

SILENT DEATH™

HOUSE



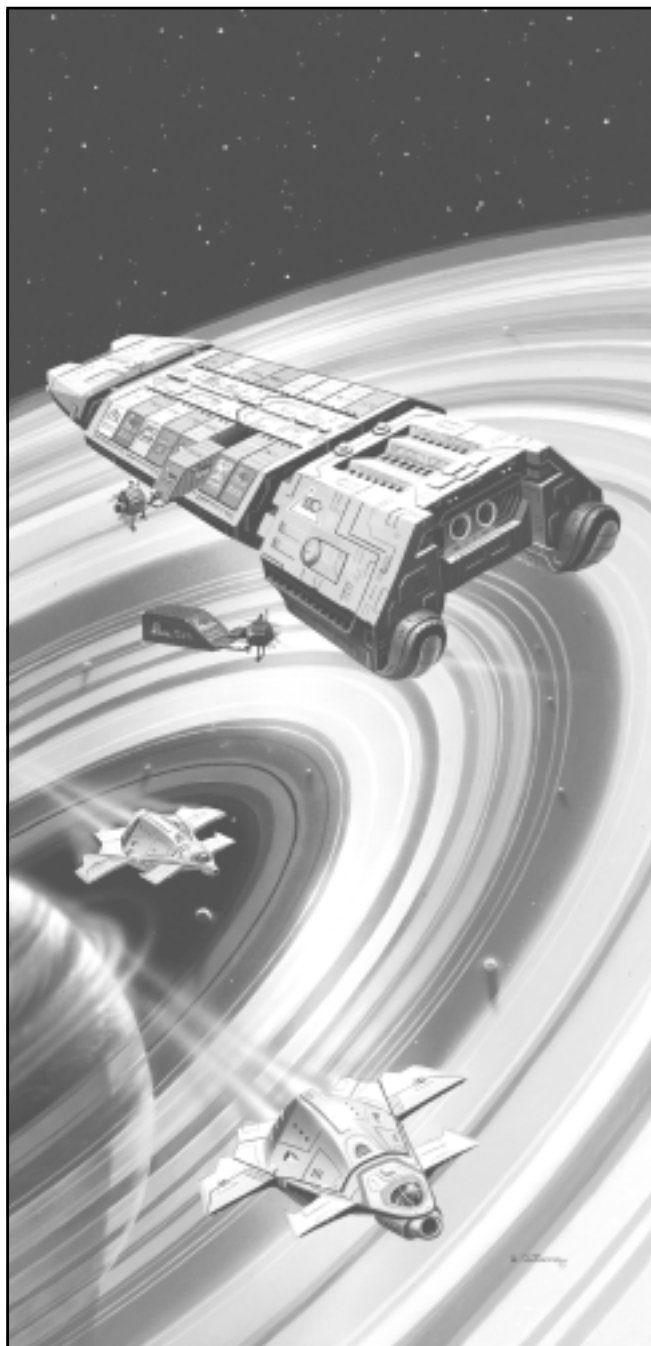
KASHMIRE COMMONWEALTH™



A sourcebook for Silent Death extending the reach of the Commonwealth.

Kashmere Commonwealth™

The Next Millennium



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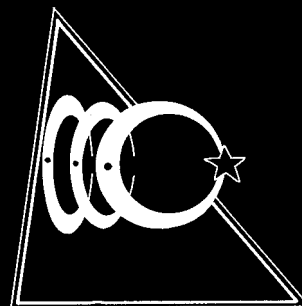
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Silent Death

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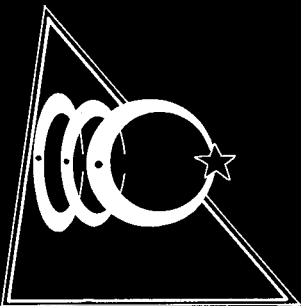
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Introduction

The Kashmere Commonwealth began its evolution into the power it is today during the days of the Terran Federated Democracy. Originally, the Commonwealth consisted of many different corporations acting in their own self-interest, often in direct competition with each other. Amid this chaos, a band of investors with ties to the subcontinent of India, calling themselves the Kashmere Investment Company, gradually purchased shares of numerous shipping companies, using their personal accounts to alleviate suspicion. None of the corporations took notice when a dozen new stockholders appeared, even though they each owned a respectable share of the company.

With the subtle stock purchase complete, the members of the Kashmere Investment Company, led by the financial wizard Majid Kashmere, sold all of their shares to the investment company itself, thus granting it immediate control of the largest corporations in the galaxy. Majid Kashmere moved in and named himself to the board of directors of all of the owned corporations, thus creating the largest company the galaxy had ever known. The Kashmere Investment Company then negotiated with various producers, securing many bulk-rate discounts. While the quality of these products was barely adequate, the company purchased millions of units and placed the Kashmere label on

them, thus building a stock of goods they could sell to newly established markets until better manufacturers hired the company to ship their goods.

Swift changes occurred in the new company. The board members of the Kashmere Investment Company voted to dissolve the investment company and replace it with the Kashmere Corporation, headed by themselves. The company instituted a company-wide standardization program to create uniform production technology, and cannibalized any subsidiary of the Kashmere Corporation not immediately profitable. A low tolerance for failure minimized the normal cultural conflicts a merger incurs and quickly returned production to the levels before the purchase of the corporations. The quest for profit brought the disparate groups together. Religious, cultural, and historical influence (even from India itself) all slowly faded into the background as the Kashmeri focused solely on making money.

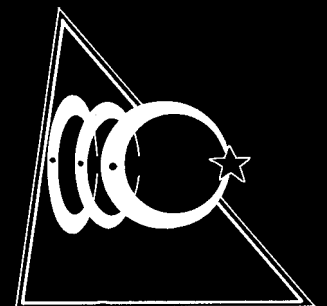
Having secured a massive shipping organization, Majid focused on opening new markets to Kashmeri ships. Majid used the expansion of the Federation to the Kashmere Corporation's advantage: whenever a colony ship launched to settle a new planet, a Kashmeri freighter followed close behind, to set up a usable spaceport and retail outlet. Glad to have a continuous supply of goods, even if they were marginal in quality, the new colonists welcomed the Kashmeri transports with open wallets.

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A Day in the Life

Darkness. That was the worst thing about being a Marut pilot inside a Yama. Pilot Lyle DuFriend hated that moment before being sent into battle. The carrier bay inside the Yama was cramped to say the least, and when battle looked imminent, the lights went out. Lyle just sat in his cockpit, ears straining to hear the battle raging outside. He kept his eye on the blinking red light near the bay's door. As soon as it winked to green, he would stab the launch button and deal with the pirates outside.

Lyle could feel the Yama's guns, still within their concealed housings, tracking the



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pirates. The Yama's pilot had to choose just the right moment to reveal the weapons, for surprise was the Yama's best asset. The red light kept blinking. Lyle's radio came to life. "Prepare for impact," was all the pilot said. That was followed by a string of muffled explosions off the port bow. Lyle was jerked around inside his cockpit by the explosions. Looking up, he watched the red light change to yellow. Time to begin his pre-flight.

Lyle's fingers danced over the controls of his Marut, the Red Dawn. He enjoyed flying this fighter, for although it was small, it had a large engine and powerful cannon. Lyle powered up the fighter's reactor, and



Not only did Majid's plan gain the Kashmere Corporation a closed market for a time, it also gave them control of the new colony's spaceport. Thereafter, the Kashmere could charge and collect landing fees, rent, tariffs, and other moneys from future businesses coming into the new colony. Using this process of "ship-chasing," the Kashmere Corporation expanded quickly and profitably.

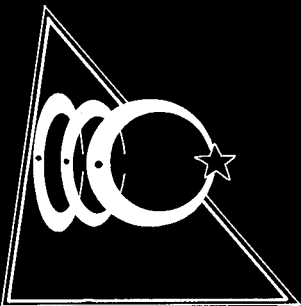
The Kashmere Corporation constantly looked for new companies to purchase. When such a company appeared, the board voted to determine if the new company would continue to exist as a subsidiary of the Kashmere Corporation, or if its valuable assets would be stripped and redistributed. Each new company added to the Corporation brought a new corporate culture with it. Soon, every branch had its own distinct culture. As long as the culture did not interfere with the profitability of the branch, the corporation allowed it to continue.

The Federation continued expanding and the Kashmeri expanded with it. Each investment of a new spaceport paid off in less than a year, allowing the corporation to reap great profits. Since many of the new colonies were mining colonies on mineral-rich planets, the Kashmere Corporation negotiated good prices on raw materials by eliminating transport costs and granting discounts on Kashmeri goods. The mining colonies profited from this agreement, and the Kashmere Corporation had a steady supply of raw materials at discount prices, which it in turn sold to manufacturers at market prices. It seemed like a win-win situation for all involved—at least at first.

The Great Collapse

It did not take long for the Kashmere Corporation to intimately involve itself with many of the outer colonies' economies. Through intense negotiation and pricing contracts, the Kashmeri virtually controlled the prices of many raw materials, and all shipping leaving these outer colonies. While the price to the Kashmere Corporation remained low, the price for raw materials to the Kashmeri's competition climbed steadily.

While the Kashmere Corporation's market share in the isolated outer colonies reached nearly 30 percent, it did not fare quite as well closer to the center of the Federation. Increased competition and bad publicity allowed other companies to take some of Kashmere Corporation's market. On Venus, the location of the Kashmere Corporation's massive headquarters, the Kashmeri market share reached almost 50 percent, because nearly the entire planet working for the corporation. The market share on many of the other core worlds dipped from 11 percent to as low as 5 percent, still a sizable chunk, but not enough to support the staggering Kashmeri bureaucracy. This erosion of sales, resource brokering, and shipping dominance, worried the board of directors. After numerous meetings and myriad suggestions, the board finally reached a decision. The Kashmere Corporation would launch an economic pre-emptive strike.



Overnight, the price of raw materials doubled. Officially, the rim planets claimed that the minerals had dried up after decades, even centuries, of mining. Close examination of mining output in the rim colonies showed otherwise; production even increased slightly during that time. The real reason for the increase in the price of materials was tied directly to the Kashmere Corporation. Since almost all of the rim planet's economies depended on the Kashmeri, it took very little for the Kashmere Corporation to persuade the mines to raise their prices. The Kashmere Corporation merely needed to threaten to pull completely out of the planet, and shut down their starport. While the Kashmeri might lose some income and supply of raw materials, the entire planet's economy would come to a crashing halt. Reduced demand for materials would cause unemployment to skyrocket, which would cause a reduction in planetary production and raised prices. This would lead to massive inflation, prevent most goods from ever being sold and reduce the planet's economy to a barter system.

On only three occasions did the Kashmere Corporation actually leave a planet. In two cases, after only a month of economic disaster, the Corporation returned, at the planet's request. The third planet never recovered as the economic collapse triggered unprecedented social upheaval destroying the entire governmental infrastructure and technological regression.

With the suppliers of raw materials under their control, the Kashmere Corporation easily raised the price of the materials whenever they wished. Because the prices the Kashmeri paid was already set due to exclusive contracts, the raised prices had no effect on Kashmeri production. Within a matter of months, the Kashmere Corporation's economic attack against its competitors succeeded. Many companies went bankrupt, unable to compete with the Kashmere Corporation's lower prices. Those that survived severely scaled back production massively and instituted massive layoffs, reducing the buying power of the general public.

Unfortunately, the Kashmere Corporation's plan succeeded too thoroughly. With so many companies either gone or producing significantly less, fewer people were employed. Since these unemployed people purchased less, sales for all goods, even Kashmeri, dropped. With fewer sales, more companies closed, increasing unemployment and again lowering the number of goods sold. This spiral effect spread quickly across the Federation. After eighteen months of raised material prices, most of the Federation economy crashed. Historians named this the Great Collapse.

The Kashmere Corporation tried to reduce prices of raw materials, hoping to reverse the trend they began, but it was too little, too late. The Kashmere Corporation's involvement angered those who knew the truth. Those who needed someone to blame found the Kashmeri an easy target. Soon, the Kashmere Corporation suffered not only from a shrinking market, but also from violence and sabotage directed against it. To the Kashmere Corporation's dismay, several Kashmeri subsidiaries organized and financed much of the violence and sabotage. This blatant treachery surprised the Kashmeri; they scrambled to enforce punitive measures, disband the offending companies, and expel them from the Corporation.

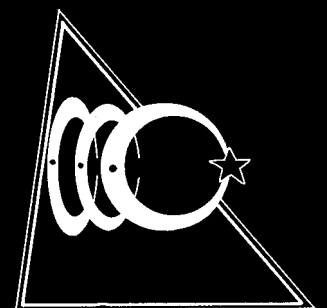
Pirate attacks were uncommon in the Federation, but had occurred often enough to warrant the training of a security force to escort freighter convoys across the starlanes. However, in order to deal with these new threats, the Kashmere Corporation beefed up their security force, forming a separate, but wholly owned company called the Kashmere Protection Company. Initially, the company turned to Yoka-Shan to provide their required equipment and training, but soon the Kashmeri need became too great. On Venus, the Kashmeri built a security training complex and fighter manufacturing yard and produced their own equipment. When the violence increased, the Kashmeri doubled the production of the shipyard and training center. It seemed that every Kashmeri facility, ship, and personnel needed protection from the angry mobs. Airstrikes became common sorties for Kashmere Security pilots, dropping tear gas (and occasionally live bombs) to disperse the crowds. Many pilots and security personnel gained experience that previously was only available during wartime. Unfortunately, there were many more angry mobs than there were security personnel to disperse them. These mobs damaged or destroyed many Kashmeri facilities and killed many employees. Many doubted that the Kashmere Corporation could survive these attacks, several of which were staged by companies formerly owned by the Corporation. These rebellious companies banded together for support and formed House Falkirk. When the Kashmere Corporation officially declared war on House Falkirk, two of the most powerful shipping entities in the Federation squared off in a battle destined to ruin the economic stability of the Federation.

With more of a whimper than a bang, pressured by economic problems and political bickering, the Federation collapsed. Suddenly, survival held more importance than revenge. The chaos of the Federation collapse caused a technological regression, as every major power worried only about survival.

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tested the tracking on his Impulsegun. Checking his torpedo sensors, Lyle found everything to be working correctly. Keeping his eye on the solid yellow light, Lyle was poised for action.

The yellow light flashed to green, and Lyle hit the launch button as hard as he could. The bottom of the carrier bay retracted away, and the Marut shot into space. Immediately, his sensors detected five pirate fighters attacking the convoy. Lyle located his first target and locked his targeting computer on it. Hopefully, the surprise of Lyle's entry would buy him the first shot against the aggressors. Punching the throttle all the way forward, the Marut launched forward.



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Lyle's target was a Death Wind, which had just finished an attack run on one of the convoy's Vishnus and was pulling around for another run. The four Vishnu freighters were putting up an impressive amount of fire from their Pulse Lasers, managing to score a light hit on the Death Wind. The Red Dawn dove underneath all of the freighters' fire and pulled up sharply behind the Death Wind. Immediately, the rear mounted Splatterguns fired at Lyle. Rolling the Red Dawn, Lyle triggered his Impulsegun at the Death Wind as the Splattergun beams streaked past him. The Impulsegun barely hit the medium fighter, blowing a small chunk off of its armor. Lyle pulled off and prepared for a second attack.



Formation of the Commonwealth

The fall of the Federation left systems to fend for themselves. Since the Kashmere Corporation controlled so many planets' economies, the board of directors voted to take political control of any planet with which they had dealings, provided the population desired it. Still stinging from the riots and assaults by the general public, the Kashmere Corporation had to tread lightly into this endeavor, not forcing anyone to do something they did not wish to. The board need not have worried. People desperate for some kind of stability voted overwhelmingly to turn over their planets' governments to the Kashmere Corporation in return for support and protection. The Kashmeri accepted each offer, and became the Kashmere Commonwealth.

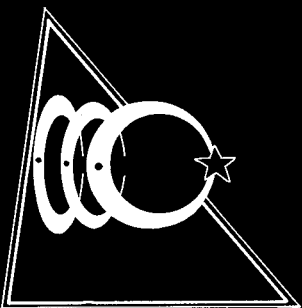
The planets in the Commonwealth had different governments, different laws, and different needs. Rather than try to force all of the planets to adopt the Kashmeri way, the Commonwealth decided to consider the new systems large companies. The Commonwealth allowed each system to continue to operate as it had before, provided that it did not interfere or contradict the Kashmeri standard. With the backing of the Kashmeri, the sys-

tems in the Commonwealth stabilized. The economies grew again, although nowhere near the levels they had previously. Citizens again dared to hope.

This hope was the public relations boom that the Kashmere Commonwealth desperately needed. It did not take long for the attacks against Kashmere Corporation facilities to stop entirely. House Falkirk, sensing a resurgence in Kashmeri popularity, requested an immediate cease-fire, which the Kashmere Corporation board of directors granted.

An Empire Born

The remains of the Federation pushed for a totalitarian government, believing it the only way to rule such a vast amount of space. Not everyone agreed with this course of action; conflicts ensued. The former Federation pulled together all of their warships and built new ones, filling the starlanes. With the might of a massive navy behind it, the Empire was formed.



Life in the Kashmere Commonwealth changed very little during the Empire. Having bartered their way into the new Emperor's court, the Kashmere Commonwealth stood in good favor. The Emperor allowed the Commonwealth to annex many different worlds, provided it delivered reasonable tithes to Terra.

The Kashmere Commonwealth needed to create a permanent presence in the Emperor's court. The Kashmeri established a branch office with the sole purpose of courting favors from various bureaucrats in the Emperor's chambers as well as the Emperor himself. Since most Kashmeri grew up in the massive bureaucracy of the Commonwealth, it was easy for them to work within the new government and gain political power.

Other houses quickly followed the Kashmere Commonwealth's lead and placed "embassies" on Terra. This caused Terra's already considerable real estate costs to sky rocket. It soon became a sign of wealth and prosperity to have your House's embassy close to the Imperial Palace. The closer one got to the palace, the more expensive the housing; the price often tripling from one house to the next. The first to purchase their embassy, the Kashmere Commonwealth had the closest house to the palace, across the street from the House Colos embassy.

While House Colos provided the military might for the Empire, the Kashmere Commonwealth provided the economic knowledge and power. The Emperor and the Senate often asked the Commonwealth's opinion about economics and economic policy; the Commonwealth freely provided it. Of course the new policy always benefited the Commonwealth in some form, be it tax credits, Favored Trader status, or even exclusive port rights. For hundreds of years, the Kashmere Commonwealth set virtually all economic policy, provided it pleased the Emperor.

This was power that the Kashmeri had never before possessed. Manipulating a few planets' economies was nothing compared to manipulating the entire Empire's economy. With this power came great temptations, temptations that would cause the future of the Kashmere Commonwealth to be questioned.

The Hatchlings

The early attacks of the Hatchling concerned the Kashmere Commonwealth more than most of the other major powers. Since the Kashmeri conducted most of the business in the frontier they lost revenue when the Grubs attacked and destroyed a colony. The Kashmeri pleaded with the Emperor to do something about the invasion, but the Emperor thought that mankind had stretched too far already, and was not too concerned if a few frontier colonies were wiped out.

The Kashmere Commonwealth lacked the resources to take on the entire Hatchling fleet, so they prepared disaster recovery plans and distributed them to all of the Kashmeri outposts in the frontier. The Kashmeri negotiated a trade agreement with House Red Star in exchange for assistance in fighting the Brood. House Red Star in turn gathered support from many minor houses. Together, the combined force, with a token fleet from the Empire, repelled the Hatchlings.

The Imperial Civil War

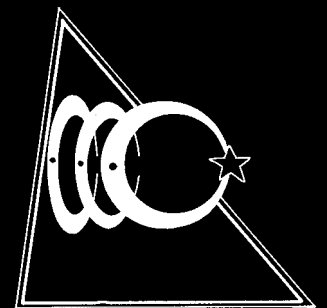
With the Hatchling threat subdued, the Empire succumbed to internal conflict. Wars began all over the empire. Emperor Modestinus III seemed less and less interested in the daily happenings of his empire. With each of the Powers demanding more and more of his time, Modestinus III found controlling his rage difficult. In retaliation for their constant badgering for attention and aid, the Emperor placed sanctions against the Kashmere Commonwealth. At first, the Emperor dismissed the Commonwealth from the Empire, but the shrewd Kashmeri negotiators were able to strike a deal with the him. The Kashmeri agreed to forfeit most of their obvious economic clout, remove the tariffs and taxes, and establish a self-policing entity in exchange for exonerating them of any wrongdoing. The Emperor agreed. The Kashmere Commonwealth formed the Corporate Standards department.

The Andrium Scandal increased tensions in the already fragmenting Empire. The ASP Technocracy and Data Sphere scientists discovered that the Empire had altered andrium's stability, essentially giving the Empire control of space travel. When the Kashmere Commonwealth heard this news, they immediately created plans for their own andrium manufacturing plant near the frontier, to produce the stable andrium. General construction began even though the Kashmeri did not yet possess the knowledge of how to manufacture andrium.

Before the Kashmere Commonwealth could bargain for the secrets of andrium, the Imperial Civil War broke out. The Kashmere Commonwealth attempted to stay neutral, shipping goods and services to both sides, and continued to make profits. War was, after all, good for business. For two years, the Kashmeri sent supplies back and forth to the two sides, helping to fuel the stalemate. The battles raged on as the Kashmere Commonwealth built up its own strength in case the combatants turned on them. Yet it was not the combatants of the Imperial Civil War that the Kashmere Commonwealth needed to fear.

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The Yama revealed its weapons and aimed both its Plazguns at the incoming Glaive. Two white-hot beams streamed across the vacuum and hit the heavy fighter head on. The ship rocked from the impact and then pulled away, nursing its wounds. Lyle could see the entire cockpit had been hit, but the pilot miraculously was still alive. A blast from a Minigun returned Lyle's attention to his own prey, the Death Wind. The Red Dawn's agility helped Lyle avoid any damage from the mass driver. Flying in from the side this time, Lyle triggered his Impulsegun a second time. The green beam shot out of Lyle's ship and impacted directly in the center of the Death Wind. Lyle saw



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a flash of light from underneath Death Wind's left wing. Torpedo! Lyle thought as he pulled his ship into a half-loop and sped away from the homing cylinder to his rear. Lyle was not really worried about the torpedo. The Red Dawn was faster than the torpedo, but while he was maneuvering away from it, the Death Wind could attack one of the freighters.

