches Utopia forces are played by one of the contract holder's opponents or by the Luches Utopia player if there is one.

The player whose contract location is attacked has the forces he bought earlier to defend the area (minus any unreplaced casualties from earlier turns). The Luches Utopia player may buy forces with the points determined at the start of the turn. If the incoming strike was intercepted by the combat patrol, the Utopian player has only the forces that survived that battle.

Record the value of Utopian ships destroyed in a battle in the space provided on the campaign roster.

Players holding a mining facility contract lose the contract if all mining facilities on the map are destroyed.

### 4. Collect Income

At the conclusion of each battle, the player holding the contract for that location should determine his income for the week and mark it in the income column for that turn on the campaign roster.

Salvage income is determined by multiplying the percentage paid by the value of the Utopian ships destroyed (round down).

### 5. Repairs and Replacements

Once all battles have been resolved, the players can repair or replace damaged and destroyed ships. The Moskavan government will repair up to thirty damage track boxes per contract per week at no charge. Any repairs in excess of this amount must be done at nongovernment facilities and cost BPV divided by # of boxes credits per box repaired. Destroyed fighters cannot be repaired, but they may be replaced by paying credits equal to their TPV.

Once all repairs and replacements have been made, mark the cost (if any) in the expenses column for that turn on the contract roster. Subtract this from the income total for that turn and record the result in the profit/loss column.

House Moskava provides full ammunition reloads for all ships free of charge.

All Moskavan facilities recover 2D10 damage boxes per hex during this step.

### 6. Campaign End

Before beginning another turn, it is necessary to see if the campaign has ended. This happens under the following conditions:

1. Mining Facility I & II are both destroyed.
2. Sebring Station is destroyed.
3. The total value of Luches Utopia ships destroyed in the campaign exceeds 3000 points (this number can be adjusted by mutual consent to adjust the length of the campaign).

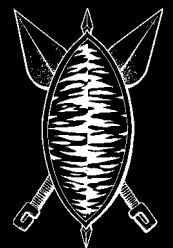
If the campaign ends due to either of the first two events, the Luches Utopia wins.

If the third event triggers the end of the campaign, the Utopia has given up on acquiring the Denebola system. Now you must determine which of the Warworld squadrons is the winner.

# The Next Millennium

## Luches

- Blizzard, Blizzard II, Dart, Hell Bender, Kosmos, Pit Viper, Pit Viper T, Shark, Spirit Rider, Stinger.
- Glaive, Pharsii, Pharsii II, Salamander II, Shryak Shuttle, Shryak Shuttle II, Sorenson II, Sorenson III.
- Epping Prime.
- Aoshu, Constellation, Fletcher, Megafortress, Stingray.



## Victory

The winner of the campaign is the squadron that delivered the biggest bang for the buck. To figure who this was, each player should calculate his or her total profit for the campaign (simply add up the totals in the contract roster profit/loss column for each contract). Divide this number by the total value of the forces the squadron deployed on all contracts.

The player with the highest profit-to-force ratio wins.

**Example:** *At the end of the campaign Jason has a profit of 4200 credits and Michelle has a profit of 5000. Jason had a total of 700 force points deployed on his contracts, dividing his profit by this number gives him a profit-to-force ratio of 6. Michelle deployed 1000 force points. This gives her a profit-to-force ratio of 5. Although Michelle's profit was larger, Jason wins because his squadron was more efficiently run.*

# Contract Scenarios

## Contract Scenario 1: Combat Patrol

**Location:** Near Denebola IV

**Situation:** You have detected incoming Luches Utopia ships and are moving to intercept them.

### Forces

**CAP Squadron:** Setup first in areas A and B using the standard map setup. You have available your contracted forces and 2D3 Moskavan Kosmos, all pilots are Plt 3, Gnr 2

**Luches Utopia:** Setup second in areas G and H. Available forces are determined by target.

### Special Rules

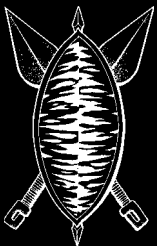
- 1) If the Luches Utopia target is something other than the combat patrol, Utopia ships may exit from Edge 1. Ships that exit may not return, but may continue on to their assigned target.
- 2) After ten turns, the defenders may exit from any map edge. Ships that exit may not return to the map.

### Victory Conditions

The battle ends when one side no longer has any ships on the map.

Surviving Luches Utopia ships continue on to their intended target. All damage and ammunition expenditure carries over into the next scenario. If the Utopia fleet lost more than 60% of its TPV, it aborts its mission and returns home. Do not fight the mission scenario.

The Yoka-Shan player must have ships on the map at the end of the scenario to claim salvage.





## Contract Scenario 2: MineFac I

**Location:** Near Ring Mining Facility I

**Situation:** Luches Utopia ships are about to attack the facility. You must stop them.

### Forces

**Mercenary Squadron:** The defending forces may set up anywhere within areas C, D, E, and F. You have available your contracted forces.

Place three markers in adjacent hexes at the center of the map to represent the mining facility. Each marker represents one hub of the station.

**Luches Utopia:** Set up anywhere within 2 hexes of Edges 1 and 3.

### Special Rules

- 1) Each of the station's hubs has DR 3 and can take 50 points of damage.
- 2) Each hub is equipped with a Twin Splattergun on a 360 degree mount. The gunner has Gnr 5. The splattergun is knocked out once the hub takes 20 points of damage.
- 3) Each hub has Point Defense of 1-5 (All).

- 4) Each hub contains an ore processor. The processor is knocked out once a hub takes 25 points of damage.

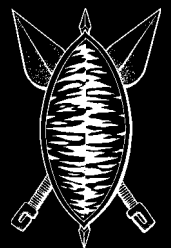
- 5) The Utopian forces begin withdrawing once they have lost 60% of their TPV in casualties or the mining facility is destroyed. All Utopia ships must move as quickly as possible toward the nearest map edge and exit. Once a ship has left the map it may not return.

### Victory Conditions

The battle ends when one side no longer has any ships on the map.

If there are Luches Utopia forces on the map at the end of the battle, the mining facility is automatically destroyed (if this hasn't already happened). The destruction of the facility ends the contract. The Warworld player receives pay for the battle just fought, but receives no further income from this contract for the remainder of the campaign.

If Yoka-Shan controls the map, this player receives salvage pay plus the listed bonus for each functioning ore processor.



## Contract Scenario 3: MineFac II

**Location:** Near Ring Mining Facility II  
**Situation:** Luches Utopia ships are about to attack the facility. You must stop them.

### Forces

**Mercenary Squadron:** The defending forces may set up anywhere within areas C, D, E, and F. You have available your contracted forces.

Place three markers in adjacent hexes at the center of the map to represent the mining facility. Each marker represents one hub of the station.

**Luches Utopia:** Set up anywhere within 2 hexes of Edges 1 and 3.

### Special Rules

- 1) This facility is a more cluttered part of Denebola IV's rings. Place asteroid counters using the normal procedure. Because these asteroids are in the same orbit as the station, they do not drift.
- 2) Each of the station's hubs has DR 3 and can take 50 points of damage.
- 3) Each hub is equipped with a Twin Splattergun on a 360 degree mount. The gunner has Gnr 5. The splattergun is

knocked out once the hub takes 15 points of damage. Point Defense 1-5 (All).

- 4) Each hub contains an ore processor. The processor is knocked out once a hub takes 25 points of damage.
- 5) The Utopian forces begin withdrawing once they have lost 60% of their TPV in casualties or the mining facility is destroyed. All Utopia ships must move as quickly as possible toward the nearest map edge and exit. Once a ship has left the map it may not return.

### Victory Conditions

The battle ends when one side no longer has any ships on the map.

If there are Luches Utopia forces on the map at the end of the battle, the mining facility is automatically destroyed (if this hasn't already happened). The destruction of the facility ends the contract. The Warworld player receives pay for the battle just fought, but receives no further income from this contract for the remainder of the campaign.

If Yoka-Shan controls the map, this player receives salvage pay plus the listed bonus for each functioning ore processor.

## Contract Scenario 4: Ghost Fleet

**Location:** Near the hulks of Task Force Sebring

**Situation:** Luches Utopia ships are trying to disrupt the salvage operations. You must stop them.

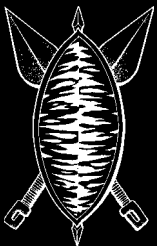
### Forces

**Mercenary Squadron:** Place asteroids and freighters first (see below), then the defending forces may set up anywhere within areas C, D, E, and F. You have available your contracted forces and 1d6 Borax Freighters.

**Luches Utopia:** Set up anywhere within 2 hexes of Edges 1 and 3.

### Special Rules

- 1) Place asteroid counters using the standard procedure. These counters represent the ships of the ghost fleet. They do not drift.
- 2) Once the asteroids are placed, take counters equal to the number of freighters present in the scenario and sprinkle these onto the map in the same way. Each counter needs to be paired up with an asteroid. If a counter lands on an asteroid counter place it in an adjacent hex (defender chooses which). If it lands in a hex adjacent to an asteroid, leave it there. If the counter does not land adjacent to an asteroid move it adjacent to the clos-



est one. If two or more are equidistant, the defender chooses. Defender chooses the arc that faces the asteroid.

Once the counters are positioned, replace them with the appropriate miniatures.

3) The Borax Freighters are the ships of the salvage fleet. Each is tightly tethered to the ship (asteroid counter) it is attempting to salvage. The freighters may not be targeted through the hex containing this counter. The freighters may not move, except for a drive 0 turn.

4) The Utopian forces begin withdrawing once they have lost 60% of their TPV in casualties or all salvage ships have been

destroyed. All Utopia ships must move as quickly as possible toward the nearest map edge and exit. Once a ship has left the map it may not return

## Victory Conditions

The battle ends when one side no longer has any combatant ships on the map. The freighters do not count toward this.