Lyle triggered his communicator. "This is Red Dawn. I'm being harassed by a torpedo. Request assistance." Hearing a chorus of "Roger" in his helmet, Lyle dove toward the freighters. Hopefully, the gunners on the freighters would be able to knock down the torpedo so Lyle could finish off the

The Return of the Hatchlings

As the first reports of the Grubs arrived at Kashmere City on Venus, the Kashmere Commonwealth immediately reinstated its disaster plan for the relocation of frontier business. The Kashmeri also created a doomsday plan, in the unlikely event that Venus and Kashmere City were to fall. No one believed this would happen, but thoroughness demanded this project. This final doomsday plan would enable the Kashmere Commonwealth to ride out the aftermath of the Hatchling war as smoothly as it did.

As before, all of the Powers banded together to repel the Hatchling hordes. Even the Emperor sent ships and troops to help in the fighting. At first everyone thought it was just another incursion of the frontier that the combined might of the Humans would push back. When Clutchworlds near the core systems awakened, everyone realized that this fight would be different.

One core system after another fell to the Hatchlings. The Kashmere Commonwealth revised its doomsday plan based on actual experience. The Disaster Planning Committee released new versions of the plan on an almost weekly basis. When a Hatchling attack seemed imminent, they transferred funds from one system to another and moved goods to safer sections of the galaxy, usually near the frontier. They even drew up plans for the transfer of power so that even if Kashmere City were to fall, the Kashmere Commonwealth could continue.

When the first Hatchling ship appeared near Mars, the Emperor launched his missile, destroying the Hatchlings in one easy step. While horrified that a holocaustic weapon was created, the Empire was happy that he had destroyed the threat of the Hatchlings.

Not long after, the Empire-and Kashmere City with it-was destroyed by the Brood.

Pirates, Pirates, Everywhere. . .

The fall of the Empire forced many people into a life of thievery and violence just to survive. One crime that received a tremendous boost from these circumstances was piracy. When people needed food, clothes, or some other goods and had no money to pay for it, intercepting shipments was an easy answer.

Anarchy brought with it a technological recession, as every major power scrambled to solidify their holdings. Due to the decentralized nature of the Kashmere Commonwealth, many systems continued, relatively unhindered. Others, however, were not quite as forward thinking and suffered greatly during these lean times. Without money entering these powers' coffers, they could not purchase goods. Although the Kashmere Commonwealth established reasonable credit lines, several minor powers and a few of the major powers decided that it was cheaper to steal what they needed. Thus began the age of pirates and privateers.

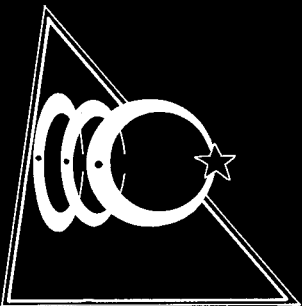
From the fall of the Empire to the establishment of the Twelve's dominance, pirate activity skyrocketed. Some were small gangs trying to eke out a living; others were massive fleets of privateers authorized by a power to prey on their "enemies," (i.e., whomever was conveniently close). The Kashmere Commonwealth, of course, bore the brunt of these pirate attacks and was forced to take a more proactive stance against piracy. Instead of merely protecting convoys and facilities, The intensity of pirate attacks forced the Kashmeri to seek and destroy the pirates' base of operations, instead of merely protecting convoys and facilities. The Kashmeri had not needed to take such actions previously, due to the Empire's aggressive stance against pirates. While the Empire did not completely eliminate piracy, it seriously curtailed pirates' activities.

The Kashmeri Shipyards designed powerful attack craft, gunboats, and eventually the Q-Freighter. The Q-Freighter was the crown jewel of the anti-pirate fleet. From the exterior, the Q-Freighter looked identical to a regular freighter, and was placed into various high-risk convoys. When the pirates attacked, the cargo bays of the Q-Freighter would open up to reveal weapons and occasionally a small fighter. There was little the pirates could do to a point-blank attack from the gunboat-sized Q-Freighters. After a few Q-Freighter operations, the pirate activity against the Kashmere Commonwealth declined.

Although pirate attacks continued against Kashmeri convoys, the Q-Freighter program and the new Kashmeri aggressiveness provided them a much-needed respite. Yet one group of pirates, the Crossed Swords, continued to strike a large number of convoys. These pirates even seemed to know which convoys contained Q-Freighters and which did not. The Kashmere Commonwealth had long suspected that one of their own divisions financed the Crossed Swords, but could not prove anything. However, they kept a close eye on the division's activities.

The Security department fed data from the Crossed Swords' attacks into one of the Kashmere Commonwealth's supercomputers, hoping to discover a pattern. They found one. By checking data logs and file access, they discovered that an entire division of the Kashmere Commonwealth fed information to the Crossed Swords. This came as a shock to the Kashmere Commonwealth's board of directors, since the Commonwealth took great pains to ensure the loyalty of its employees.

The Security department quickly arrested and jailed the main employees involved. Since industrial espionage is akin to treason in the Kashmere Commonwealth, the case was highly publicized. After lengthy deliberation, the Security department selected a jury to try the case. Yet when the security guards went to the spies' cells to bring them to the courtroom, they found all of them dangling in their cells, hanged by nooses made of their own clothing.





Not surprisingly, the the Crossed Swords attacks stopped. The Kashmere Commonwealth took one final step to ensure loyalty in its divisions, which had grown increasingly more rebellious during the anarchy period: two hours after the discovery of the dead spies, Kashmere Commonwealth fighters leveled the entire division's headquarters, as a reminder of where the power in the Kashmere Commonwealth lies.

Rebuilding

The doomsday plan created by the Kashmere Commonwealth transferred the balance of power from Kashmere City to outside the Imperial Core. The Dantar system became the center of the Kashmere Commonwealth's power and Indira Rasneesh was promoted to Director of the Commonwealth and began the task of rebuilding not only the Kashmere Commonwealth, but also the Kashmeri reputation. Director Rasneesh, tired of the contempt that the other houses displayed against the Commonwealth, embarked on a massive public relations campaign to warm feelings toward the Commonwealth. Although on the inside the Kashmeri carried on business as usual, the outside world saw a kinder and gentler Commonwealth.

The Commonwealth had more ships survive the Empire's fall than any other power; most had protected Kashmeri interests rather than engaging in the actual fighting. Most importantly, over half of the massive fleet of Kashmeri freighters survived the Hatchling onslaught. The Kashmere Commonwealth shipped goods again, although only within their system, in only three days following the mysterious hibernation of the Hatchlings. Director Rasneesh established the Reconstruction Credit Program, in which the Kashmeri extended generous credit terms to all but the most untrustworthy, to help rebuild Terran space. In a matter of weeks, the Kashmere Commonwealth's freighters plied the space lanes again, laden with goods.

Director Rasneesh, concerned about reestablishing a good reputation and returning to a sense of normalcy, placed profitability as the Commonwealth's second priority for the first time

in Kashmeri history. For many systems, the sight of a Kashmere Commonwealth freighter in their space port was cause for celebration. Besides providing much needed goods and services, Kashmeri presence also gave hope that everything would turn out all right, that life would return to what it was before the Imperial Civil War. While some still felt the Kashmere Commonwealth was taking advantage of a bad situation, most believed the Commonwealth's intentions were good.

Construction resumed on the andrite plant, which had been halted during the Imperial Civil War; but the secret to producing flawless andrite, as well as more materials to finish the project, eluded the Kashmere scientists.

Conflict With House Colos

Unfortunately, not everyone was as altruistic as the Kashmeri during the rebuilding time. Many houses saw that the wholesale evacuation of planets and loss of ships made for easy expansion of their own houses. First among these was House Colos. Always eager to increase the number of systems under their control, the Colosians sent colony ships out under heavy escort to capture any abandoned planet that seemed useful to them. Since many of the planets targeted by House Colos were resource-laden former Kashmeri planets, this understandably angered the Commonwealth.

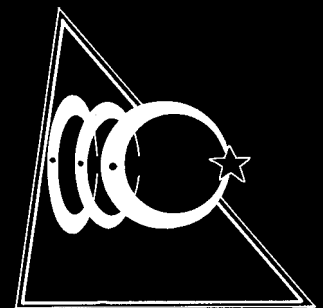
While the Kashmere Commonwealth's military could never equal the power that House Colos had at its command, the Kashmeri had several advantages. First, the Kashmeri did not lose as many ships to the Night Brood as House Colos did. Second, the Kashmere Commonwealth promised discounts to any house that would aid the Commonwealth in repelling those who would take former colonies from their previous owners without compensation.

The Kashmere Commonwealth lost many valuable systems to House Colos before they gained the support of House Red Star and the Sigurd Archdioces. The combined might of the three houses halted House Colos' acquisition of more Kashmeri Systems, although the Colosians still

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Death Wind. A torpedo flew out from the Yama, and swung around towards Lyle. Smiling inside his helmet, Lyle turned closer to the torpedo and pushed the throttle to the limits. The Yama's torpedo and Lyle flew by each other. Behind him, Lyle felt the concussion of the two torpedoes impacting on each other.

"Thanks Mom," Lyle radioed back to the Yama. Checking his sensors, Lyle located his target and sped towards it. Off to his right, he saw the Yama firing the Plazguns at the second Glaive, while one of the convoy's escorts, a Salamander, was being tailed by a second Death Wind. The Salamander's gunner was firing for all he



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was worth to discourage the pirate ship. Two torpedoes launched from the Death Wind, followed closely by the mighty Ion Ram. The Salamander pilot tried to dodge the torpedoes, but one impacted moments after the Ion Ram blast scored a hit. The Salamander exploded in a shower of sparks. Lyle said a quick prayer for the pilot and gunner as he flew up to his target.

Coming in from the side again, Lyle triggered his Impulsegun, hitting behind the pilot. Lyle saw the Death Wind's screens fail as it started swerving to throw off Lyle's aim. One more pass should finish him off, Lyle thought, and pulled the Red Dawn in another half-loop. Lyle lined up his final

took other worlds. Slowly, the remaining houses took sides in the "squatter's rights" debate, but nothing larger than minor border wars erupted.

The Prometheans Cometh

The Kashmere looked on the arrival of the Prometheans as a boon to the Commonwealth. At the very least, the Prometheans were a brand new market to tap into, and they seemed more than willing to establish trade relations and treaties. Taking the typical Kashmeri position of neutrality in any conflict, the Commonwealth deftly avoided siding with either Primates or Draconians. Instead, they arranged mutually beneficial trade agreements with both.

It cannot be denied that the Kashmere Commonwealth paved the way for the Prometheans to enter into Terran society. In appreciation, both the Draconians and Primates assisted the Commonwealth in the completion of the largest andrite manufacturing plant in Terran space. This kept the Kashmere Commonwealth's freighters fueled and able to continually supply the rest of Terran space.

That the Kashmeri arranged the cooperation of two warring races in the building of the andrite plant has shown that peace between the Primates and Draconians is possible. Of course, the fact that both sides received discounted prices for andrite probably helped them swallow their pride and work together.

The Future

The future of the Kashmere Commonwealth is fairly clear; shipping and resource brokering. By reestablishing their trading dominance, the Commonwealth has conquered its greatest threat. They have recently finished a plant for manufacturing Warhounds and bulk freighters, which, when completed, will allow the Kashmeri to ship even more goods than before, and solidify their trading dominance.

The increase of piracy has required the Commonwealth to continually upgrade its military might, even more than before. Always looking for allies to help stem the piratical tide, the Commonwealth has entered into many beneficial agreements with various mercenary companies, especially in the Frontier. The most notable of these agreements is with the mercenary group known as the Sunrunners. Besides providing a supply of scrap to build and repair the Commonwealth's navy, the Sunrunners often protect Kashmeri convoys. The Sunrunners enjoy a constant market for their collected scrap and the money from the contract with the Kashmere Commonwealth.

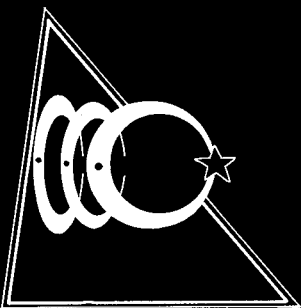
The Kashmere Commonwealth's various branches are stable, although it is still fairly common for a branch to abuse its power. When public opinion sways against a branch, the Public Relations department comes in and quickly purges those in the tainted branch. The Public Relations department issues a follow-up report to the board of directors, generally listing military strikes as "genetic disenfranchisement."



The Corporate Security department ensures compliance with corporate policy from the various branches and seeks to keep all operations running smoothly, even if it needs to physically take over a factory or distribution center. In addition, the department continually combats the numerous pirate attacks against the Commonwealth's freighters. Often, the Corporate Security department will borrow units from the military to stage attacks against suspected pirate bases, and, very rarely, against renegade divisions.

Through the Universal Night Watch, the Kashmeri have improved their relations with the Twelve. Because of huge Kashmeri donations to the project, the Twelve views the Commonwealth as a fervent supporter of the Night Watch. While this is true, the Commonwealth has more interest in opening new marketplaces and finds the relatively neutral atmosphere of the Night Watch the perfect place to start negotiations.

Director Rasneesh has brought the Commonwealth through its darkest hour, and for that she has the respect and support of the massive bureaucracy. Since she did not order attacks on neighboring systems for the sheer benefit of expanding the Commonwealth's borders, she has earned the respect of both her neighbors and the military. It seems that the Kashmere Commonwealth, under Director Rasneesh guidance, is poised to reach its greatest glory.



Political Information

House Colos

Generally speaking, the Kashmere Commonwealth prefers to have positive, or at least neutral, relations with any power. This increases the number of markets the Kashmeri can operate in, which provides greater revenues to the Commonwealth.

Whenever a new power emerges or is “discovered,” the Kashmere Commonwealth immediately sends a trade negotiation team to the system to establish a trade agreement between the Kashmeri and the new power. Most systems have something that the Kashmere Commonwealth can use, and every system can use Kashmeri services. Most of these negotiations go smoothly, since it is a win-win situation for both parties. Occasionally, the new group is xenophobic and shuns the Kashmeri (and everyone else). Other times, the group is deemed untrustworthy and the risk of them violating the trade agreement is too great. In this case, the Kashmeri wish the power the best of luck and return home.

The general trade agreement is a non-mutually exclusive agreement allowing the Kashmere Commonwealth to set up a base of operations in the system and establish a trade route. If necessary, the Kashmere Commonwealth builds or upgrades the system’s spaceport for a reasonable fee. In return, the system will have access to the Kashmere Commonwealth’s massive product shipping fleet and be part of the larger transit starlanes. Many systems which were unknown during the Imperium have grown to major starport proportions by establishing a trade agreement with the Kashmeri.

In dealing with established powers, especially the Twelve, the Kashmere Commonwealth finds it more difficult to keep truly neutral, due to the Commonwealth’s long history and political power. Each of the Twelve and the two Promethean groups are dealt with separately. In the Kashmere Commonwealth, thirteen teams in the Current Affairs department deal with relations between the Commonwealth and the Twelve and the Prometheans. Whenever a question or dispute with one of these powers arises, the appropriate team immediately gives a detailed report describing the current situation as well as previous encounters with the power. From these detailed briefings, the Kashmere Commonwealth determines the appropriate path to follow.

House Colos has a long history. In this history, Colos established itself as a militarily powerful House in much the same way that the Kashmere Commonwealth established itself as a financially powerful House. While the Kashmeri helped establish the Empire’s economic policies, House Colos helped establish the Empire’s military policies. Since military goals and economic goals are rarely similar, the two Houses have butted heads on more than one occasion.

House Colos has attempted to damage the Commonwealth through numerous plots, including using spies to deliver information to pirates and sabotaging Kashmeri cargoes. The Commonwealth has retaliated through trade embargoes and “misplaced” shipments, causing the Colosians to either back down or attempt to find other suppliers. Eventually, House Colos issues a delicately worded apology and trade with the Kashmeri resumes.

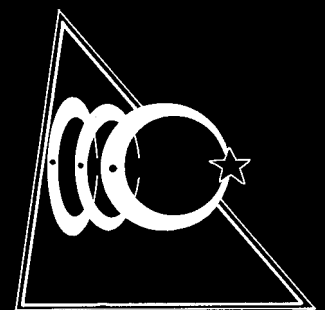
While tensions exist between House Colos and the Kashmere Commonwealth, the Colosians are still excellent customers, and provide too significant a source of income for the Kashmere Commonwealth to outright ban shipments to them. In return, the Colosians find the Kashmeri too reliable and inexpensive to make an embargo against the Kashmere Commonwealth reasonable. This tentative truce has been in effect since the formation of the Empire. Although the two groups often have disagreements, they do not last long. That is not to say that everything is resolved between the two; they both love applying subtle pressure to each other. This is rarely something as blatant as an outright attack, but ships are detained in ports longer than others, occasional information finds its way into the hands of enemies, taxes are slightly higher when one side’s ships enter port, etc. Usually, it is just enough to annoy the other without an outright declaration of hostility.

One thing that House Colos and the Kashmere Commonwealth are diametrically opposed on is the conquering of worlds that the Hatchlings took over. House Colos believes that all abandoned planets are fair game, while the Commonwealth believes that the original owner of the planet should be given first right of refusal to the planet. Neither side will compromise on this issue, and at one point, direct military conflict resulted. It was only through the intervention of House Red Star and the Sigurd Archdiocese that the warfare stopped. Colos has conquered planets very close to Commonwealth holdings; a constant reminder of House Colos’ military might.

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shot and pulled the trigger. Like before, the cockpit lights dimmed slightly as power was drawn from the reactor to power the massive cannon in the Marut’s chin. He saw his shot hit the Death Wind’s side. His vision was then obscured when the entire ship exploded.

Lyle’s elation was quickly interrupted by the blaring “Caution” his computer said over the sound system. Lyle immediately threw his ship into a diving roll while he checked his threat indicator. Lyle cursed himself when he saw ten missiles targeting his ship. Lyle did his best to dodge the incoming missiles, throwing the Red Dawn into various rolls, dives, and climbs. He braced for impact



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as the caution light blinked faster and faster. Right when the missiles were about to impact, Lyle slammed the throttle back as far as it would go, forcing his reverse thrusters to fire at full strength. He flew against his restraints as the artificial gravity tried to compensate for the violent maneuver. Ten missiles streaked past their target and exploded right in front of Lyle. The Red Dawn was peppered with missile shrapnel that disintegrated on the little fighter's screens. Lyle pushed the throttle forward again and the Red Dawn lurched ahead.

Lyle checked his scope, looking for the culprit who had launched the missiles at him. He immedi-



House Red Star

The relationship between House Red Star and the Kashmere Commonwealth is convoluted and complicated. Generally, Red Star dislikes the Kashmeri's desire to accumulate more and more wealth. Since most of the Kashmeri life is dedicated to business, Red Star has a difficult time understanding what motivates the Kashmeri. The Kashmeri as well have a hard time determining what motivates the citizens of Red Star, as they almost disdain wealth. Trade agreements exist between the two groups, but the volume of goods shipped back and forth is moderate.

When the Kashmere Corporation looked for a new base of operations, the people of Red Star, renowned for their terraforming abilities, had just turned Mars into a habitable planet. The Kashmere Corporation immediately hired House Red Star to terraform Venus for the purpose of establishing the new Kashmere Corporation Headquarters there. The Kashmeri respected Red Star's terraforming skill, while Red Star respected the Kashmere Corporation's prompt and accurate payment. The Kashmere Commonwealth has since purchased many terraformed planets from the Red Stars.

Another link between the two groups is a mutual desire to retake their home planets from the Hatchlings. House Red Star has vowed to cleanse Sol of the Grub infestation, and the Kashmere Commonwealth has vowed to assist, hoping to one day return to Venus. To this end the Kashmeri subsidize the Red Star military. It will take many years before the two Houses are prepared to enter the largest and most sensitive group of Clutchworlds, but both sides are patient.

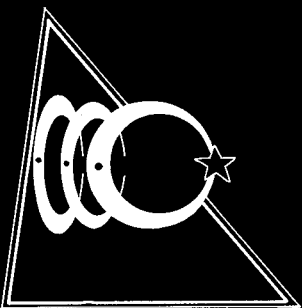
The Kashmere Commonwealth and House Red Star have reached mutual understandings about their differences. Mostly due to their long relationship, the two houses have a generally positive outlook on each other even though they might not approve of everything the other does. Due to the monetary support of the Red Star navy, the Kashmere Commonwealth has a military ally in House Red Star. When it comes to matters of trade, House Red Star has a powerful ally in the Kashmere Commonwealth.

House Tokugawa

Of all of the old powers from the Empire, the Kashmere Corporation has the least contact with House Tokugawa. A marginal trade agreement exists between the two powers, but neither really has anything to provide the other. The Tokugawans refuse to sell their animals on the open market, so they are reduced to selling the animals' by-products to the Kashmeri, who ship them to manufacturers. The Kashmeri, of course, bring goods to the Tokugawans and have established bases of operations in all of the major House Tokugawa holdings, except, of course, in Po Yang.

Where House Tokugawa and the Kashmere Commonwealth completely agree is the reclaiming of planets lost to the Grubs. Like the Primates and others, the Kashmere Commonwealth and House Tokugawa feel that a planet lost during the Hatchling war should still be claimed by the original owner. Since most of House Tokugawa's lost planets were lush paradises, many of the Twelve, including House Colos, covet those lands. Supported by the Draconians, these modern day "sooners" plan attacks on the hibernating Clutchworlds, destroying the Hatchlings and removing their presence from the planet's surface. House Tokugawa violently opposes this practice and attempts to ambush and destroy any such attack fleets headed towards a former Tokugawan planet. The Tokugawan attack force, occasionally supplemented with Kashmeri pilots and ships, must attack these enemy fleets before they enter hyper-space, since no one would willingly conduct a dogfight in space directly above a Clutchworld.

Sharing a common enemy has helped bring House Tokugawa and the Kashmere Commonwealth together. There is minimal trading between the two, but the threat of losing worlds they have claim to has marshaled the two to one common purpose. The Kashmeri hope that one day a larger financial agreement can be reached, but until such a time occurs, the Commonwealth is happy to have another military partner.



Yoka-Shan Warworld

The relationship between the Yoka-Shans and the Kashmeri dates back to the Terran Federated Democracy. When the Kashmere Corporation formed the Kashmere Protection Company, it held trials to determine who would help provide weapons and training to defend the Kashmere Corporation. Following months of tests, the Kashmeri decided on the Yoka-Shan Weapons Company, led by Makhtar Mutumbe. The Kashmere Corporation placed large orders for military equipment and also made some licensing agreements that allowed the Kashmeri to produce Yoko-Shan goods in other companies' factories.

Of course, the Yoko-Shan Warworld eventually became a powerful political entity in its own right, but they did not forget their beginnings. They still have very positive relations with the Kashmere Commonwealth. Both sides have bestowed each other with Most Favored Trader status, granting discounts on goods and reduced tariffs. Consequently, the Kashmere Commonwealth has purchased a significant amount of fighters and other weapons from the Yoka-Shans while providing them with raw materials and other goods necessary for the Warworld's survival.

The Kashmere Commonwealth has been known to hire Yoka-Shan mercenaries when traveling through particularly dangerous territories or when an extra military presence is needed. They have also hired the Yoka-Shan to help collect some significant outstanding debts. Usually just the threat of the Yoka-Shan is enough to make even the most delinquent debtor pay up.

Although the Kashmere Commonwealth has plenty of its own dry docks and ship manufacturing facilities, it often licenses the Yoka-Shan Warworld to produce additional freighters, something the Kashmeri always seem to be in short supply of. In addition, the Yoka-Shan and Kashmeri often train their fighter pilots together, in case the two powers find themselves on the same side of another galactic war. The Kashmere Commonwealth knows that the ability to produce a steady supply of military vehicles is what allows a power to win a war. The Yoka-Shan Warworld realizes that without raw materials being delivered to its manufacturing plant, they could never continue to produce those military vessels. Economics has brought the two powers together in the interest of mutual self-preservation.

Hiberian Freehold

The Hiberian Freehold owes much of its continued existence to the Kashmere Commonwealth. During the Hatchling War, the Night Brood damaged or destroyed most of the Hiberian Freehold. After the war, the Hiberians faced the ominous task of rebuilding their society. With the exception of Eire, all of the Hiberian Freehold planets suffered dam-

age, from minor destruction to planet-wide devastation. The Kashmere Commonwealth was the first to provide aid to the struggling Hiberians. They also established some very generous credit terms for repayment. Through these loans of material and financial goods, the Hiberian Freehold could rebuild.

As soon as they could, the Hiberians repaid their debts, fearing that owing anyone could lead to their eventual enslavement. The Kashmeri gladly accepted their payments and continued to ship goods to the Freehold, even before a trade agreement was established. The flow of Kashmeri Goods into the Hiberian Freehold became a common sight and the Hiberians looked forward to the next shipments.

Almost all dealings between the Hiberians and the Kashmeri are business related. The Hiberians fear that if they owe too many favors to a particular power, the Hiberians could be forced into a position they dislike. When favors are performed for the Hiberian Freehold, such as helpful information finding its way to the appropriate Freeholder, repayment of the favor is almost immediate, in the form of Hiberian Freehold scholarships to any of the Freehold's universities or some tidbit of information gleaned by the Hiberian Intelligence Agency. This way, the Freehold always maintains an even keel with all of the powers.

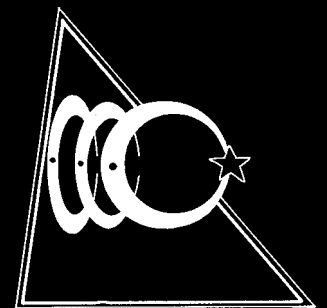
The Kashmere Commonwealth has a healthy respect for the Hiberian Intelligence Agency and does all it can to learn about it. Some of this respect comes from experience, but most of it comes from Commonwealth paranoia that its bureaucracy has been infiltrated by Hiberian spies. Unfortunately for the Kashmeri, this is true. While not looking to sabotage the Kashmeri or steal anything, the Hibernians do feel the need to keep tabs on all of the Twelve as well as the Prometheans. The Hiberian Intelligence Agency has even used the guise of Kashmere traders on some missions, a practice the Kashmeri try to discourage.

To help keep relations solid between the two houses, the Kashmeri often trade information with the Freehold. Since Kashmeri freighters are welcome almost anywhere in the galaxy, the Current Affairs department teaches the freighter pilots to keep their ears and eyes open wherever they are. Given basic training in intelligence gathering, Kashmeri freighter pilots keep tabs on fleet movements, political intrigue, pirate strongholds, and other tidbits of information. The Commonwealth quickly learned that more intelligence could be gathered over a drink at a bar than through generous bribes. While not as advanced or competent as the Hiberian Intelligence Agency, the Kashmeri information network is proficient and spread throughout the galaxy.

Despite the ominous fear of the Hiberian Intelligence Agency, the Hiberian Freehold and the Kashmere Commonwealth have decent, if fairly neutral, relations. Goods are still shipped between the two groups, and business is constantly on the rise. With an increased market share, the Kashmeri are happy. With an increase of goods, the Hiberians are happy. Both sides look forward to continuing their mutually beneficial relationship.

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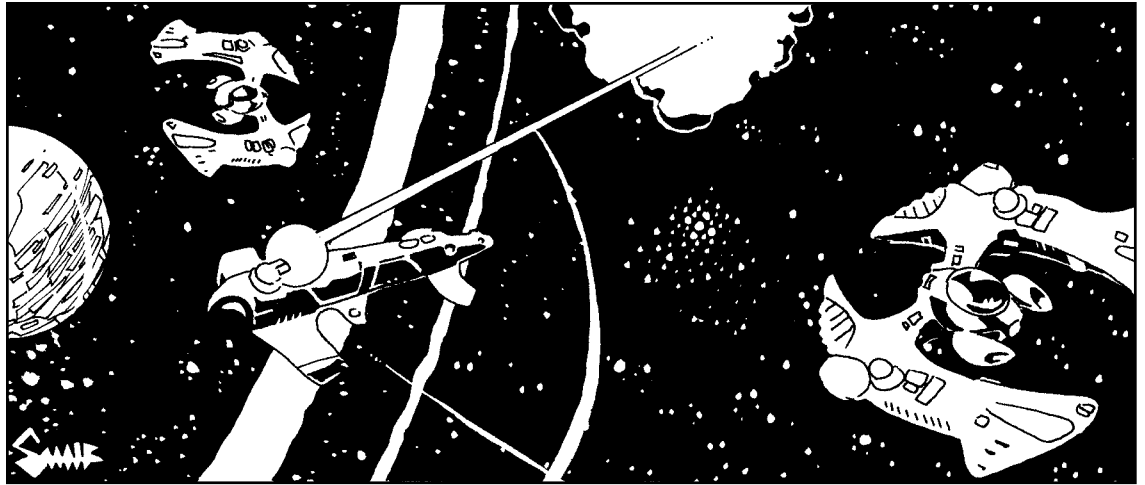
ately saw the Glaive that was turning back toward the freighters, unleashing another spread of missiles at the lumbering ships. Lyle watched the missiles impact on the freighter. One of the cargo bays ruptured and buckled, spewing cargo into the blackness of space like blood from an open wound. Lyle flew towards the Glaive and activated his torpedo targeting computer. Locking on the Glaive, Lyle flew forward, waiting for the optimal time to release. The distance closed, and the Glaive's Splattergun fired, searching for Lyle. He ignored the beams as they fired past, making minor adjustments to his flight path. At the last instant, Lyle



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triggered the torpedoes. Four cylinders flew off the Marut's wing and streaked towards the Glaive. As Lyle pulled away from the Glaive, he saw the pilot activating the point defense system. Dozens of small laser beams shot out from the Glaive in all directions. One torpedo was caught in the hailstorm of laser blasts and exploded before it could reach the fighter. The other three torpedoes sailed into the rear of the Glaive, detonating with an impressive flash of light.

"Your Mother!" Lyle yelled as the Glaive listed to one side, sparks flying out from the remains of the ship's rear. The pilot section of the ship detached as the pilot



ASP Technocracy

The history between the ASP Technocracy and the Kashmere Commonwealth is colorful, to say the least. Besides constant corporate espionage between the two powers, there have been small conflicts and one undeclared war. With the fall of the Empire, the Technocracy and the Commonwealth reached a tenuous agreement, which allows trade to occur between the two although neither side trusts the other.

When the Kashmeri discovered two mineral-rich planets under the Technocracy's control, they negotiated for the purchase of the planets. Unfortunately, the talks broke down quickly. Since the ASPers were not interested in doing business formally, the Kashmeri decided to wage a war on their own terms: economic. The Kashmeri refused to ship any goods from the ASP Technocracy. Although this hurt the Technocracy, it inadvertently caused a minor technological recession.

The recession ended mostly due to the arrival of the Hatchlings. Both sides had more important problems to deal with than the petty war, so they signed a treaty that returned relations to pre-war levels. The Kashmeri are still upset over being dragged into what they consider a useless war, and consequently do not trust the ASP Technocracy at all. Some trading does occur, as the Technocracy has too many important products to ignore, but there is little trust between the two powers. Once the Kashmeri get over their misgivings about the Data Sphere and establish some serious trading agreements, the ASP Technocracy's hi-tech market share may disappear. For this reason, the Technocracy often signs Kashmeri trade agreements, to keep open a distribution channel for ASP goods for another year.

Data Sphere

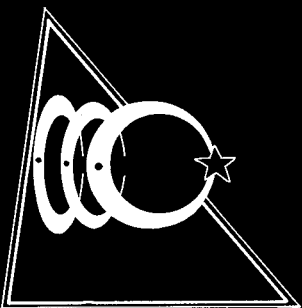
Kashmeri contact with the Data Sphere has been sporadic. The Kashmere Commonwealth is still a little too uncomfortable about dealing with self-aware machines to set up any formal trading agreement. The Data Sphere has little need for Kashmeri

services anyway, so there is almost no trade between the Data Sphere and the Kashmere Commonwealth. At least that is the official Kashmere Commonwealth position.

Some in the massive Kashmeri bureaucracy see the benefit in trade and good relations with the AIs. Some enterprising freighter pilots opened an unofficial trade route to the Data Sphere with a small trickle of Kashmeri freighters entering the AIs' ports. Usually, a freighter will have a destination near the Data Sphere. The freighter will carry some extra cargo that it can sell when it makes a quick stop on the Data Sphere planet. The Kashmere Commonwealth directors are fully aware of these non-sanctioned trade stops, but feel that it is in their best interest to pretend not to notice. This unofficial trade is an excellent way to gauge the AIs' motives and needs.

Another aspect of the official Kashmeri position on the Data Sphere is that it opens a lucrative market for smaller cargo companies and those who set out on their own. More than a few enterprising pilots have made a fortune by running goods to and mostly from the Data Sphere. One such freighter pilot, Jack Furlan, actually has an android first mate called 101. Author A.J. Cutter chronicles the exploits of these two in the pulp holos. While most of their adventures are exaggerated, Furlan and 101 have quite a following—especially in the Kashmere Commonwealth, where rags-to-riches stories are always popular.

Finally, the Kashmere Commonwealth is in the process of negotiating a labor agreement with the Data Sphere. Many of the planets in the Kashmere Commonwealth are completely uninhabitable either due to atmosphere, radiation, or weather patterns. These planets are, however, extremely mineral rich, though it is very costly to send humans to mine them. The Kashmere Commonwealth hopes to enlist Data Sphere labor to mine the planets, giving the Data Sphere a portion of the minerals in return. The AIs have responded favorably to the offer and all that remains is the ironing out of the details. This could signal a new relationship between the AIs and the humans, one based on mutual respect instead of fear.



Sigurd Archdiocese

The Sigurd Archdiocese has become a constant thorn in the side of the Kashmere Commonwealth. At one time they were strong trading partners, but the arrival of the Prometheans is severely hampering positive relations. Due to the Commonwealth's neutral dealings with both Promethean races, the Archdiocese has begun to curtail trade with the Kashmeri. Several cases of "mistaken identity" have already occurred, and three Kashmere convoys transporting goods to either Colos or the Draconians have come under fire.

Not all of the Midgardians feel as strongly as their government. In many of the outlying areas, the Midgardians gladly accept Kashmeri goods or utilize Kashmeri shipping, and trade with their own goods and services as often as possible. Consequently, a large number of freelance freighter pilots make what is called the "Sigurd Run," dodging Sigurd patrols and landing in out-of-the-way places to deliver goods to the eager Midgardians. Usually, it is not a question of these Midgardian's piety, but rather a question of survival.

The Sigurd Archdiocese directs most of its money to the military in preparation for Ragnarok. This leaves little money for agricultural and social programs to raise the standard of Midgardian living. In order to continue to function as a society, many Midgardians need to import goods. While Kashmeri goods are not considered high quality, they are relatively inexpensive and can be bought in very large quantities. So, Kashmeri freighters touch down on Sigurd soil on a regular, albeit clandestine, basis.

While stopping short of declaring outright war on the Kashmere Commonwealth, freighter convoys are sometimes ambushed by "pirates" who spout a lot of Nordic curses. The Sigurd navy may give escort to raiders and point them toward the Commonwealth. Occasionally, the Midgardians have tried to manipulate or even simply hire a third group to attack or otherwise harass Kashmeri shipping.

The Kashmere Commonwealth recognizes that not all who believe in and worship the Norse gods are members of the Sigurd Archdiocese. Thus, there is no official ban on the Church of Odin in the Commonwealth. Church of Odin membership does raise suspicion, however, and while worshippers are not forced to hold meetings in secret, they do try to keep their fellowship from attracting any undue attention. The Commonwealth does its best to avoid being prejudiced against any race or religion, not wanting to close any profitable doors. They will gladly work with a group such as the Sunrunners, for example, who are predominantly devout Norse worshippers.

Unkulunkulu Archipelago

The Unkulunkulu Archipelago is a good customer of the Kashmere Commonwealth. With all of the resorts and other vacation areas to be found in the Archipelago, a steady stream of goods is necessary to keep the guests and tourists happy. Immediately following the end of the Terran-Hatchling war, a trade agreement was signed between the Archipelago and the Commonwealth, providing a steady source of income for both sides. With the influx of refugees, the Archipelago also needed constant shipments of food until their agricultural centers could catch up to the sudden population increase. Generous credit terms were given under Director Rasneesh's Reconstruction Credit Program. In thanks for the credit terms, the Unkulunkulu's threw a giant party for Director Rasneesh and her staff. While this was not the kind of state event that Director Rasneesh was accustomed to, she and her staff enjoyed themselves immensely and a close friendship was formed between Director Rasneesh and President Marley.

The Unkulunkulu promptly repaid their debt to the Kashmeri, not wanting any leverage against their free way of life, and continued the excellent trade relations between the two galactic powers. All affluent Kashmeri take their vacation in the Unkulunkulu Archipelago, which brings plenty of money to the Archipelago. Conversely, the Kashmeri ship almost all out-of-system products available, granting the Commonwealth a lucrative market for its services.

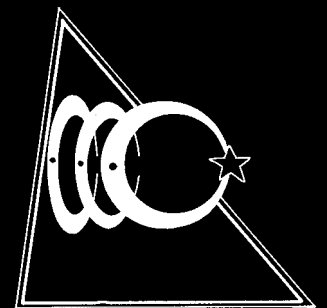
Another section of the Kashmeri population enjoys the Unkulunkulu Archipelago, although for an entirely different reason: privateers. The lack of laws and extradition treaties in the Archipelago makes it a haven for pirates and privateers alike. Many successful Kashmere freelancers have established a base of operations somewhere in the Archipelago. The Unkulunkulus welcome the pirates and privateers with open arms, provided that they agree to help in the defense of the Archipelago if needed. While the Commonwealth frowns on the harboring of pirates, it looks the other way for the Archipelago, because Commonwealth spies posing as privateers use the Archipelago to keep watch for pirates that the Commonwealth wants removed. Due to the close relations between the Archipelago and the Commonwealth, few pirates who actively attack the Kashmeri convoys make their havens in the Archipelago. However, massive amounts of smuggled goods pass through here.

Trade continues to flourish with the Unkulunkulus. Kashmeri convoys constantly stream back and forth between the two systems. Militarily speaking, the Kashmere Commonwealth has promised to send support to the Archipelago if it needs it, but so far the call has never come. The Unkulunkulus are certainly able to take of themselves, but appreciate the offer all the same.

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ejected from the crippled fighter. Moments later, the fighter's reactor went critical, completely destroying the ship.

The Yama kept firing at the remaining Glaive and Death Wind. Speeding away from the convoy, Lyle could appreciate the beauty of all the different weapons firing at the attacking pirates. It was like some perverse fireworks display. Turning the Red Dawn around, Lyle sped back into the fray, locking on to the remaining Death Wind. Triggering the Impulsegun again, Lyle scored a minor hit while dodging the Death Wind's twin Splatterguns. Lyle sped away from the Death Wind, rolling his craft to avoid the continuous streaks of Splattergun fire.



Silent Death

Lyle's hit-and-run tactics took full advantage of the Marut's incredible speed. Fly in and strafe your target and then get out. If Lyle took the Red Dawn into a twisting-and-turning dogfight, chances were pretty good that his ship would get hit, and getting hit was not something the Marut handled well. Pulling another half-loop, Lyle prepared to enter the fight once again.

Striking towards the Death Wind once again, Lyle opened fire with his Impulsegun, as the Yama let loose a spread of missiles at the Death Wind. Lyle missed with his shot, but the missiles flew directly into the pirate fighter. Ten miniature explosions surrounded

Q'raj Void Protectorate

The relationship between the Kashmere Commonwealth and the Q'raj Void Protectorate is one of friendly competition. The Q'raj realize that they could never defeat the massive Commonwealth economically, so they look for places that the Commonwealth cannot provide service as well as the Q'raj and exploit these places. The Commonwealth accepts this tactic and constantly tries to better itself in the services it provides.

The Kashmeri look upon this constant competition between the Protectorate and the Commonwealth favorably, realizing that without competition, the Commonwealth could become settled and stagnant. Having such a competitor forces the Commonwealth to continually scrutinize its practices.

One place that the Commonwealth could never compete in is the mining of raw materials. Due to the make up of the planets in the Protectorate, more minerals could be mined from the Q'raj planets than from Kashmere planets, although the Kashmeri are trying to strike a deal with the Data Sphere to use AIs for mining in inhospitable regions. The Commonwealth purchases a significant amount of raw materials from the Protectorate to supplement its own reserves, and this helps reduce the tension of Q'raj and Kashmeri competition.

One area where the Q'raj and the Kashmeri are not friendly is on the treatment of the Prometheans. The Q'raj have sided with the Primates and completely disdained the Draconians. While the Kashmeri have no great love for the Draconians, they do recognize an untapped market when they see one and immediately started supplying the Draconians with goods. This is a sensitive point between the Q'raj and the Kashmeri-one that neither of them press, for fear of diplomatic relations falling apart.

The future of the relationship of the Kashmere Commonwealth and Q'raj Void Protectorate is uncertain. While both sides are currently satisfied with the status quo, the balance the two have struck is fragile. The Kashmeri keep their assets in the Protectorate as liquid as possible in case of an imme-

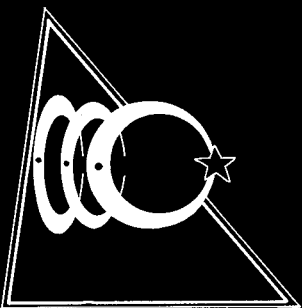
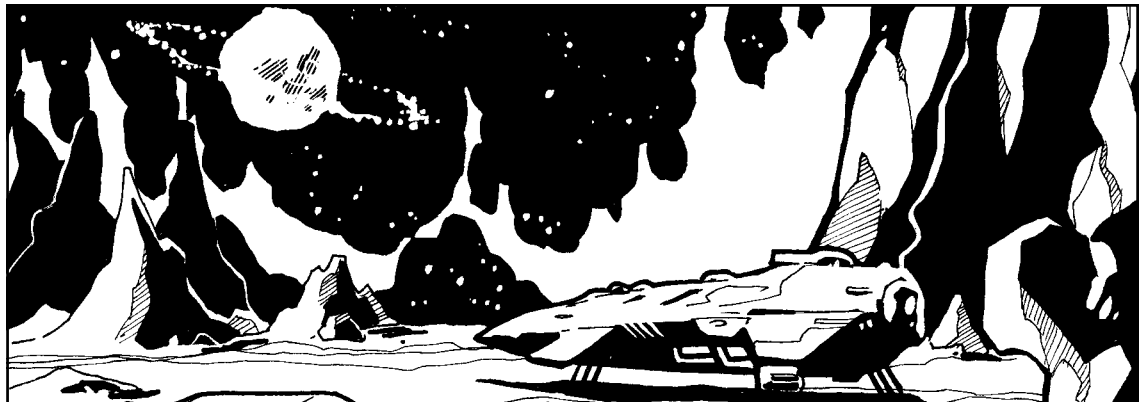
diated pullout. On the other hand, a full plan of increased trade with the Q'raj has also been developed by the Kashmeri in case relations take a turn for the better.

Luches Utopia

Very few trade ships enter the Luches Utopia, let alone an entire trade convoy. When the Utopia was first created, many groups wanted to send humanitarian aid to the struggling colony. The Emperor forbade it, hoping that the Utopians would be unable to support themselves and beg for help. Instead the Utopia gained strength. Once the Empire acknowledged the Utopia's autonomy, the freighters started flying towards it. The hopeful traders found planets of oppressed people where those on top ruled by stepping on those on bottom. More than one freighter pilot found his cargo "confiscated" and he and his crew deported from the planet. Word spread quickly through the trading circles and soon only the most desperate or foolhardy went to the Luches Utopia.