If there are Luches Utopia forces on the map at the end of the battle, any remaining freighters are automatically destroyed.

If Yoka-Shan controls the map, the player receives salvage pay plus the listed bonus for each remaining freighter.

## Contract Scenario 5: Merchant Escort

**Location:** Merchant route near Sebring Station

**Situation:** Luches Utopia ships are attacking the merchant convoy under your protection. Stop them.

### Forces

**Mercenary Squadron:** Use the long map setup. You have available your contracted forces and 1D4+2 Borax Freighters. You setup first anywhere in areas A and B.

**Luches Utopia:** Setup second anywhere in areas E and F.

### Special Rules

- 1) All freighter pilots have Plt 5.
- 2) The Yoka-Shan player may only exit off Edge 3. Ships that exit here have entered the patrol range of the station's fighters and are safe (for the moment).

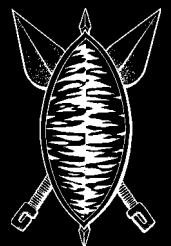
3) The Utopian forces begin withdrawing once they have lost 60% of their TPV in casualties or once all freighters are destroyed. All Utopia ships must move as quickly as possible toward the nearest map edge (with the exception of Edge 3) and exit. Once a ship has left the map it may not return

## Victory Conditions

The battle ends when one side no longer has any combatant ships on the map. The freighters do not count toward this.

Any freighters still on the map after the last Yoka-Shan fighter is destroyed or leaves the map are considered lost.

The Yoka-Shan player receives the listed bonus for each freighter that exits off Edge 3.



## Contract Scenario 6: Sebring Station

Location: The vicinity of Sebring Station

Situation: Luches Utopia ships are attempting to destroy the station. Stop them.

### Forces

Mercenary Squadron: You have available your contracted forces. You setup first anywhere in areas C, D, E, and F.

Luches Utopia: Setup second anywhere within 2 hexes of Edges 1 and 3.

### Special Rules

- 1) Place four markers in adjacent hexes in the center of the map in such a way that each marker is adjacent to at least two others. These represent Sebring Station and its four cargo bays.
- 2) Each cargo bay has DR 4 and can take 100 points of damage. Each is armed with a Twin Splattergun on a 360 degree mount. The gunner for each has Gnr 5. The splatterguns are knocked out once a bay takes 25 points of damage. The cargo bay becomes inoperative once the bay takes 50 points of damage.

3) Yoka-Shan fighters may dock with any operational cargo bay as if it were a hangar bay. Because this is not a military station, reloading ammo takes 2+1D6 turns to complete. If a cargo bay becomes inoperative while a fighter is docked, the fighter is trapped and may not launch.

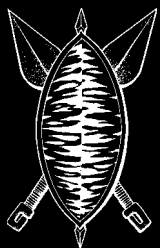
4) The Utopian forces begin withdrawing once they have lost 60% of their TPV in casualties or once all four cargo bays are destroyed. All Utopia ships must move as quickly as possible toward the nearest map edge and exit. Once a ship has left the map it may not return

### Victory Conditions

The battle ends when one side no longer has any ships on the map or the station is destroyed.

The Yoka-Shan player receives the listed bonus for each cargo bay still operational at the end of the battle.

Campaign Roster		
Unit Name:	Insignia:	
Starcraft	Pilots	Gunners





# CONSOLIDATED MASTER CANNON TABLE

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

## Notes

- †—Whenever two of the attack dice roll doubles, multiply base damage delivered by 2.
- §—If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Ignore target's Damage Reduction when resolving a hit.
- ¥—If the attack dice roll triples, the weapon mount overloads and is destroyed. The target is not affected.
- If the attack dice roll doubles or triples, the target takes an additional critical. Also, completely ignore target's Damage Reduction when resolving a hit.
- \*—A missile/spore mole target must be within 10/6 hex range only at the beginning of the Missile/Spore Mole Launch Phase.
- ‡—Low damage is distributed only to the target's Drive damage boxes, ignoring Damage Reduction value.
- Δ—Low damage indicates the number of crewman killed in the target vessel. No hits are inflicted on the Damage Track.
- ∂—May hit all torps in one hex targeting one ship, if at short range.
- ∞—If the To Hit roll for the Plexar Gun is triples, the firing ship's Defensive Value is reduced by 2.
- Ω—Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.
- Ψ—If the Attack Dice roll triples, weapon may not fire next turn.

## Integrated Escort Weapon Table

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

\* May never fire at targets moving faster than 13.



# ALL IN A DAY'S WORK

*Joy and bloodlust coursed through Drascal's body as the Jii seemed to explode an instant before his torpedoes hit. That joy turned to fear as his torps impacted with a fiery sphere of plasma, doing no damage to the ship within. He opened fire with his Ion Ram and missed. "They have some kind of plaz-screening," he thought, as panic welled up within him. "I can't target through that ..."* His thought, ship, and body were shattered as giant shell of plasma erupted out from the enshrouded Jii...

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