Following the Terran-Hatchling war, the Kashmeri saw their chance to help the people of the Utopia. The Kashmeri sent clandestine care packages to the Underground in hope of helping them overthrow the government. Although it is an uphill battle, the Underground is thankful for the Commonwealth's unofficial aid and makes the best of it.

The Kashmere Commonwealth knows that the Utopians often resort to piracy to supplement their systems' meager production. The Kashmeri have sent many threats to the Luches Utopia ordering them to cease and desist all piratical activity against the Kashmeri or military force will be used against the Utopia. The Utopians generally ignore these threats until a flotilla appears in Utopia space to destroy an outpost, fighter group, or other military target. The Kashmeri try to avoid targeting civilian areas, knowing that the population is largely not responsible for the government's actions. The Utopians are not generally organized enough to stand up to a quick assault by Kashmere navy, so the pirate attacks usually die down for a few months. Eventually, the pirate attacks resume and the Kashmeri stage another military action.



The Kashmeri don't stage a major attack against Luches Utopia because they could not easily afford the expense of such a conflict, nor would it be a quick and easy victory. Aside from a few main population centers Luches space is dotted with many smaller settlements that contain fortified pirate bases. On paper the Kashmere Commonwealth's navy is much more powerful than the Utopia's, but they would find it a lengthy expensive struggle they would not be guaranteed to win. Even if they did emerge victorious, the surviving pirates would flee to other areas, making them unsafe as well.

The Prometheans

The Kashmere Commonwealth is one of the few of the Twelve powerful enough to have remained neutral in the Primate and Draconian conflict. The Primates recognized the economic power that the Kashmere Commonwealth held and was interested in turning that power to its use, or at least against the Draconians. It was the Primates that first suggested assisting the Commonwealth to finish its huge andrite manufacturing plant. The Kashmeri knew an excellent offer when they heard one, but were not prepared to forfeit the Draconian market, as they would have done if they sided with the Primates. To avoid alienating the Draconians, they sent Ramsey Dalton to gain their assistance on the completion of the andrite manufacturing plant. Ramsey gained more than the Commonwealth expected, they immediately offered their assistance and opened numerous trade talks. As a result the Kashmere have the largest Andrite plant in Terran space.

Most of the Kashmere Commonwealth trusts the Primates more than the Draconians, but they refuse to publicly support the Primates for fear of losing access to the Draconian market. The Kashmeri have long suspected that the Draconians support a large number of pirate groups. Were it ever proven that Draconians are indeed supporting pirate activities against the Kashmere Commonwealth, popular opinion and public outcry would force the complete support for the Primates, something the Kashmere bureaucracy is loath to do.

The Draconians are nothing but civil when meeting with representative of the Kashmere Commonwealth. They are open about their motivations and often provide information that the Commonwealth finds extremely useful. This courting helps keep the Kashmere support decidedly neutral and has helped defuse situations involving Draconian piracy. Their open and up-front attitude puts many Kashmeri at ease, but some feel that is just a smoke-screen to hide their true motivations. Either way, the Kashmere Commonwealth is pledged to remaining neutral concerning the Prometheans.

Relationships with both races' representatives have been nothing but polite. The Prometheans accepted the trade agreements that the Kashmere Commonwealth proposed with very little modification; the flow of goods between the Kashmeri and the Prometheans started almost immediately. In exchange for substantial discounts, the Prometheans offered the Kashmere Commonwealth impressive



new technology, including improved starship drives, electronics, and manufacturing processes. Of course, the Prometheans were trading this same technology to others of the Twelve. The Kashmeri did not seem to mind, as they were seeing entirely new markets opening up to which these improvements would provide them access.

One group within the Kashmere Commonwealth feels that the Kashmeri should have nothing to do with either race. This group, called the Isolationists, fears that the Prometheans are merely using the Terrans as proxies in their war, so that few of their races will perish in the fighting. While this group is not part of the Sigurd Archdiocese, a significant number of them are followers of the Norse Pantheon. The Isolationists never take any aggressive action against their government, they merely protest and petition. They hope that soon the people of the Kashmere Commonwealth will grow tired of the Prometheans using them as pawns and force their government to sever all ties with the alien races.

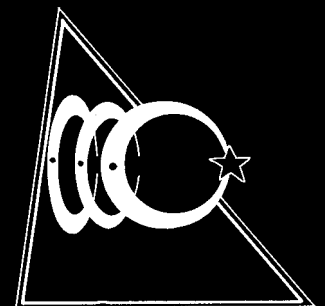
Ultimately, the Kashmere Commonwealth hopes to negotiate a peace accord between the two warring alien races. Whether this is actually possible remains to be seen. It seems that the Prometheans are more interested in establishing new allies than working out their differences. The Commonwealth recognizes this and is concentrating on making the most profit it can before one race defeats the other, or the two races leave the Terran galaxy.

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the Death Wind. It flew through the cloud of destruction, spinning out of control. The pilot and gunner ejected as the fighter left the area of battle, spinning off into the depths of space.

The injured Glaive, seeing the odds against him, wisely turned tail and sped off. Lyle initiated pursuit, but a few well-aimed blasts from the rear Splatter-gun made Lyle keep his distance as the Glaive retreated from battle.

Lyle turned the Red Dawn back towards the convoy, surveying the damage. One of the two Salamander escorts was destroyed and the other one was damaged. Two freighters each lost a cargo bay and one freighter's engines were dam-



Silent Death

aged, causing it to fall out of the convoy formation. The Salamander pulled back to escort the injured freighter while Lyle flew into the middle of the convoy formation. The Yama kept her gun ports open, hopefully to ward off any further pirate attacks.

Lyle settled back into his seat and pulled back the Red Dawn's throttle to keep speed with the convoy. Getting comfortable, Lyle prepared to shepherd the freighters to Epsilon 6. When they landed at Epsilon 6, Lyle would get to paint two more ships on his fighter's side. Just another day in the Q-Force 244th.

Departments of the Kashmere Commonwealth

Despite the differences in the many branches of the Commonwealth, each has departments in common. The Commonwealth requires these departments to be set up by any company wishing to join. They often include representatives installed by the Commonwealth.

The Kashmere Commonwealth divides Terran space into regions, which are subdivided into sectors. Sectors are further divided into territories. Each sector is assigned a branch office, from which representatives of each department handle that sector's business. Each sector is autonomous and could function without continued support from the Commonwealth. This prevents another catastrophic attack by the Night Brood from disrupting shipments too much.

Each territory has whatever departments are needed to function and reports directly to the sector head. The sector head reports all business in his sector to the regional commander, who in turn reports to the Kashmeri headquarters. This is a lengthy chain of command, but it provides the needed decentralization that is the core of the new Kashmere Commonwealth philosophy.

The following are the major departments in the Kashmere Commonwealth.

Public Relations

No department in the entire Kashmere Commonwealth has as much power as the Public Relations department. This department is headquartered on Dantar and rarely has a branch office in any other company. It is this department that is responsible for keeping the Kashmere Commonwealth and its services endeared to the public. To further this end, the department is given carte blanche in operations. Whatever it takes to keep the public happy, the Public Relations department will do. The department trains its members in many different forms of persuasion, ranging from public speaking to firearms training.

Occasionally, the Public Relations department's operations will conflict with the Corporate Standards department. However, the Public Relations department only reports to the Board of Directors, while the Corporate Standards department ultimately reports to the Public Relations department. This has caused some friction between the two departments, but all disagreements are settled peacefully for the good of the Commonwealth.

The Public Relations department is the closest thing the Kashmere Commonwealth has to a secret police force. The members of the department are

highly trained, very successful, and greatly feared. The mere mention of a problem being turned over to the Public Relations department is often enough to have the problem resolved quickly on its own. The department has the full force of the Kashmere Military at its call and will not hesitate to use it if the department feels that the Commonwealth is in any way threatened or compromised.

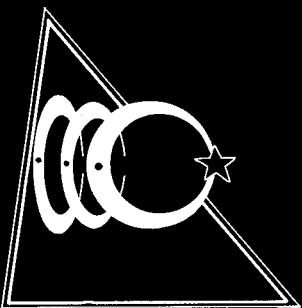
Accounting

The amount of money that goes through the Accounting department every day is staggering, easily more than the total worth of some planets. The Commonwealth charges this department with paying all of the bills generated, collecting all monies owed, and paying all of the salaries for the members of the bureaucracy. Most of the successful members of management start here, for the break-neck pace at which the department operates weeds out those who are not able to keep up.

Security

The Security department is in charge of defending the Kashmere Commonwealth from any external threat of force, be it another house, pirates, unions, or other disruptions of business. It is from here that the Kashmeri Military is organized, trained, and mobilized for the next conflict that erupts. The Security department keeps in close contact with both the House Relations and the Current Affairs departments to stay abreast of any situations that might require their attention. Even if conflicts with other houses never occurred, the Security department would still be busy—thwarting pirate attacks, its most common task.

Located deep within the Kashmere Commonwealth, the Security department's headquarters, the Omega Station, is a massive space station that orbits the planet White Star. Here military command plans its strategy. Inside a large section of the starbase is a towering seventy-foot-tall and three-hundred-foot wide, computer-generated map of known space. Upon this map is every planet known to exist, plus asteroid belts, black holes, worm holes, trade routes established by the Kashmeri Commonwealth, all known pirate activity and bases, fleet movements of the other houses, and, in glowing red, Night Brood attacks and known Clutchworlds. The Security department uses the massive map to calculate attack vectors, route transports, even determine patterns of enemy attacks. From here, the Security department can easily keep an eye on the galaxy.



Current Affairs

The Current Affairs department controls information gathering, analysis, and dissemination. While not as advanced as the Hiberian Freehold, the Kashmere Commonwealth's intelligence network is still very extensive. Since the Commonwealth has freighters running to virtually every system, it is a good use of resources to train the pilots and crew in basic espionage techniques to keep an eye on what is happening in that particular system. Every freighter's log includes any tidbit of information the crew thought was intriguing, even if it did not seem to be that important at the time. The Commonwealth charges the Current Affairs department with analyzing the data and determining if a more focused investigation is warranted.

The Current Affairs department regularly exchanges information with the Hiberian Freehold, especially for information about those few systems that the Commonwealth does not visit. In return, the Hiberian Freehold enjoys the constant supply of information the Kashmeri provide. This is not to say that the two houses share all of their information with each other. In fact, they both spy on one another as much as they do on the other houses.

Diplomatic Branch

The House Relations department is the diplomatic branch of the Kashmere Commonwealth. This department has thirteen major diplomatic teams, one for each house plus one for each Promethean race. This department sends diplomats to various powers to negotiate trade agreements between the Kashmere Commonwealth and the other houses.

Politics is common in the Kashmeri bureaucracy, so those that excel in the House Relations department are often quickly promoted to higher positions. Therefore, the waiting list to transfer into the House Relations department is long and competition is fierce. This helps keep the members of the department aggressive as they negotiate treaties, arrange for credit, make demands, and perform other diplomatic duties.

Purchasing

The Purchasing department concentrates on one thing: buying. The Kashmeri regularly purchase marginal quality goods at large discounts and place the Commonwealth label on them. It is the task of the Purchasing department to buy these goods. In addition, the department also purchases the freighters, military arms, landing rights, and virtually anything else the Kashmere Commonwealth needs. Consequently, all those in the Purchasing department are fierce negotiators. The Kashmeri never pay list price for anything. While many producers dislike having to bow to the Kashmeri's demands, they know that if they secure a contract with the

Commonwealth, their factories will be running at full capacity for the duration. It is not uncommon for those who are successful in the Purchasing department to be promoted to the House Relations department, given the skill in negotiation the Purchasing department cultivates.

Distribution

The Distribution department determines the best method for transporting goods from manufacturer to consumer. The sheer quantities of goods shipped, freighter locations, and consumer demand create one of the largest linear programming problems ever faced. One way the Kashmere Commonwealth deals with this problem is through massive decentralization, breaking Terran Space into small manageable sectors. All Kashmeri shipping in the sector is then controlled by the local Distribution department. It is this decentralization that enables the Kashmere Commonwealth to function with efficiency.

Those in the Distribution department have a reputation for their analytical abilities, being able to determine the optimum route for a particular freighter to travel. This job has become even more demanding since the awakening of the AIs limited the use of computers to generate the necessary equations.

This department functions best during a crisis. If a freighter convoy does not make it to its destination, for whatever reason, the department mobilizes and reroutes much of their traffic to deliver the goods that the colony was expecting with minimal delay. During these times, stress levels are high and the attrition rate in the department triples as people unable to handle the pressure leave. For this reason, the Kashmere Commonwealth compensates the members of the Distribution department quite well.

Corporate Standards

After the Public Relations department, the Corporate Standards department is the most feared. In order to avoid heavy government sanctions, the Kashmere Commonwealth formed the Corporate Standards department during the Imperial Civil War. It is the duty of the Corporate Standards department to make certain that all divisions of the Kashmere Commonwealth conform to corporate standards.

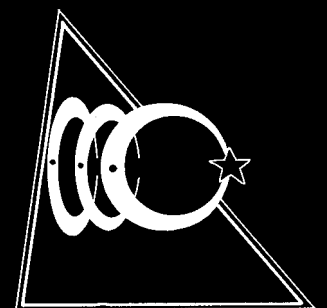
Corporate Standards is a subdivision of the Public Relations department, dealing with any infractions that escape the public's notice. If the public ever discovers something that generates a negative public reaction, the Public Relations department steps in immediately and takes swift action. Otherwise, Corporate Standards is free to conduct investigations and take any action it sees fit to return a wayward division to company standards. To help enforce their power, Corporate Standards has

The Next Millennium

First Day Jitters

"Let's see, that's ten containers of spice and five containers of assault rifles. Looks about right. Thank you, gentlemen. I hope we can do business again," Thomas Carbin said as he shook the hands of the men across from him. The last worker loaded the cargo into Thomas' Lakshmi and closed the cargo hatch.

The small group was meeting in the basin of the planet's largest crater. Apparently a large asteroid had hit the planet (Thomas was not even sure which planet they were on) millennia ago and carved out a nice-sized bowl in the ground. The place made a perfect rendezvous point for those



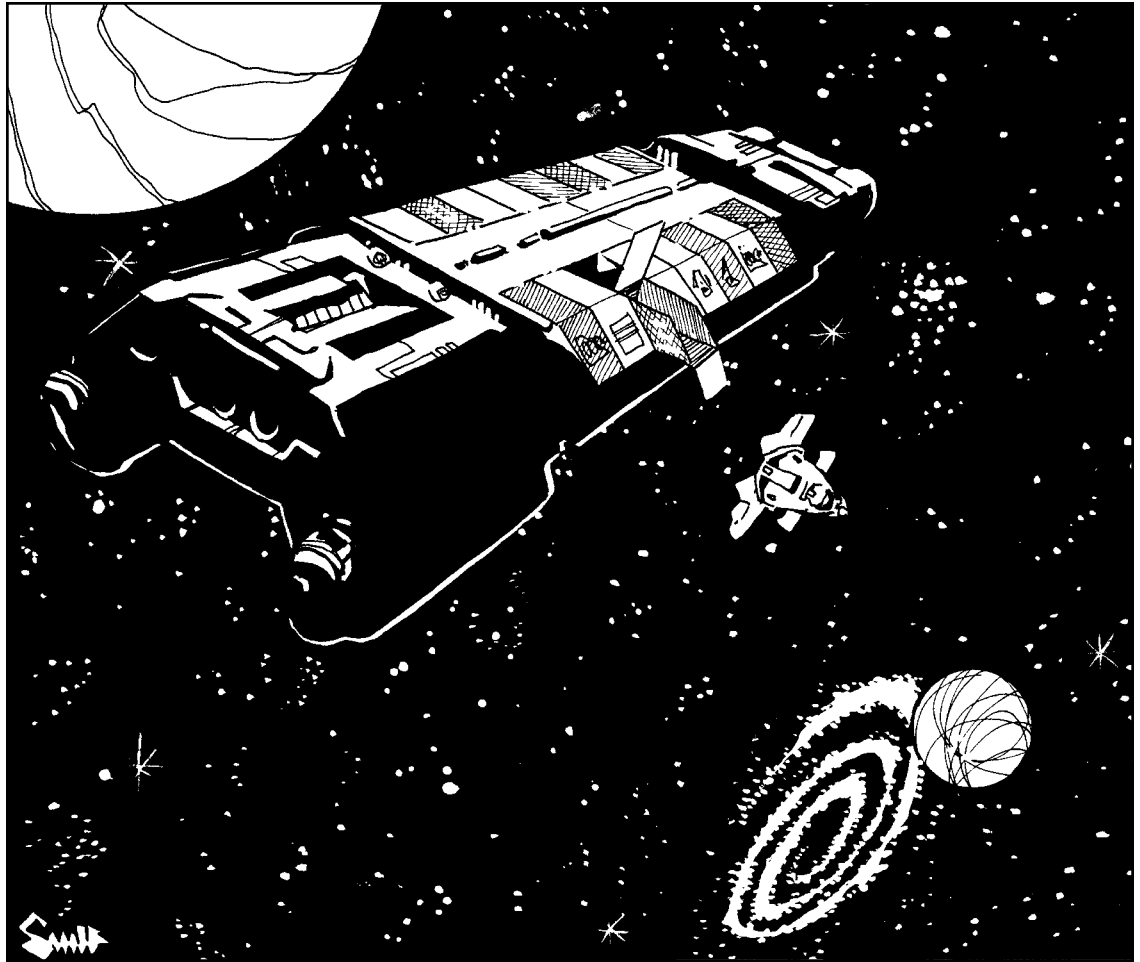
Silent Death

looking to land a ship away from the local government's prying eyes.

The group of men across from Thomas grunted a reply and bade farewell. They entered the luxury hovercar and floated away, followed by the hovertruck with the workers who had loaded the cargo. Eventually it was just Thomas and his gunner, Leigh Braxton.

Leigh stepped out of the Lakshmi, Lady Luck, and checked the seals of the cargo hold. Thomas watched the two vehicles float away from them and waited for them to disappear before he moved.

"I don't mind telling you, Leigh, I hate dealing with these guys."



a wing of fighters at its disposal. If the department requires greater military might, they almost always turn the problem over to the Public Relations department, as a military action of that magnitude cannot help drawing public attention.

The men and women of Corporate Standards are fiercely loyal members of the Kashmere Commonwealth bureaucracy and will not hesitate to do whatever it takes to bring the Commonwealth back on track.

Finance

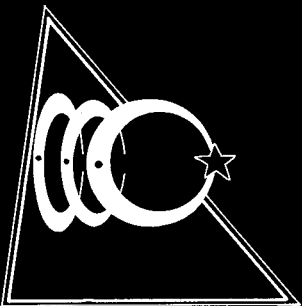
With all of the money that flows into the Kashmere Commonwealth, it is only natural that the Finance department is powerful. While Public Relations and Corporate Standards control the Commonwealth through might and threat, the Finance department has the Commonwealth by the purse strings. Whenever there is a disagreement among the department heads as to what course the Commonwealth should take next, the Finance department usually has the final vote, for if a project wants funding, it is the Finance department that will provide it.

"Idle money is money lost" is the unofficial motto of the Finance department. They are constantly concerned with returns on investments, finding new places to invest money, and the stabil-

ity of various systems' economies. Following the Great Collapse and the Brood invasion, the Finance department attempted to reclaim the vast debts various houses (many of whom no longer exist) owed the Commonwealth.

With a fund of liquid assets that dwarf the worth of entire planets, the Finance department has the ability to bankroll virtually any project. The Security department constantly courts the Finance department for more research and development funds, while Distribution never seems to have enough freighters. Purchasing never stops needing money, nor does Accounting. These constant drains on funds require the Finance department to be particular about which project it invests in.

A convenient benefit of Finance's massive fiduciary situation is that it controls many lesser systems' economies. If the Finance department ever decided that the return of a particular system is not sufficient, it could pull all of its money out of that system's economy, thus crippling the system financially and forcing it into a depression from which it may never recover. The Kashmeri have found that this power is often much more effective than the military. For this reason, many of the Twelve take steps to ensure that the Kashmere Commonwealth does not tie up their systems' economies.



Selected Systems in the Kashmere Commonwealth

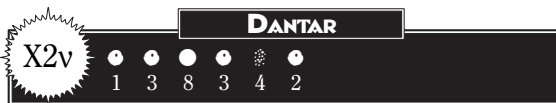
System Listings

The following pieces describe each of the Kashmere Commonwealth'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



System: Dantar

Habitable Worlds: New Venus (IV)

Resource Worlds: Belt I

Notes: The Dantar system is the new headquarters of the Kashmere Commonwealth. Following the fall of Venus, all power transferred to Dantar. The Kashmeri chose Dantar due to its location; close to the Imperial core, but not close enough to attract the attention of Grubs. Also, Dantar was protected by the massive nebula that surrounds it, White Star, and Antares. As soon as the Commonwealth confirmed the destruction of Venus,

mostly by freighters full of survivors fleeing the devastation, the settled planet in the Dantar system (Dantar IV) was renamed New Venus, symbolizing the change of power.

Dantar shares its responsibility with the other two systems in the blue nebula, keeping the decentralization concept alive. If one of the other systems falls, all control of the Commonwealth would shift to the other two. If the threat is great enough that all three systems will likely fall, the next system in line for control is the Tvashtri system.

Life on New Venus is similar to life on Venus itself. 60% of the population works for the bureaucracy in one form or another. All of the continents on the planet, save one, are covered in massive skyscrapers and pavement. Tunnels con-

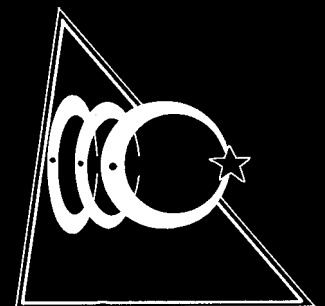
"I know what you mean," she replied, "they aren't exactly subtle in their business dealings."

"Well, it's a paying job-something we need right now. Let's just hope the delivery goes without a hitch or we could be missing some kneecaps."

"That's not funny, Thomas."

"What makes you think I'm joking?" he replied.

The two entered the smuggler ship and closed the outer hatch. They settled into their customary positions as Thomas warmed up the engines. Checking the scanner, Leigh made certain there were no elements of the local patrol flying nearby. "We're clear," she told Thomas over



Silent Death

the intercom. She then settled into the ship's gunnery position and armed the Disruptorguns.

Thomas lit the engines, and the Lady Luck lifted off and shot toward space. Once free of the planet's orbit, Thomas made the calculations for the hyper-jump. He fed the computer the coordinates that the subdued businessman had given him back on the planet's surface. Soon, the computer display blinked "computing." When the calculations were done, Thomas pressed the hype-jump button and the planet behind them was just a memory.

It would take two days to make the complete journey, so

nect the skyscrapers to other skyscrapers, thus providing easy transportation from building to building. It is not unusual for a person on New Venus to go a week or more without ever stepping outside. The only untouched continent is reserved for vacations and relaxation. Whenever corporate employees start to break down from the constant pressure, the Commonwealth sends them to the vacation area to relax and recuperate.

The asteroid belt near the edge of the system provides Dantar with a constant supply of minerals and raw materials. While the system still needs to import additional materials from other systems for the factories, it could survive quite nicely on the materials just from the asteroid belt. This provides an additional margin of safety in case Dantar is cut off from the other Kashmeri systems.



System: White Star

Habitable Worlds: White Star II

Resource Worlds: None

Notes: The White Star is the new defense center of the Kashmere Commonwealth. With the loss of the manufacturing and training complexes on Venus, the Kashmeri needed new complexes and chose White Star, because of its location and defensibility. Over half of the planet is dedicated to training forces or building equipment. While the planet is hospitable to humans, it does have a slightly higher gravity than normal and its climate is hot with unpredictable weather systems. This makes life difficult on the planet, but provides for an excellent training area. Recruits finish training much stronger and tougher than when they went in. For obvious reasons, there is only a small civilian population on the planet, most located in underground housing.

The greatest pride of the White Star system is Omega Station. The station is a large star base that coordinates all military actions and keeps an eye on all fleet movements known in the galaxy. In addition to Omega Station there are four smaller stations, Alpha, Beta, Gamma, and Delta, located in the Ratri, Geruda, Kholdan, and Indra systems respectively. These stations monitor traffic and relay information to Omega Station. In the unlikely event that Omega Station should ever fall, the other four stations are more than capable of performing the same tasks.



System: Antares

Habitable Worlds: Antares III, Antares V

Resource Worlds: None

Notes: The Antares system is where most of the population in the Commonwealth's inner circle resides. Since the system has two planets capable of supporting life, it avoids the problems of overcrowding found on other planets. While the temperature on Antares V is understandably cooler than Antares III, colonists consider both planets quite habitable and very comfortable to live on. Many of the Kashmere Commonwealth's accounting functions are located in the Antares system, allowing the other systems to concentrate on ruling or defense.

Antares, like the other two systems in the inner circle, receives a great amount of freighter traffic since it is one of the three entrances through the blue nebula. While the blue nebula makes a nice defensive barrier, it does make travel difficult. The Kashmeri did extensive scouting in the nebula and with the help of navigation beacons "carved out" three space lanes through the nebula. Each of these lanes leads to one of the inner circle planets, providing a secure and guardable entry point.

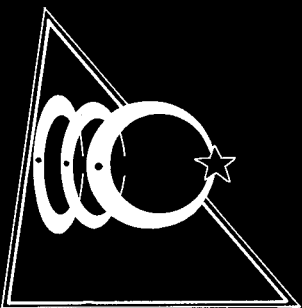


System: Seti

Habitable Worlds: Seti Alpha

Resource Worlds: None

Notes: Seti is the stop-over system between Chubam and Aboo. Freighters constantly move through the system, hauling minerals from Chubam to factories on Aboo and from there to the Q'raj Void Protectorate. The three asteroid belts in Seti do not provide any mineral wealth to the system, but do harbor at least two pirate bases. For this reason, the Kashmeri Military continuously patrols this system, watching for any sign of piratical activity.





K8v	RUDRA					
	●	●	●	●	●	●
	7	7	4	6	1	4

System: Rudra

Habitable Worlds: None

Resource Worlds: Belt III, Rudra IV, Belt VI

Notes: The Rudra system is the most resource-rich system in the Commonwealth. While there are no habitable planets in the system, the abundance of minerals makes the system a highly trafficked one. There are numerous housing stations built around the two asteroid belts to provide shelter to the mining crews, while the planet has at least twelve colony domes on it. The atmosphere of Rudra IV is highly toxic and wracked by constant winds and lightning.

The Kashmeri Military also has a strong presence in the Rudra system since such a system attracts pirates, smugglers, and occasionally saboteurs. The Security department considers the Rudra and Seti systems the most hazardous systems to the military, based on the likelihood of conflict in these areas.

It is in the Rudra system that the Kashmeri hope to employ AIs from the Data Sphere to aid in mining. Even though the workers take every safety precaution, accidents still occur and Rudra IV loses approximately thirty workers a year due to exposure, radiation, or other natural occurrences. It is hoped that the AIs will prove to be much more resistant to the toxins and radiation, and allow a greater amount of material to be mined from the planet.

Since contact with pirates is frequent in the system, injuries from combat and survivors from attacks are common. Three rescue wings patrol the system at all times, looking for any victims and survivors of pirate attacks. Due to these high incidents of violence, Seti Alpha has one of the best hospital systems in the entire Commonwealth. The Kashmeri send almost all serious illness or injury cases to Seti Alpha for treatment. To this end, many systems have available at least one Teal Hawk III-modified Teal Hawk with ambulatory capabilities, waiting to rush a critical case to the Seti system.

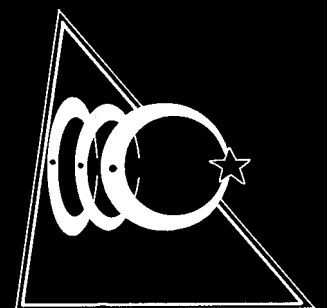
The Next Millennium

Thomas got out of the pilot's chair and moved through the access tube to the galley. The computer controlled the ship now, so there was not much for him to do. When he reached the galley he saw Leigh already there, fixing something to eat.

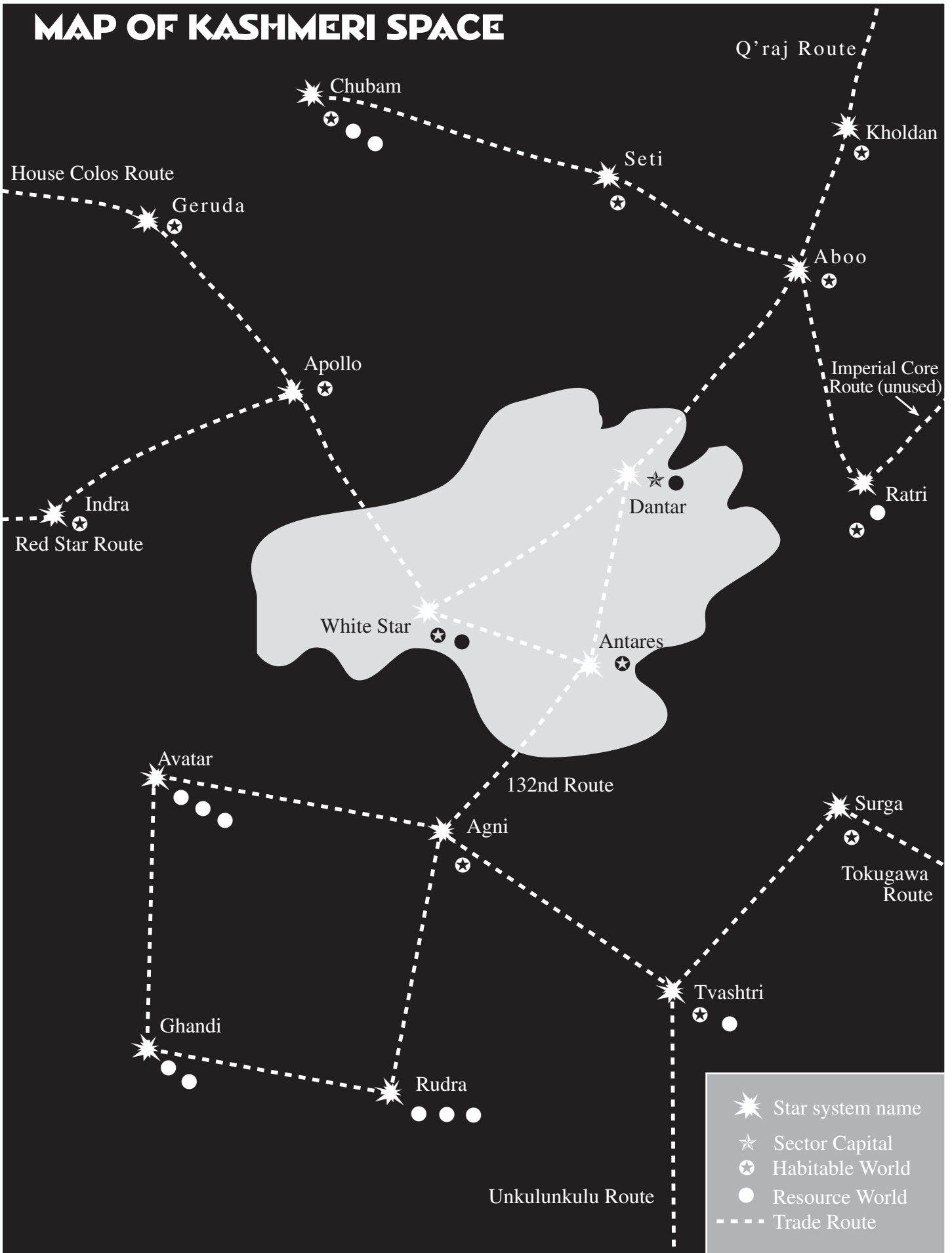
"What's on the menu for today?" he asked Leigh.

"Well, would you rather have a fresh roasted game hen and a side of buttered new potatoes, or some delicious ship's rations?"

"Well, I wouldn't want you to have to slave over a thermal condenser, so I guess some ship's rations would hit the spot," he replied, carrying the joke.



MAP OF KASHMIRI SPACE



New Rules

The Kashmere Commonwealth is primarily concerned with amassing wealth, not developing new technology. While the Kashmeri are more than happy to take advantage of the technological achievements of others, they are not renowned as scientific leaders.

Twin Impulsegun

The Kashmeri needed a good primary weapon with decent range and accuracy. Rather than go through an expensive research and development program to create an entirely new weapon, they modified a proven technology. The Kashmeri chose the Impulsegun, and created a dual mount for the weapon. Initially, firing the twin barrels caused some overheating, but the weapon designers soon added a cooling system.

- To Hit: 2D8+1
- Damage: High+2
- Range:
 - Short 1-3
 - Medium 4-8
 - Long 9-10
- Target Speed Restriction: None
- Cost: 4
- Slots: 4

Concealed Weapons

When using concealed weapons, it is important to use the hidden ship display rules with the following modifications: When the two ships meet each other, the players must tell each other the hull type of ships each is flying. It is possible that a ship may be designed to appear as another. If this is the case, the scan will return inaccurate information.

Example: *Kris is flying a Hell Bender K and Tim is flying a Teal Hawk III. Kris tells Tim that his sensors detect a Hell Bender. Tim tells Kris that her sensors detect a Teal Hawk. Neither side knows which variant of the ship types the other is flying, or the exact weapons mounted on it.*

When a weapon is concealed, the weapon type is only revealed when the weapon is fired.

Cargo Capacity

Every freighter will have a cargo capacity listed as a number of units. For comparison purposes, a crate of twenty Mark 10 torpedoes packaged to ship would take up one unit in a cargo bay. A ship's total cargo space is divided into one or more cargo bays. The more cargo bays a freighter has, the less

chance that all of the freighter's cargo will be destroyed in combat. On the other hand, the more cargo bays a freighter has, the smaller each bay will be.

Each cargo bay is equipped with an ejection mechanism, similar to a fighter's or gunboat's escape pod. This is used when the destruction of the freighter is imminent and the cargo needs to be saved and picked up at a later time, or when pirates are attacking the freighter and the freighter captain sees no other alternative than to give up his cargo.

Cargo Damage

When attacking a freighter, the cargo bay itself is not particularly vulnerable, but the cargo is. Whenever a 'C' is marked off of the damage track, some damage will be done to whatever is in the cargo bay. The type of cargo will determine how much damage is done by an incoming attack, with less damage done to cargo such as metallic ore and more damage done to cargo such as glass panes or explosive materials.

Each cargo bay will have 1 hit for every unit of cargo found inside of it. When a cargo bay is hit, roll a Cargo Loss Die (CLD) to determine the number of hits marked off from the cargo bay. The type of die is determined by the type of cargo inside the bay. When all of the hits are marked off, all of the cargo in that bay is destroyed.

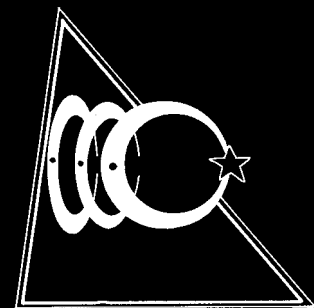
CARGO LOSS	
Die	CargoType
1D4-2	Raw common metallic ores.
1D4-1	Troops in powered armor, armored machinery, packaged goods.
1D6-1	Combat-ready personnel in gear, heavy machinery, andrite.
1D8-1	Combat personnel, military specialists, non-volatile gas, perishable food.
1D10-1	Tourists/normal people, Imperium Age andrite, most luxury items, advanced medical equipment.
1D12-1	People in cryo/stasis, children/aged/infirm, critically wounded, explosive/volatile materials.

Example: *A Vishnu has three cargo bays of 10 units each. Mahatma is hauling ore in one bay, andrite in another bay, and some packaged goods in the third bay. Assuming all three bays are full, each bay will have 10 hits. Anytime a 'C' is marked off on the damage track corresponding to the first bay, 1D4-2*

The Next Millennium

"Thanks, you are always so considerate," Leigh said in as neutral a tone as possible. She tossed him a foil-wrapped packet. "Enjoy your meal."

Leigh sat down in the small booth across from Thomas and pulled the heating strip from the small packet. Ships' rations were supposed to last for two hundred years. Surprisingly, they did not taste altogether horrible. They came in different flavors, and the synthesized meat actually had different textures depending on what it was supposed to be. Whenever Thomas and Leigh were on a planet though, they always ate out. There was only so much synthesized meat one could eat.



Silent Death

"I promise you, Leigh, this will be the last slimy job we take. Once we get paid for this, we can pay off the Lady and start making legitimate money."

"I've heard that tune before."

"Yeah, but this time I mean it. Look, I have a cousin who works for the Kashmere Commonwealth. He said he could slip some shipments my way if I would like to stop doing runs out here in the frontier."

"Do you really believe that the Commonwealth will make us rich? They spend all their time promoting their own shipping. Why would they waste time with us?"

"Well, they can't ship everything. We'll just pick up their slack."

hits will be filled in. On the second bay, each cargo bay hit will do 1D6-1 hits, and each time the third bay is damaged, it will do 1D4-1 hits to the cargo.

If a weapon has been mounted inside a cargo bay with cargo, the first hit on the cargo bay will destroy one weapon of the freighter player's choosing. The next cargo bay hit will affect the cargo as normal. The third cargo bay hit will destroy one weapon of the freighter opponent's choosing. The fourth cargo hit will affect the cargo as normal, and so on.

If a cargo bay contains only weapons, then each cargo bay hit will destroy one weapon. The first weapon destroyed is chosen by the freighter's player, the second hit is chosen by the opponent. This process continues, alternating between player and opponent, until all weapons are destroyed or no more cargo bay hits can be scored against that bay. Due to the weakening of the cargo bay's structure from weapon mounts, when the last cargo bay hit has been marked off for a particular cargo bay, that cargo bay ruptures and all weapons inside of it are immediately destroyed. This does not occur if a cargo bay is carrying only cargo, only if the bay has weapons mounted in it.

Freighter Construction

Freighters are constructed like any other ship. In fact, any ship with slots reserved for cargo are considered freighters. Some ships have slots dedicated exclusively to carrying cargo while others sacrifice slots for cargo bays that could otherwise be used for weapons, drives, or other systems.

The steps for constructing a dedicated freighter are as follows:

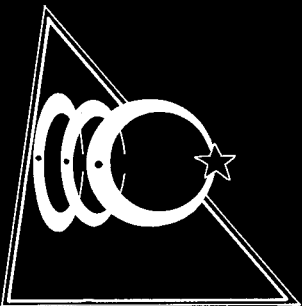
- Step 1.** Select a Freighter Template.
- Step 2.** Select Drive.
- Step 3.** Select Defensive Value.
- Step 4.** Select Damage Reduction.
- Step 5.** Select Weapons.
- Step 6.** Optional Purchases.
- Step 7.** Select Number of Cargo Bays.
- Step 8.** Create the Damage Track.

Step 1: Select a Freighter Template.

There are five different categories of dedicated freighters, each with its own size and carrying capacity. The Shuttle is treated as a fighter and the Bulk Cruiser is treated as a Warhound; all of the other freighters are treated as gunboats. The table below summarizes the features of each freighter type.

The cargo slots indicated on the template may only be used for storing cargo. They may not be used for the placement of weapons, drive, defenses, or any optional purchases (with a few notable exceptions mentioned in the optional purchases section). Each cargo unit uses 5 slots. A ship may use both regular slots and cargo slots to purchase cargo units.

Freighter Template					
Size (tons)	Crew	Cargo Slots	Max Slots	# of Torps	Hit Boxes
Shuttle					
400	2	2	15	10	40
400	3	3	10	10	40
Light Freighter					
1000	2	25	75	20	65/50/35
1000	3	20	75	20	65/50/35
Medium Freighter					
2000	4	50	150	30	130/100/70
2000	5	45	150	30	130/100/70
Heavy Freighter					
3000	7	75	220	30	150/100/70
Bulk Cruiser					
7000	23	450	250	Weapon Mounts 15	95/80



Step 2: Select Drive.

Like creating a fighter or gunboat, the larger the drive on the ship, the greater the cost in both points and slots. Refer to the table below for the costs in points and slots for the various drives.

Drive Template												
Type	6	7	8	9	10	11	12	13	14	15	16	17
Shuttle	8-3	9-4	10-5	10-5	11-6	12-7	20-12	21-14	X	X	X	X
Light	3-3	3-4	4-5	4-6	5-8	5-10	6-12	6-14	11-24	X	X	X
Medium	6-6	7-8	8-10	9-13	10-16	11-19	18-35	20-41	21-47	X	X	X
Heavy	9-8	11-10	12-12	14-15	15-18	18-21	20-25	X	X	X	X	X
Bulk	32-17	40-22	48-29	56-59	94-69	110-79	137-89	146-102	164-114	173-140	X	X

Defensive Value Template												
Type	6	7	8	9	10	11	12	13	14	15	16	17
Shuttle	5-1	6-2	6-2	7-3	8-3	9-4	10-5	15-8	17-9	18-11	20-12	21-14
Light	3-3	4-4	4-5	5-6	5-8	6-10	6-12	11-21	11-24	X	X	X
Medium	6-6	7-8	8-10	9-13	10-16	17-29	18-35	20-41	21-47	X	X	X
Heavy	9-9	10-12	12-15	14-19	15-24	17-29	18-35	20-41	X	X	X	X
Bulk	48-14	56-18	64-23	72-32	80-36	88-72	96-86	104-99	112-117	X	X	X

Step 4. Select Damage Reduction.

With the exception of the Shuttle, a freighter is so large that it has four damage tracks. You must purchase Damage Reduction separately for each quadrant. Typically, the front of a freighter is the most heavily armored and the rear the least. The rear quadrant may not have a higher Damage Reduction than any of the other quadrants. Refer to the table below for the costs of Damage Reduction. The first number represents the point cost and the second number represents the number of slots the Damage Reduction fills.

Step 3: Select Defensive Value.

Refer to the table below for the point cost and slots for a particular Defensive Value.

Step 5. Select Weapons.

It is recommended that every crew member have at least one weapon to fire. These may be any weapon in *Silent Death: The Next Millennium*. See the *Silent Death: The Next Millennium* rulebook and supplements for a complete listing of weapons and their costs in slots and points.

Each weapon purchased has a single firing arc. To give a weapon a wider arc of fire, please consult the Expanded Firing Arc Cost Table in the *Silent Death: The Next Millennium* rulebook.

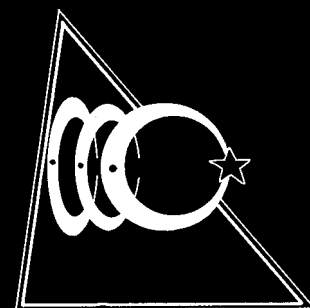
The Next Millennium

“Oh, boy. We get to haul radioactives from asteroid belts.” Leigh said, her voice dripping with sarcasm.

“Well, it’s a start. We work our way up that corporate ladder and we will be swimming in money.”

“I hope so, Thomas.”

They finished their meal and checked around the ship to make certain there were no problems with the cargo hold or the weapons area. Thomas checked the computer to assure they were on course. Once that was completed, the two returned to the galley. Thomas pressed a button near the kitchen area and the dining booth retracted into the wall to be replaced with two



Silent Death

bunks, one over the other. Thomas took off his boots and climbed into the bottom bunk. He turned on his side and promptly fell asleep. Leigh got a book out of the storage unit and started to read.

The next day of the trip was equally uneventful. The two spent most of the day checking the ship's systems, watching holos, and talking about the money they would soon be making. One last check on the computer to ensure they were still on course and the two returned to sleep.

Thomas awoke to a beeping noise coming from the cockpit, indicating the trip through hyperspace was almost complete.

Damage Reduction Template

Type	6	7	8	9	10	11	12	13	14	15	16	17
Shuttle	5-1	6-2	6-2	7-3	8-3	9-4	10-5	15-8	17-9	18-11	20-12	21-14
Light	3-3	4-4	4-5	5-6	5-8	6-10	6-12	11-21	11-24	X	X	X
Medium	6-6	7-8	8-10	9-13	10-16	17-29	18-35	20-41	21-47	X	X	X
Heavy	9-9	10-12	12-15	14-19	15-24	17-29	18-35	20-41	X	X	X	X
Bulk	48-14	56-18	64-23	72-32	80-36	88-72	96-86	104-99	112-117	X	X	X

Step 6. Optional Purchases.

Any freighter that expects to run into some trouble needs to have additional protection. This protection is usually in the form of Point-Defense Systems, Decoys, and Damage Control. The costs for these systems can be found in the *Silent Death: The Next Millennium* rulebook. For the bulk cruiser all normal Warhound accessories are available, including fighter racks, fighter bays (though not in cargo slots), ECM, TOC, etc.

Additionally, there are some freighter-specific Optional Purchases that can be made. These are detailed below.

Weapons in Cargo Spaces

It is possible to jury-rig a weapon mount into a cargo bay. This is never as space efficient as mounting a weapon in the hull of a fighter. Generally only a desperate individual would mount weapons in cargo spaces. Some pirates use this tactic to create a poor-man's gunboat. Escort weapons may only be mounted in the cargo space of a Bulk Cruiser.

- The number of slots of any weapon mounted in a cargo space is 2x normal.
- Each crew operating weapons in a cargo bay costs 5 slots.
- There is no increase in the slot cost for the firing arcs of the weapon.
- Torpedoes or torpedo tubes may not be mounted in the cargo bays of bulk freighters.
- In bulk freighters and other escorts normal restrictions apply to weapons and weapon arcs.
- Keel cannon may not be placed in cargo bay.

Concealed Weapons

A weapon may be mounted on a ship in a retractable housing that prevents another ship from detecting the weapon until it is revealed. A Concealed Weapon may be mounted on any ship, not just a freighter. Concealed weapons are generally used to lure unsuspecting ship into attacking a seemingly weaker foe.

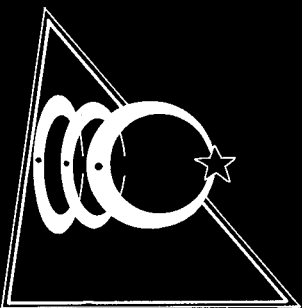
- Concealed weapons cost 1.5x their original cost, round up.
- There is no increase in point cost for the firing arcs of the weapon.

Carrier Bays

If a freighter's cargo bay is large enough, it is possible to store one or more fighters in it to be used in case the freighter is attacked. This would seriously deplete the cargo capacity of the freighter, but it could mean the difference between delivering a cargo and being destroyed by pirates. The carrier bay is destroyed as if it were a weapon inside a cargo bay. If a ship is inside the carrier bay when the bay is destroyed, the docked ship is destroyed as well. The fighter can be launched just before the fighter movement phase in initiative order if necessary. The launched fighter begins his move in the hex directly in front of the freighter. The number of slots a fighter and its associated support materials take up in a cargo bay is noted in the table below. Cargo Bays can also contain Replenishment Points (RP) that allow refueling and rearming of fighters. Each RP will re-arm and refuel one fighter once.

Fighter Bays

Size	Cost	Slot	Crew
50-ton Bay	1	25	1
100-ton Bay	1	30	1
200-ton Bay	2	40	1
300-ton Bay	3	50	2 or 3
400-ton Bay	4	60	2 or 3
600-ton Bay	6	80	2 or 3
700-ton Bay	7	90	2 or 3
50-ton RP	3	2	
100-ton RP	5	3	
200-ton RP	10	4	
300-ton RP	15	5	
400-ton RP	20	6	
600-ton RP	30	8	
700-ton RP	35	9	



Step 7. Select Number of Cargo Bays.

Any ship with cargo units can use those to haul cargo. These cargo units may be distributed among one or more cargo bays. The more cargo bays a freighter has, the less likely the freighter will lose all of its cargo during an attack. On the other hand, the more cargo bays a freighter has, the smaller each individual cargo bay will be, possibly limiting what the freighter can haul. A ship with one damage track may only mount one cargo bay. A freighter with more than one damage track may mount as many cargo bays as desired. Each bay must contain the same number of cargo units. If the ship has more than one cargo bay, assign each cargo bay to one of the four quadrants (front, right, left, rear). A quadrant may have more than one bay.

Step 8. Create the Damage Track.

A freighter's damage track is created identically to a fighter's, gunboat's, or escort's, with two differences: Drive hits for freighters and Cargo hits. (Drive hits for shuttles and bulk freighters are determined normally.)

Drive hits for Freighters

Divide your drive by 2. Add 4 and divide the number of boxes on your damage track by that result and get X. Round down.

Now take X and starting on the Xth box place a Drive Box every X boxes until you reach the end of the track.

No drive hits appear on the Front Track. Divide the Drive by 2 and round up to determine the number of Drive Hits on each side track. The number of Drive Hits that appear on the Rear Track is equal to the ship's Drive.

Now fill in the Drive Boxes with a -1.

Cargo Hits

One 'C' (representing a cargo hit) will be added to the damage tracks for every five cargo units in a cargo bay. If the freighter has more than one cargo bay, these hits are distributed among the four damage tracks based on which quadrant the cargo bay(s) is located in. If the freighter has only one bay, then place the cargo bay critical hits evenly on the left, right, and rear damage tracks.

To place the cargo bay critical hits on the damage tracks, take the number of 'C's and add 1 to it. Divide the total by the number of boxes on the damage track. Take the result X, and starting in the Xth box in the track, place a 'C' every X boxes until you reach the end. If you run out of boxes before you place the last 'C', leave the extras off.

If you run into a box that already has a symbol, continue moving down the line until you reach an open box and place the 'C' there. Remember to count from the place where the last 'C' would have been to place the next 'C'.

Design Quirks

Reinforced Cargo Bay

This option reduces the damage a cargo bay receives by 1D4. If the total damage is reduced to 0 or less, this means that no damage is scored. Note that if the cargo bay critical hit indicates that the bay collapses and is destroyed, the Reinforced Cargo Bay has no effect. All cargo bays are protected when this quirk is purchased. May not be used with fragile cargo bays. Cost: 10% of the ship's total points.

Fragile Cargo Bay

This option increases the damage a cargo bay receives by 1D4. All cargo bays are weakened when this quirk is purchased. This may not be used with reinforced cargo bay. Rebate: 10% of the ship's total points.

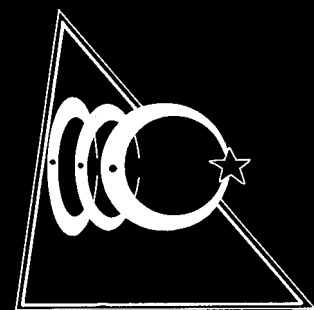
Combat Engines

All freighters (gunboat size) are considered to have exposed engines, not generally suited for combat. That is why freighters have cheaper engines than normal ships. If you wish to build a freighter with combat-shielded engines, pay for engines on the same size of gunboat, and use the standard procedure for damage track creation.

The Next Millennium

Thomas got up and splashed some water on his face. He pulled on his boots and nudged Leigh awake. He climbed into the cockpit and shut off the computer's beeping. Checking the computer's display, Thomas saw that they were fifteen minutes from normal space. He got up and checked that Leigh was ready in the turret. When she saw him, she gave Thomas the thumbs up and a wink. He chuckled at her and returned to the pilot's seat.

The computer countdown finally reached zero and Thomas pressed the button to return to normal space. When the reversion was complete, the Lady



Silent Death

Luck found herself surrounded by four Kashmeri Varuna. Thomas immediately threw the ship into a dive, hoping to outrun the massive fighters.

“Attention Lady Luck,” The comm blared. “You are ordered to stop your engines and power down your weapons.”

Thomas grabbed the comm. “Why? We aren’t in Kashmeri space.”

“True,” the disembodied voice replied. “We have a business proposal for you.”

Thomas cut back the engines. “Go ahead, I’m listening.”

“You are smuggling weapons and spice for the underworld.” It was a statement, not a question.

“And?” Thomas asked.

Starcraft Inventory and Nomenclature

Kashmere Shipyards KS-38 “MARUT”

Crew: 1

Maneuvering Thrust: 0.168 km/s/s

Mass: 100 tons

Translight Capability: None

Armor: Crysteel hull

Atmospheric Capabilities: Full

Cargo Capacity: None

Armaments:

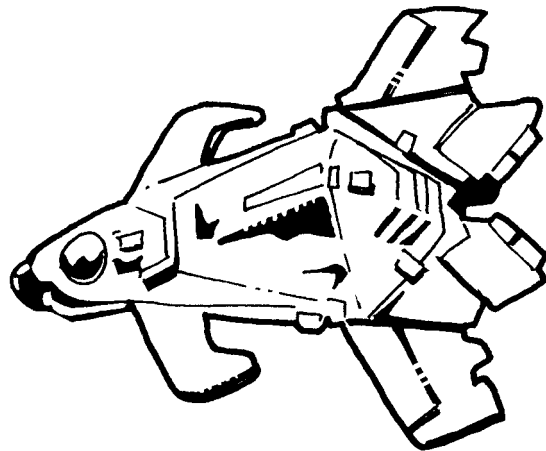
1 x Mk. 10 Impulsegun Ion Cannon

2 x Mk. 10 Pulse Laser

3 x Mk. 10 Torpedo load

Commentary: During the design of the KQ-200 “Yama” Q-Freighter Kashmere Shipyards came across the idea of mounting a small “belly fighter” in one of the converted cargo bays. Unfortunately, none of Kashmere Shipyards current fighter designs would meet the strict space and capability requirements, so they set out to design one. The result was the KS-38 “Marut.” Many fighter pilots enter service flying the Marut and those that distinguish themselves are quickly moved up to freighter escort duties. The ship was named the Marut after creatures the Indian gods created from the wind to use as troops.

Small, fast, and packing a punch, the Marut is an ideal harassment and torpedo interception fighter. It is hard to hit, but if a strike does connect, it will cause severe damage to the Marut’s engine. Use the Marut like a piranha: fly in, take a bite, and fly out before you can be struck.



Kashmere Shipyards KS-1300 “LAKSHMI”

Crew: 2

Maneuvering Thrust: 0.158 km/s/s

Mass: 700 tons

Translight Capability: 5 light-years/day

Armor: Crysteel hull with minimum armor

Atmospheric Capabilities: Full

Cargo Capacity: 3 units

Armaments:

2 x Mk. 10 Impulsegun Ion Cannons

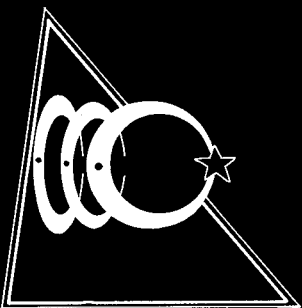
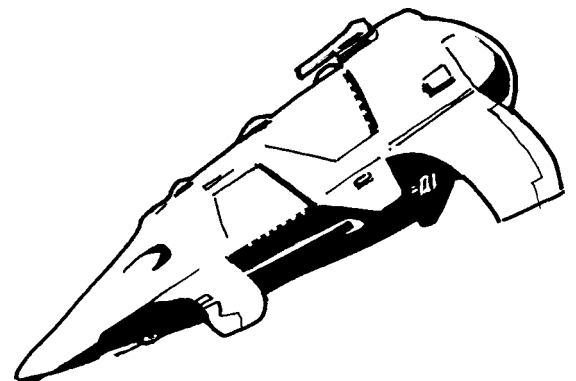
2 x Mk. 10 Pulse Lasers

4 x Mk. 10 Torpedo load

Commentary: The Lakshmi was designed to be a fast, light cargo hauler, a role capitalized on by smugglers, pirates, and privateers. It was originally designed by Kashmere Shipyards as a means to quickly drop off a small amount of cargo and return to the convoy before setting off for another system. Its high speed enables it to elude most heavy attackers while its turreted twin Impulseguns and torpedo load keeps intruders from getting too close. The ship was dubbed the “Lakshmi,” after the goddess of fortune in the ancient Indian mythos.

The Lakshmi is faster than most ships of its size, enabling it to evade torpedoes and enemies. The designers took special care in protecting the Lakshmi’s engines, even to the point of making the torpedoes vulnerable to attack.

The Lakshmi’s best features are its high speed and protected engines. This ship will keep its speed high even late in the battle, enabling the pilot to avoid some of the heavier weapons and torpedoes. The turreted Impulseguns allow the gunner to attack freely while the dual Pulse Lasers allow some additional defense against light fighters and torpedoes.



Kashmere Shipyards KS-16 "VARUNA"

Crew: 3

Maneuvering Thrust: 0.126 km/s/s

Mass: 1000 tons

Translight Capability: 5 light-years/day

Armor: Crysteel hull with armored belts

Atmospheric Capabilities: Full

Cargo Capacity: None

Armaments:

1 x Mk. 15 Ion Ram

4 x Mk. 10 Splatterguns

3 x Mk. 10 Pulse Lasers

6 x Mk. 10 Torpedo Loads

Commentary: The Varuna, named after the Indian god of order and protector of oaths, has been the savior of many freighters. This fighter was designed with escort duty in mind and is considered by the Kashmere fighter pilots to be the best fighter to fly. The controls are responsive, the ship is heavily armored, and it packs the favorite weapon of the Kashmere fleet: the Ion Ram.

The Varuna is usually found escorting a convoy of freighters. It is designed to be an impressive-looking ship that makes any pirate think twice about attacking. The Pulse Lasers are provided for torpedo and small fighter defense, while the Splatterguns provide some auxiliary firepower that can be brought to bear in a moments notice.

Well-armed and armored, the Varuna is your standard heavy fighter. Able to defend against gunboats as well as ward off fighter attacks, the Varuna's only main weakness is its lack of maneuverability compared to light and medium fighters. If a swarm of smaller ships attack a Varuna, they will usually defeat it. Varunas are a little expensive, but certainly can prove worthy of their cost.



Kashmere Shipyards KF-80 "KARTTIKEYA"

Crew: 4

Maneuvering Thrust: 0.126 km/s/s

Mass: 1000 tons

Translight Capability: 10 light-years/day

Armor: Crysteel hull with armored belts

Atmospheric Capabilities: Full

Cargo Capacity: None

Armaments:

3 x Mk. 10 Pulse Lasers

1 x Mk. 15 Ion Ram

4 x Mk. 10 Splatterguns

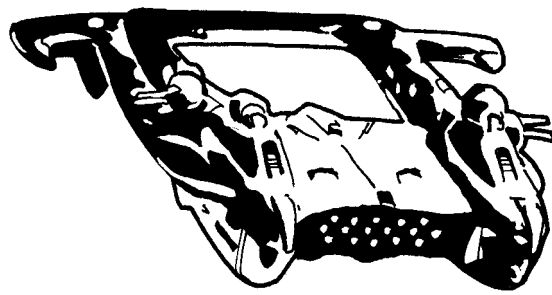
1 Missile Launcher (20 missiles)

10 x Mk. 20 Torpedo Loads

Commentary: The Karttikeya lives up to its name, for Karttikeya was the demigod of war. It is a light gunboat that is often sent to escort some of Kashmere's most valuable cargo. When not escorting freighter convoys, the Karttikeya is employed against pirate bases and smugglers' dens. The sight of four Karttikeya moving in on a hidden base is usually followed by a mass evacuation.

The standard Kashmere Ion Ram is the main armament of the Karttikeya, with Pulse Lasers for some supporting firepower. The two twin Splattergun mounts contain overlapping arcs of fire, able to target enemies to both front and rear. A Missile Launcher and large torpedo capacity round out the flexible weapon load. Any ship that finds itself in the front arc of the Karttikeya had better have strong armor and shields when the Ion Ram, Splatterguns, Pulse Laser, and Missile Launcher all target them.

The Karttikeya has a strong front firing arc; use it whenever possible. Very few ships can withstand the punishment all of the weapons can deliver together. The torpedoes can keep larger ships at a respectable distance, allowing you to concentrate on one target at a time.



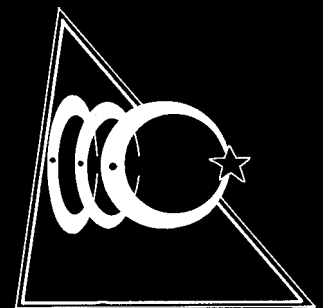
The Next Millennium

"The people you are delivering the goods are known pirates. We would like to replace your cargo with a cargo of explosives. When it is delivered and you are safely away, it will detonate, destroying the pirate base in this system."

"What's in it for me?" Thomas asked. He was intrigued. Thomas had no love for pirates, and this could be the "in" with the Kashmere Commonwealth he and Leigh were looking for.

"We will pay you 2,000 credits now, and 15,000 when the job is complete."

Thomas glanced at the intercom screen. The look on Leigh's face said "Go ahead." Thinking for a second, Thomas turned on the comm.



Silent Death

“Attention Kashmeri vessels. We accept your terms, with one addition. We wish to become permanent employees of the Kashmere Commonwealth.”

The comm was silent for a few minutes. “Agreed. We can offer you a position in our Counter-Pirate department, if that is acceptable.”

“Acceptable, jettisoning cargo.” Thomas pressed the cargo jettison button. He felt the Lady Luck lurch when the cargo containers were expelled into space. Thomas noticed that one of the Varuna was towing a small group of cargo containers. Leigh fired the grapples onto the new containers, and hauled them into the Lady Luck’s cargo bay.

Kashmere Shipyards KF-2000 “VISHNU”

Crew: 4

Maneuvering Thrust: 0.067 km/s/s

Mass: 2000 tons

Translight Capability: 10 light-years/day

Armor: Crysteel hull

Atmospheric Capabilities: None

Cargo Capacity: 3 x 10 units each

Armaments:

8 x Mk.10 Pulse Lasers

Commentary: The Vishnu is typical of the many freighters the Kashmere use to send their goods across the galaxy. Designed to carry medium loads, the Vishnu is the most commonly used freighter in the entire Kashmere Commonwealth. There are literally thousands of these ships currently in use. The pilots of the Vishnu count on their escorts to protect them from attack, although some count also on the namesake of the ship, the god of mercy and light.

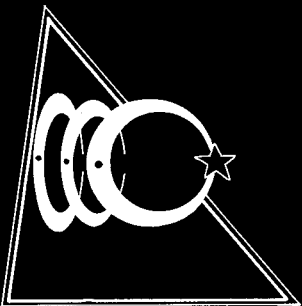
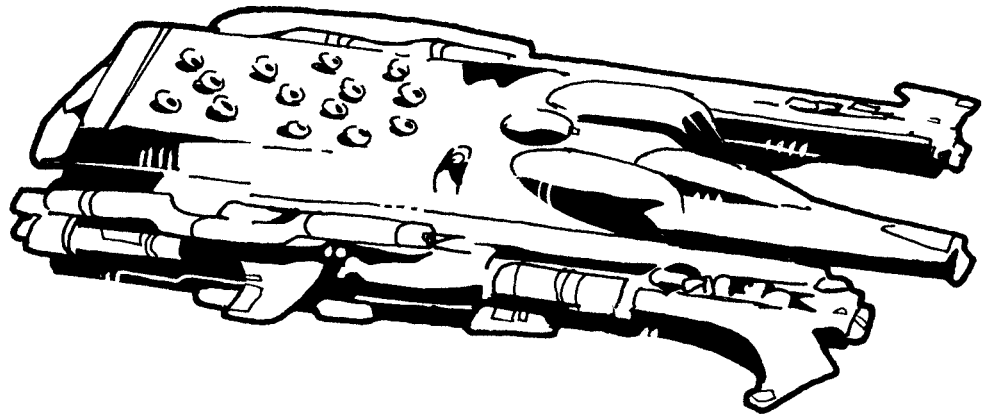
Large, slow, and lightly armored, the Vishnu is the typical freighter. The four twin Pulse Lasers may keep a single ship or torpedoes at bay, but against any organized force, the Vishnu is vulnerable.

Without escorts, the Vishnu is a poor combatant. It is easy to hit and damage. The Vishnu’s one saving grace is the massive amount of damage required to actually destroy it. Unfortunately, most pirates are not interested in destroying the freighter, merely capturing its cargo. As with all freighters, the cargo bays are vulnerable; a lucky hit could destroy an entire cargo bay. The Vishnu tries to counter this by having three cargo bays for storage, thus reducing the chance of all of the cargo being destroyed by a lucky hit. The only other saving grace for the Vishnu is that it looks identical to the much more lethal Yama, so some attackers may avoid the fight fearing an ambush.

Kashmere Shipyards KQ Series “YAMA” Battle Pods

Commentary: This concept was brought to fruition through the KQ-2000 “Yama” Q-Freighter Battle Pods. The designers chose the name from the tradition of using names from India’s mythology. Yama was the demigod of death. Using the same body as the KF-2000 “Vishnu,” the Yama looks identical. In order to provide a flexible and intimidating weapon load, the designers created a variety of pods for use. The Battle Pod concept had another bonus: it was much more difficult for spies and traitors to differentiate Yama outfitted freighters. Traditionally the Yama mounts pods VY1, VY2, and VY3, but if a Marut will not be available, or the objectives are well known, other pods will often be substituted.

The Yama’s greatest strength is its element of surprise. Waiting until the Yama can get the perfect first shot is often a test of patience for even the most accomplished gunner. The only major vulnerability the Yama has is that all of its heavy weapons are in cargo bays, and thus more vulnerable to damage than typical weapon mounts.



Kashmere Shipyards KF-3000 "USHAS"

Crew: 8+

Maneuvering Thrust: 0.067 km/s/s

Mass: 7000 tons

Translight Capability: 20 light-years/day

Armor: Crysteel hull

Atmospheric Capabilities: None

Cargo Capacity: 2 x 45 units each, in cargo or Battle Pods

Armaments:

12 x Mk. 10 Pulse Lasers

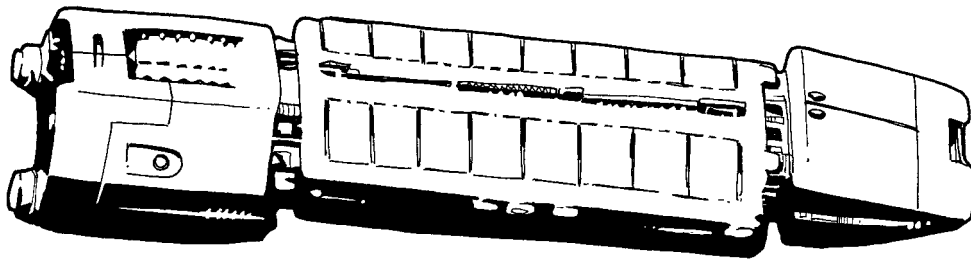
1 x Mk. 50 Repeating Blaster

Commentary: The Ushas is the big boy of the Kashmere cargo fleet, named after the Indian goddess of the dawn. This large ship is often used by the military to send massive amounts of supplies to a staging area. These ships are also used by the larger megacorporations to convoy incredible amounts of products in one trip. A convoy of Ushas is almost always heavily escorted by wings of Karttikeya, openly showing the value of the cargo contained within.

The Ushas has two massive cargo bays. When unescorted it is typical for one of these bays to be loaded with weapons to protect the cargo. Using these modular bays provides the Ushas with unparalleled versatility, allowing it to be reconfigured quickly every time it is in port. Rarely, the Kashmeri Navy loads both bays with weapons and uses the Ushas as a strike ship.

Only on two occasions has an enemy force been able to stop an escorted Ushas convoy. The first time House Colos rallied three Megafortresses to stop a shipment to House Red Star. The second time a massive force of Draconian led pirates, learning of the convoy's route from a spy, ambushed the freighters near a black hole. Both times, the Kashmere Commonwealth retaliated strongly, prompting those who would wish to add a third convoy to that list to think again.

The Ushas is a large freighter with only minimum weaponry and armor. Being an escort class vessel, it still takes a lot of damage to destroy, but the cargo areas are vulnerable. The flexibility of its weapon loads allows it to be tailor-armed against its expected adversary. The Ushas pilot can rest comfortably, though, knowing that he will have one of the strongest escorts around.



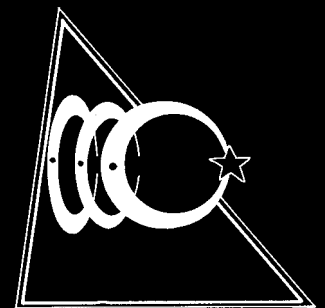
The Next Millennium

Another Varuna started collecting the jettisoned cargo containers. "Continue on your delivery. Once the containers have been removed, the explosive will detonate when your ship is two miles away. I would suggest you depart with all haste."

"Understood." Thomas replied. "Good. We will be here waiting for you."

The Varuna pulled away, opening a corridor for the Lady Luck to fly away. Thomas adjusted their heading, and sped towards the asteroid field.

It was not long before the Lady Luck encountered the pirate's sentry vehicles. Two Darts flew in from either side and demanded to know what the Lakshmi's business was.



Silent Death

"We are delivering a cargo for Mr. Smith. He said to tell you that the coastal waters of Elkay are particularly frigid this year."

"Follow us," was the only reply Thomas and Leigh received.

They were brought to a large asteroid. Thomas saw the asteroid had a base station built on and inside it. Dodging a few smaller asteroids, Thomas lined up with the landing bay and flew inside the base.

After they had landed, Thomas motioned Leigh to stay put as he strapped on his 10mm automatic pistol. Pressing the hatch button, Thomas waited while the airlock cycled in the air. When the side hatch opened, Thomas

Kashmere Shipyards F/S II-K "HELL BENDER K"

Crew: 1

Maneuvering Thrust: 0.142 km/s/s

Mass: 300 tons

Translight Capability: 2 light-years/day

Armor: Crysteel hull with minimum armor

Atmospheric Capabilities: Full

Cargo Capacity: None

Sensors: 1 x K-5 "Snooper" Sensors Suite

Armaments:

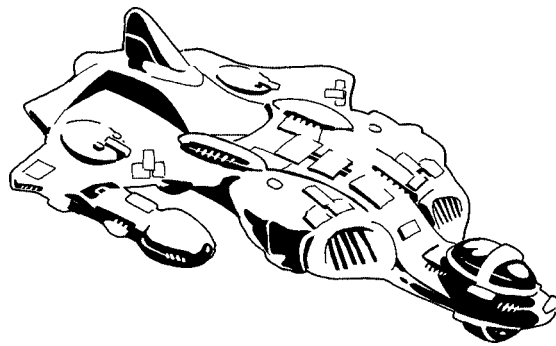
1 x Mk. 20 Autocannon
(Ammo: 8,000 rounds)

2 x Mk. 9 Pulse Lasers

2 x Mk. 20 Torpedo Loads

Commentary: The Kashmere Commonwealth discovered the need for a good reconnaissance vehicle to help them find pirate bases and acquire other information. Taking the basic design of the Hell Bender, the Kashmere engineers removed the Meld Laser and half of the Autocannon's ammo and replaced it with a battery of special sensors designed to follow the ion trail left by a starship. They also managed to cram a small hyperdrive into the ship, allowing it to jump from one system to the next. Overall, the design has worked quite nicely and provided the Kashmere Commonwealth with the ability to find those who attack their ships.

A recon vehicle not designed to participate in dogfights, the Hell Bender K is lightly armed and lacks staying power. However, if engaged, the two Mk. 20 torpedoes can force large fighters to keep their distance while the Pulse Lasers can deter smaller fighters.



Imperial Transtar 1320 series F "TEAL HAWK III"

Crew: 1

Maneuvering Thrust: 0.177 km/s/s

Mass: 300 tons

Translight Capability: 2 light-years/day

Armor: Crysteel hull with belt

Atmospheric Capabilities: Full

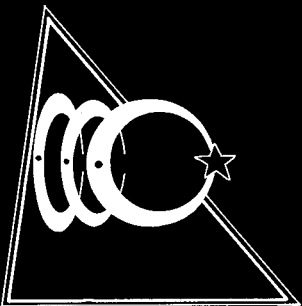
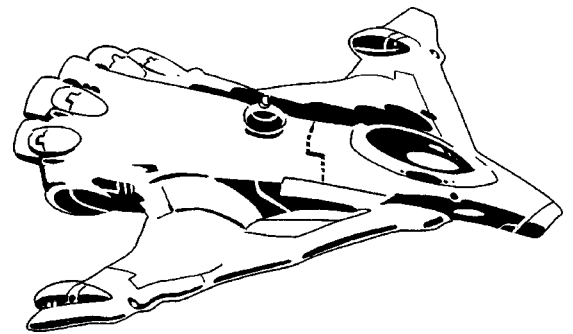
Cargo Capacity: 1 unit

Armaments:

2 x Mk. 15 Blatgun Blast Cannons

Commentary: The Teal Hawk III is a modified cargo version of the Teal Hawk. Since the Teal Hawk has everything a smuggler needs except cargo space, it is no surprise that the Teal Hawk III modification became very popular among such scoundrels. By removing the gunner's position and the torpedo, engineers and smugglers alike were able to place a small cargo hold and a small hyperdrive in the hull. The result is a ship with hyperspace capabilities, very fast speed, protected engines, and decent firepower. The Kashmeri training area has a full flight of Teal Hawks that are used exclusively as an aggressor squadron to train new pilots on how to deal with the Teal Hawk III. The instructors know that many Kashmeri pilots will encounter the ship.

There is little difference in tactics between the Teal Hawk and the Teal Hawk III. The loss of the gunner has little effect on the ship, since many times either the Pilot or Gunner is unskilled. The loss of the torpedo eliminates the Teal Hawk III's long-range firepower, but one torpedo is rarely useful anyway. Use the Teal Hawk III's speed and high Damage Reduction to keep it in the fight and perform hit and run attacks. Remember, once the main guns go, the ship is unarmed. Few ships can catch a fleeing Teal Hawk III, so when in doubt, run!



LAKSHMI

I.D.

BPV: 83

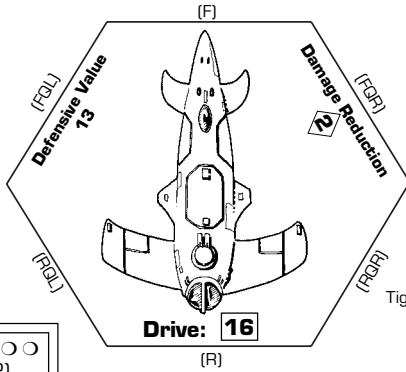
TPV

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

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk. 10
Torps

Gunner
2 Impulseguns
(360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10



Tight Turn Cost: _____+3

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 700

Bay 1
Reinforced Bay
Cargo _____
Cargo Loss: CLD -1D4

DAMAGE TRACK

					t	t														
t			16		C	2	w		14											
		t		*					12											
1	W	10			*		8		6											
4	C	2																		

LAKSHMI

I.D.

BPV: 83

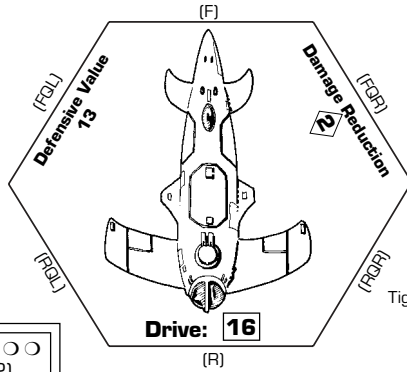
TPV

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

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Mk. 10
Torps

Gunner
2 Impulseguns
(360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10



Tight Turn Cost: _____+3

Decoys: ○○○○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 700

Bay 1
Reinforced Bay
Cargo _____
Cargo Loss: CLD -1D4

DAMAGE TRACK

					t	t														
t			16		C	2	w		14											
		t		*					12											
1	W	10			*		8		6											
4	C	2																		

CRITICAL HITS

- 2 — **Pilot killed.** Lakshmi may take no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Reduce current Drive by 3 until after next game turn.
- 4 — **Electronic Warfare disabled.** Lakshmi cannot jam torpedoes. Reduce Defensive Value by 3.
- 5 — **Controls freeze.** Lakshmi may only move in a straight line until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Luck is with you.** No additional damage.
- 8 — **Hull cracks.** Take 1D4 additional hits.
- 9 — **Impulseguns damaged.** Reduce chance To Hit by 2.
- 10 — **Gunner killed.** Gunner's weapons may no longer fire.
- 11 — **Cargo Bay collapse.** All cargo is lost.
- 12 — **Reactor hit.** Lakshmi's luck runs out.

IMPULSEGUN SPECS

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

PULSE LASER SPECS

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

GAME TURN RECORD TRACK

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

I.D. ■

BPV: 120

TPV

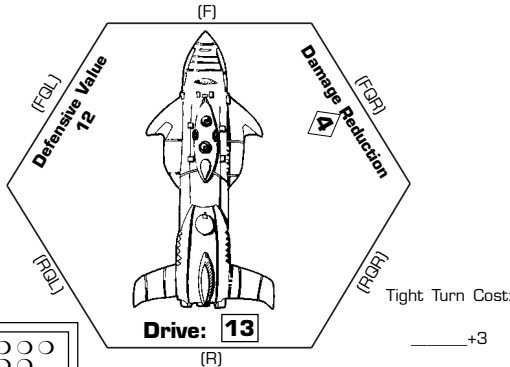
Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

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

**Mk. 10
Torps**

○	○
○	○
○	○

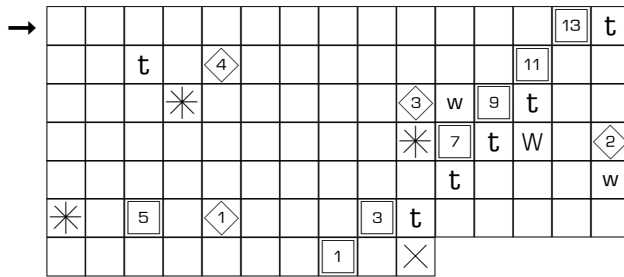
Gunner A
1 Ion Ram (360°)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Decoys: ○ ○ ○ ○
 P-D: 1-5 (3)
 Dmg Con: 1-4
 Tons: 1000

Gunner B
4 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK



VARUNA

I.D. ■

BPV: 120

TPV

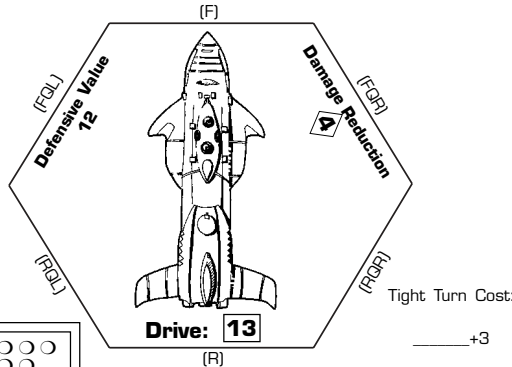
Pilot
3 Pulse Lasers (F)
 To Hit: 2D8+ADB+2
 Damage: Low+2
 Range: 3/9/10

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

**Mk. 10
Torps**

○	○
○	○
○	○

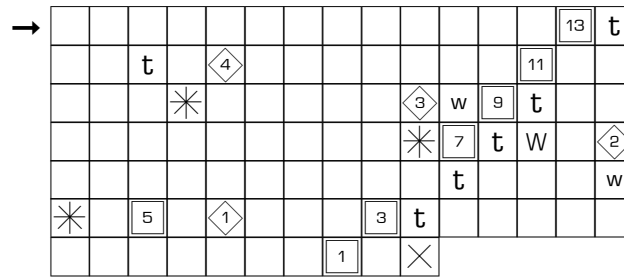
Gunner A
1 Ion Ram (360°)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15



Decoys: ○ ○ ○ ○
 P-D: 1-5 (3)
 Dmg Con: 1-4
 Tons: 1000

Gunner B
4 Splatterguns
 (RQL) (R) (RQR)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10

DAMAGE TRACK



CRITICAL HITS

- Pilot killed.** Varuna may not move nor may Pilot weapons fire. Defensive Value drops to 5.
- Gunner B dazed.** Gunner B may not fire his weapon until after next game turn.
- Electronic Warfare disabled.** Varuna may no longer jam torps. Reduce Defensive Value by 3.
- Ion Ram damaged.** Reduce chance To Hit by 2.
- Shields damaged.** Reduce Defensive Value by 2.
- Clank! No vital systems hit.**
- Splattergun Power Feed damaged.** Damage is now Low+3.
- Pulse Lasers damaged.** Reduce chance To Hit by 4.
- Decoys destroyed.** Varuna loses all remaining decoys.
- Gunner A dazed.** Gunner A may not fire his weapon until after the next game turn.
- Reactor hit.** Varuna detonates into a thousand tiny pieces.

ION RAM SPECS

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

PULSE LASER SPECS

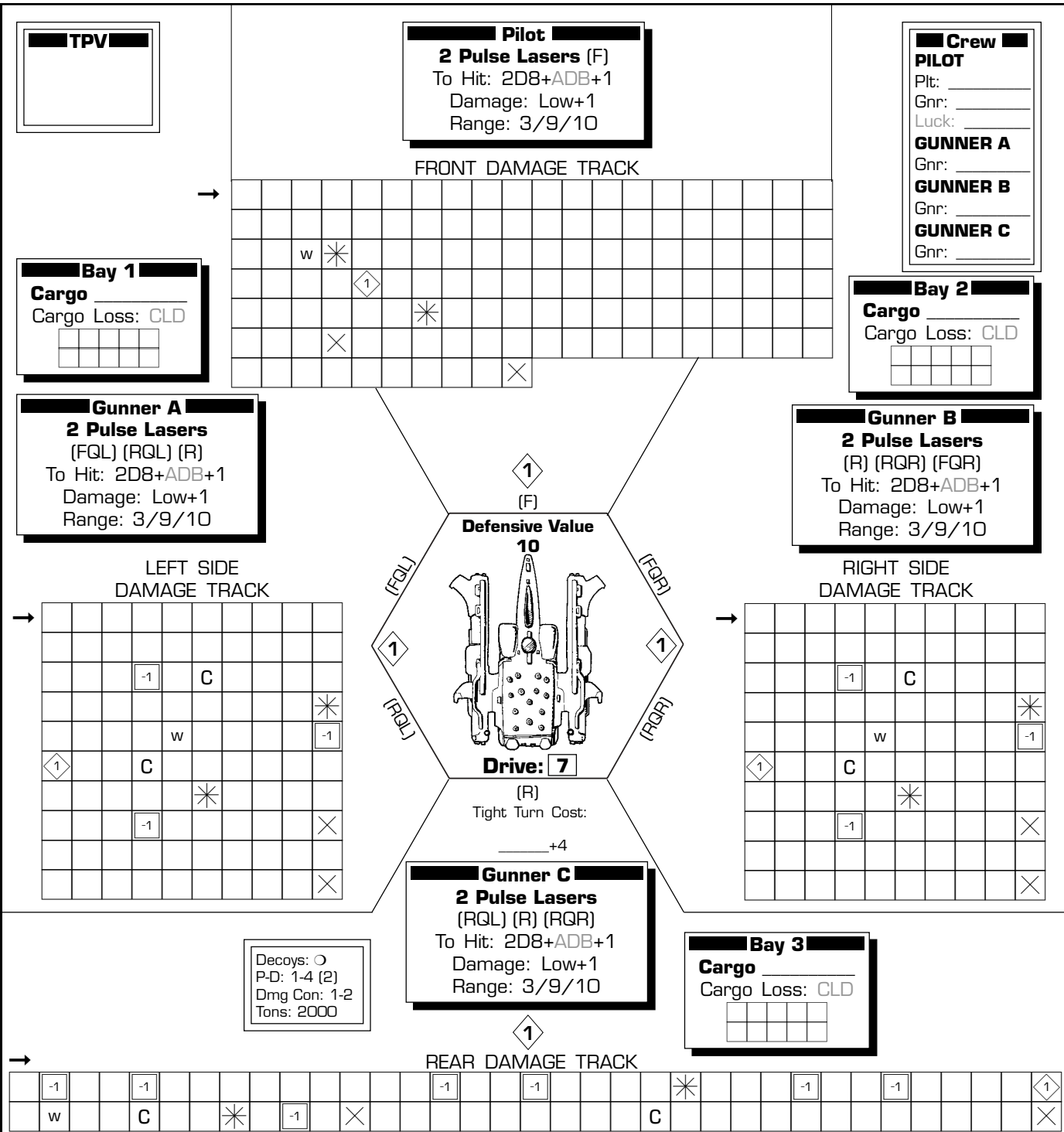
Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

SPLATTERGUN SPECS

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

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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- FRONT CRITICAL HITS**
- 2 — Pilot killed. Vishnu may not move or fire pilot weapon. Defensive Value drops to 5.
 - 3 — Pilot Targeter damaged. Reduce chance To Hit for all pilot weapons by 2.
 - 4 — Point Defense hit. Reduce Point Defense to 1-1 [1].
 - 5 — Pilot Pulse Laser damaged. Reduce chance To Hit by 2.
 - 6 — Pilot Pulse Laser loses power. May not fire until after next game turn.
 - 7 — Gunner A killed. Lose use of Gunner A's weapon.
 - 8 — Controls smashed. Vishnu may not move. Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- 2 — Structure damaged. Take 5 more hits to Left Damage Track.
 - 3 — Cargo Bay Ejection System hit. Cargo Bay 1 ejects.
 - 4 — Pulse Laser a destroyed. May not fire Pulse Laser A.
 - 5 — Structural damage. Take 5 more hits on Left Damage Track and 3 hits on Right.
 - 6 — Maneuver Thruster hit. Vishnu must make one left turn at the start of its next move.
 - 7 — Gunner A killed. Lose use of Gunner A's weapon.
 - 8 — Electronic Warfare gone. Vishnu may no longer jam torps. Reduce Defensive Value by 2.

- RIGHT SIDE CRITICAL HITS**
- 2 — Structure damaged. Take 5 more hits to Left Damage Track.
 - 3 — Cargo Bay Ejection System hit. Cargo Bay 2 ejects.
 - 4 — Pulse Laser B destroyed. May not fire Pulse Laser B.
 - 5 — Structural damage. Take 5 more hits on Right Damage Track and 3 hits on Left.
 - 6 — Maneuver Thruster hit. Vishnu must make one left turn at the start of its next move.
 - 7 — Gunner B killed. Lose use of Gunner B's weapon.
 - 8 — Electronic Warfare gone. Vishnu may no longer jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — Catastrophic structural damage. Take 2D8 more hits to Rear Damage Track.
 - 3 — Cargo Bay Ejection System hit. Cargo Bay 3 ejects.
 - 4 — Gunner C killed. Lose use of Gunner C's weapon.
 - 5 — Good Hit! Take 5 more hits on Rear Damage Track.
 - 6 — Maneuver Thrusters hit. Vishnu may no longer make tight turns.
 - 7 — Engines destroyed. Reduce Drive to 0. Defensive Value drops to 5.
 - 8 — Reactor detonates. There goes all that cargo.

YAMA

I.D.

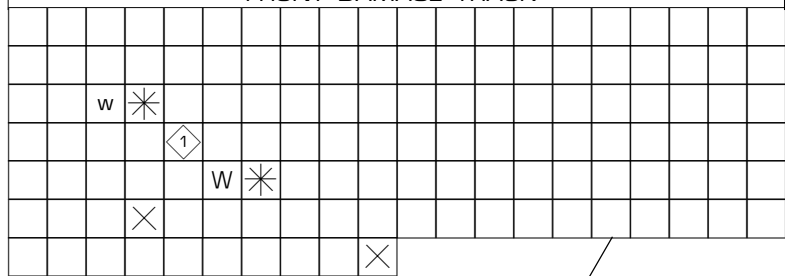
BPV: 50 + POD VALUE

TPV

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

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

Bay 1
Battle Pod # _____



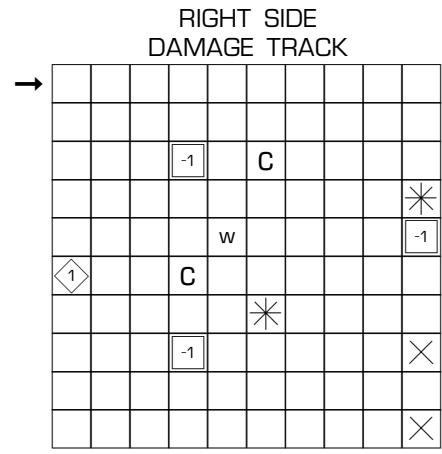
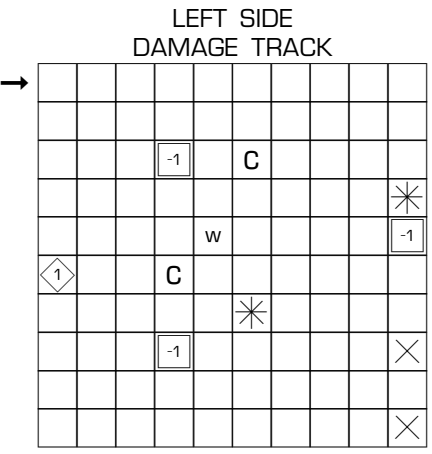
Bay 2
Battle Pod # _____

Gunner A
2 Pulse Lasers (FQL) (RQL) (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner B
2 Pulse Lasers (R) (RQR) (FQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Defensive Value
10

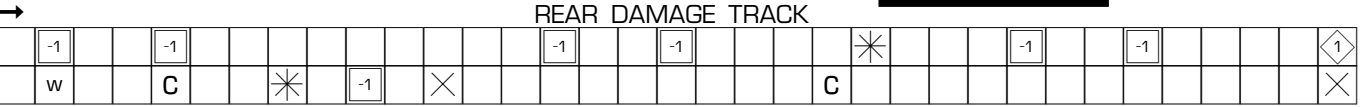
Drive: 7
(R)
Tight Turn Cost:
_____+4



Decoys: O
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 2000

Gunner C
2 Pulse Lasers (RQL) (R) (RQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Bay 3
Battle Pod # _____

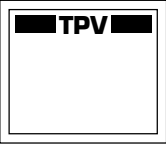


- FRONT CRITICAL HITS**
- 2 — **Pilot killed.** Yama may not move or fire pilot weapon. Defensive Value drops to 5.
 - 3 — **Pilot Targeter damaged.** Reduce chance To Hit for all pilot weapons by 2.
 - 4 — **Point Defense hit.** Reduce Point Defense to 1-1 [1].
 - 5 — **Pilot Pulse Laser damaged.** Reduce chance To Hit by 2.
 - 6 — **Pilot Pulse Laser loses power.** May not fire until after next game turn.
 - 7 — **Gunner A killed.** Lose use of all Gunner A's weapons.
 - 8 — **Controls smashed.** Yama may not move. Defensive Value drops to 5.

- LEFT SIDE CRITICAL HITS**
- 2 — **Structure damaged.** Take 5 more hits to Left Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 1 destroyed.
 - 4 — **Pulse Laser A destroyed.** May not fire Pulse Laser A.
 - 5 — **Structural damage.** Take 5 more hits on Left Damage Track and 3 hits on Right.
 - 6 — **Maneuver Thruster hit.** Yama must make one left turn during its next move.
 - 7 — **Gunner A killed.** Lose use of Gunner A's weapon.
 - 8 — **Electronic Warfare gone.** Yama may no longer jam torps. Reduce Defensive Value by 2.

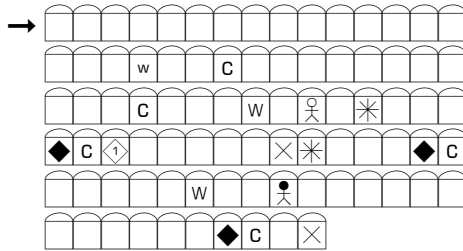
- RIGHT SIDE CRITICAL HITS**
- 2 — **Structure damaged.** Take 5 more hits to Left Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 2 destroyed.
 - 4 — **Pulse Laser B destroyed.** May not fire Pulse Laser B.
 - 5 — **Structural damage.** Take 5 more hits on Right Damage Track and 3 hits on Left.
 - 6 — **Maneuver Thruster hit.** Yama must make one left turn during its next move.
 - 7 — **Gunner B killed.** Lose use of Gunner B's weapon.
 - 8 — **Electronic Warfare gone.** Yama may no longer jam torps. Reduce Defensive Value by 2.

- REAR CRITICAL HITS**
- 2 — **Catastrophic structural damage.** Take 2D8 more hits to Rear Damage Track.
 - 3 — **Battle Pod hit.** Battle Pod 3 destroyed.
 - 4 — **Gunner C killed.** Lose use of Gunner C's weapon.
 - 5 — **Good Hit!** Take 5 more hits on Rear Damage Track.
 - 6 — **Maneuver Thrusters hit.** Yama may no longer make tight turns.
 - 7 — **Engine destroyed.** Reduce Drive to 0. Defensive Value drops to 5.
 - 8 — **Reactor detonates.** Yama disappears, permanently.

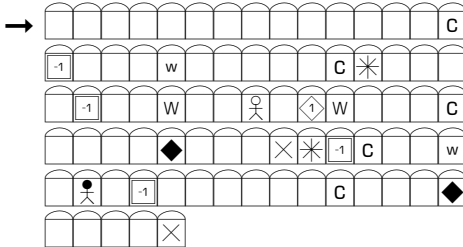


Gunner B
2 Pulse Lasers
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

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



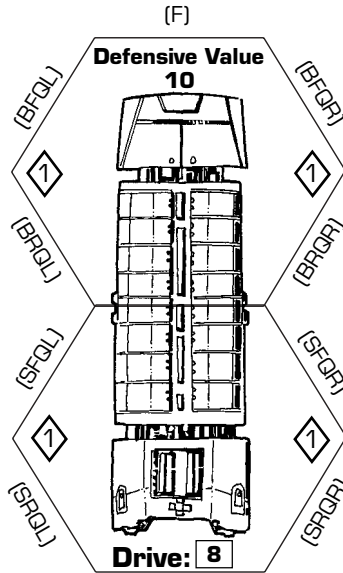
◆ P-DB: 1-2
**REAR LEFT QUARTER
 DAMAGE TRACK**



Gunner E
2 Pulse Lasers
 (SFQL) (SRQL) (R)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gun Crew A
Repeating Blaster
 (BFQL) (F) (BFQR)
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15

Gunner C
2 Pulse Lasers
 (BFQL) (F) (BFQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

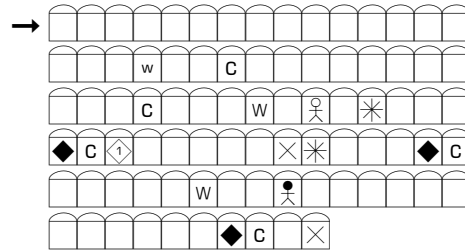


(R)
 Turn Cost: 4

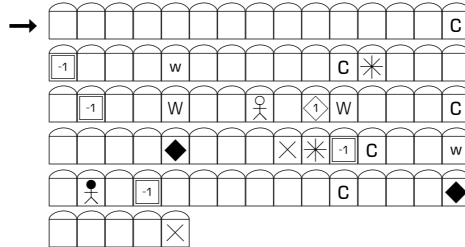
Gunner F
2 Pulse Lasers
 (SRQL) (R) (SRQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

Gunner D
2 Pulse Lasers
 (F) (BFQR) (BRQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

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



◆ P-DB: 1-2
**REAR RIGHT QUARTER
 DAMAGE TRACK**



Gunner G
2 Pulse Lasers
 (R) (SRQR) (SFQR)
 To Hit: 2D8+ADB+1
 Damage: Low+1
 Range: 3/9/10

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

FRONT LEFT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Buckled Armor.** Reduce Damage Reduction on Front Left and Rear Left Damage Tracks by 1.
- 4 — **Cargo Bay Ejection System triggered.** Cargo Bay 1 ejects.
- 5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.
- 6 — **Pulse Laser B damaged.** Reduce chance To Hit by 2.
- 7 — **Too Tough!** No extra damage.
- 8 — **Shields damaged.** Reduce Defensive Value by 2.
- 9 — **Gunner B killed.** Gunner B's weapon may not be fired.
- 10 — **Cargo Bay 1 Ejection System destroyed.** Bay 1 may no longer be ejected.
- 11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR LEFT CRITICAL HITS

- 2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.
- 3 — **Major structural damage.** Take 10 more hits on this Damage Track.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Pulse Laser E loses power.** Pulse Laser E may not fire until after next game turn.
- 6 — **Pulse Laser E damaged.** Reduce chance To Hit by 2.
- 7 — **Cargo Bay 1 hit.** Roll for cargo loss.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner E killed.** Gunner E's weapons may no longer be fired.
- 10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.
- 12 — **Major structural damage.** Take 15 more hits on this Damage Track.

USHAS

Tons: 7000

Electronics

Jam: 1-2 on 1D4
ECM: None

Bridge

Captain: _____
Pilot: _____
TOC: +0

Bay 1

Cargo _____
Cargo Loss:
CLD

Bay 2

Cargo _____
Cargo Loss:
CLD

Engineering

Damage Control: 1-2
EFS: None



FRONT RIGHT CRITICAL HITS

- 2 — **Electronic Warfare gone.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 3 — **Buckled Armor.** Reduce Damage Reduction on Front Right and Rear Right Damage Tracks by 1.
- 4 — **Cargo Bay Ejection System triggered.** Cargo Bay 2 ejects.
- 5 — **Repeating Blaster loses power.** Repeating Blaster may not fire until after next game turn.
- 6 — **Pulse Laser D damaged.** Reduce chance To Hit by 2.
- 7 — **Too Tough!** No extra damage.
- 8 — **Shields damaged.** Reduce Defensive Value by 2.
- 9 — **Gunner D killed.** Gunner D's weapon may not be fired.
- 10 — **Cargo Bay 2 Ejection System destroyed.** Bay 2 may no longer be ejected.
- 11 — **Bridge hit.** Bridge crew is stunned. Ushas may not move or use Captain's Die next turn.
- 12 — **Major structural damage.** Take 15 more hits on this track.

REAR RIGHT CRITICAL HITS

- 2 — **Bridge Hit.** Captain killed. Ushas may no longer use Captain's die.
- 3 — **Major structural damage.** Take 10 more hits on this Damage Track.
- 4 — **Power Coupling hit.** No weapons may be fired until after next turn.
- 5 — **Pulse Laser G loses power.** Pulse Laser G may not fire until after next game turn.
- 6 — **Pulse Laser G damaged.** Reduce chance To Hit by 2.
- 7 — **Cargo Bay 2 hit.** Roll for cargo loss.
- 8 — **Engines sputter.** Reduce Drive by 2 until after next turn.
- 9 — **Gunner G killed.** Gunner G's weapons may no longer be fired.
- 10 — **Electronic Warfare destroyed.** Ushas may no longer jam torps. Reduce Defensive Value by 2.
- 11 — **Bridge Hit.** Bridge crew is stunned. Captain's die may not be used until after next game turn.
- 12 — **Major structural damage.** Take 15 more hits on this Damage Track.

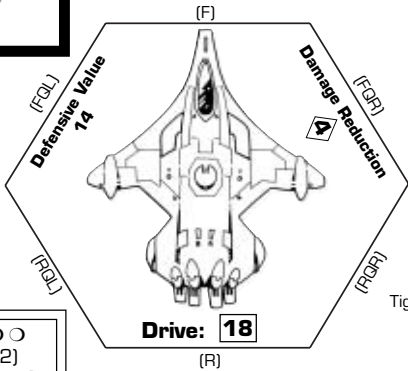
BPV: 40 I.D. ■ TEAL HAWK III

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Bay 1
Cargo _____
 Cargo Loss:
 CLD



Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

→		18		4	*	17		16	3		15
	2		14	1	C		13	*	w	12	11
	10		9	8	7	6	5	4	3	2	1
											×

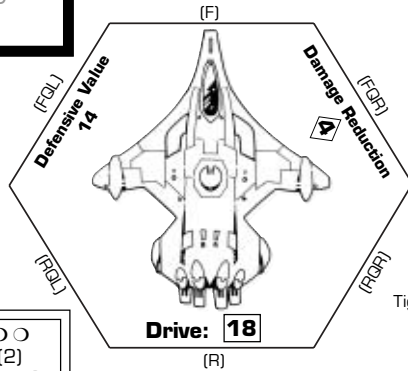
BPV: 40 I.D. ■ TEAL HAWK III

TPV

Pilot
2 Blatguns (F)
 To Hit: 2D6+ADB+1
 Damage: High+2
 Range: 4/10/15
 Target SR ≤13

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Bay 1
Cargo _____
 Cargo Loss:
 CLD



Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

Tight Turn Cost: _____+3

DAMAGE TRACK

→		18		4	*	17		16	3		15
	2		14	1	C		13	*	w	12	11
	10		9	8	7	6	5	4	3	2	1
											×

CRITICAL HITS

- 2 — **Pilot killed.** Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's Trigger Mechanism jams.** Pilot may not use Blatguns.
- 8 — **Blatgun Targeters damaged.** Blatguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Cargo Hit!** Roll a Cargo critical.
- 11 — **Pilot dazed.** Teal Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤13.

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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HELL BENDER K

I.D.

BPV: 26

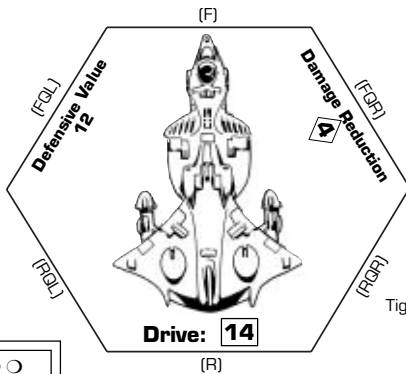
TPV

Mk. 20
Torps

Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

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

HELL BENDER K

I.D.

BPV: 26

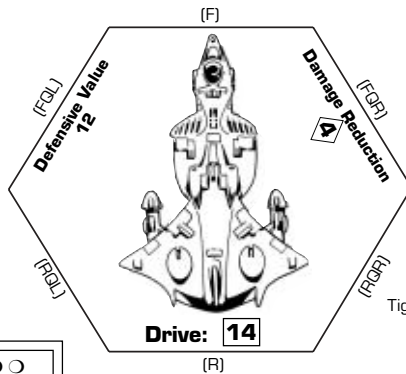
TPV

Mk. 20
Torps

Pilot
1 Autocannon (F)
 To Hit: 2D6+ADB
 Damage: Medium †
 Range: 3/10/24
 Target SR ≤10
 ○○○○

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



Tight Turn Cost: _____+3

Decoys: ○ ○
 P-D: —
 Dmg Con: 1-3
 Tons: 300

DAMAGE TRACK

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

CRITICAL HITS

- 2 — **Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- 4 — **Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Autocannon hit.** Lose half of remaining ammo.
- 8 — **Sensors and Translight damaged.** Hell Bender may not use Translight capabilities.
- 9 — **Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- 10 — **Torp Loads jettison harmlessly.** Remove all torps.
- 11 — **Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- 12 — **Reactor explodes.** Hell Bender is destroyed.

PULSE LASER SPECS

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

AUTOCANNON SPECS†

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-10 hexes.
 Long Range: 11-24 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤10.
 † When two Attack Dice come up doubles, multiply base damage by 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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YISHNU/YAMA BATTLE PODS

SLOTS: 50

POD VY1

BPV: 60

Concealed Weapons/Bays
GUNNER 1A Gnr: _____

Gunner 1A
4 Blatguns (360°)
To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

Gunner 1A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

Gunner 1A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

POD VY2

BPV: 33

Concealed Weapons/Bays
GUNNER 2A Gnr: _____

Gunner 2A
Ion Ram (360°)
To Hit: 2D8+ADB
Damage: All
Range: 5/13/15
Target SR ≤15

GUNNER 2B Gnr: _____
Gunner 2B
Turbo Laser (360°)
To Hit: 2D8+ADB
Damage: High
Range: 9/25/30
Target SR ≤8

Gunner 2B
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○

BPV: 18 POD VY3

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____
100-ton RP x1 ○

GUNNER 3A Gnr: _____

Gunner 3A
2 Impulseguns (360°)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

POD VY4

BPV: 25

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____
100-ton RP x1 ○

GUNNER 4A Gnr: _____

Gunner 4A
2 Autocannons
(1 Arc)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○

Gunner 4A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

POD VY5

BPV: 70

Concealed Weapons/Bays

GUNNER 5A Gnr: _____

Gunner 5A
4 Splatterguns (360°)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner 5A
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

GUNNER 5B Gnr: _____

Gunner 5B
4 Splatterguns (360°)
To Hit: 2D6+ADB+3
Damage: Medium+6
Range: 2/6/10

Gunner 5B
Missile Launcher (360°)
Lock-on < _____
○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○

POD VY6

BPV: 40

GUNNER 6A Gnr: _____

Gunner 6A
2 Impulseguns (3 Arcs)
To Hit: 2D8+ADB+1
Damage: High+2
Range: 3/8/10

GUNNER 6B Gnr: _____

Gunner 6B
4 Pulse Lasers (360°)
To Hit: 2D8+ADB+3
Damage: Medium+3
Range: 2/9/10

Gunner 6B
Railrepeater (3 arcs)
To Hit: 2D6+ADB
Damage: High †
Range: 4/15/36
Target SR ≤6
○○○○○○○○○○○○○○

† Whenever two of the attack dice roll doubles, multiply the base damage by 2.

POD VY7

BPV: 50

Concealed Weapons/Bays

GUNNER 7A Gnr: _____

Gunner 7A
4 Blatguns (360°)
To Hit: 2D6+ADB+3
Damage: High+6
Range: 4/10/15
Target SR ≤13

Gunner 7A
1 Protobolt Projector (360°)
To Hit: 2D6+ADB
Damage: 10/8/6
Range: 5-8/12/16
Target SR ≤14
○○○○○○○○○○○○○○

POD VY8

BPV: 5

Concealed Weapons/Bays

Carrier Bay
100-ton Fighter x1
Type: _____ ID: _____

POD VY9

BPV: 25

GUNNER 9A Gnr: _____

Gunner 9A
Heavy Plazgun (360°)
To Hit: 2D6+ADB
Damage: All x 2 ¥
Range: 4/8/15
Target SR ≤11

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

USHAS BATTLE PODS

SLOTS: 110 (2 PER BAY)

POD U1

GUN CREW 1A Gnr: _____

Gun Crew 1A
Quad Repeating Blaster
 ☒☒ (3 Arcs)
 [][][]
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

GUNNER 1B Gnr: _____

Gunner 1B
6 Splatterguns (5 Arcs)
 [][][][]
 To Hit: 2D6+ADB+5
 Damage: Medium+10
 Range: 2/6/10

Gunner 1B
Missile Launcher
 (3 Arcs)
 [][][]
 Lock-on < _____
 ○○○○○○○○○○○○○○○○○

Gunner 1B
Missile Launcher
 (3 Arcs)
 [][][]
 Lock-on < _____
 ○○○○○○○○○○○○○○○○○

BPV: 100

POD U4

Carrier Bay
400-ton Fighter x1
 Type: _____ ID: _____

Carrier Bay
300-ton Fighter x1
 Type: _____ ID: _____

BPV: 7

POD U2

Carrier Bay
100-ton Fighter x5
 Type: _____ ID: _____
 Type: _____ ID: _____
 Type: _____ ID: _____
 Type: _____ ID: _____

GUN CREW 2A Gnr: _____

Gun Crew 2A
Blast Cannon ☒☒
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: Medium x 2
 Range: 8/20/25
 Target SR ≤9

GUN CREW 2B Gnr: _____

Gun Crew 2B
Blast Cannon ☒☒
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: Medium x 2
 Range: 8/20/25
 Target SR ≤9

BPV: 45

POD U

GUN _____ Gnr: _____

GUN _____ Gnr: _____

GUN _____ Gnr: _____

GUN _____ Gnr: _____

BPV: (110 SLOTS)

POD U3

GUN CREW 3A Gnr: _____

Gun Crew 3A
Hyper Cannon ☒☒
 (3 Arcs)
 [][][]
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15
 Target SR ≤15
 ○○○○○○○○○○○○○○○

GUNNER 3B Gnr: _____

Gunner 3B
Ion Ram (5 Arcs)
 [][][][]
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15

GUNNER 3C Gnr: _____

Gunner 3C
Plazgun
 (5 Arcs)
 [][][][]
 To Hit: 2D6+ADB
 Damage: All ¥
 Range: 2/4/10

BPV: 89

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

POD VY

Concealed Wpns/Bays
GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

GUNNER _____ Gnr: _____

BPV: (50 SLOTS)

Note: Ushas Battle Pods fill one-half of an Ushas cargo bay. You may place up to two pods in each bay: one forward, one rear. You may combine Battle Pods and Cargo in the same bay.

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

MARUT

I.D.

BPV: 15

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+1 Damage: Low +1 Range: 3/9/10	Pilot 1 Impulsegun (F) To Hit: 2D8+ADB Damage: High Range: 3/8/10	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV

Mk. 10 Torps

Decoys:
P-D: —
Dmg Con: 1-2
Tons: 100

Tight Turn Cost: _____+3

DAMAGE TRACK

→ 17 13 t w * 9 1 t 5 X

CRITICAL HITS

- 2 — **Pilot killed.** Marut may take no further actions. Defensive Value drops to 5.
- 3 — **Torp Load jettisoned.** All remaining torps are lost.
- 4 — **Electronic Warfare disabled.** Marut cannot jam torps. Reduce Defensive Value by 1.
- 5 — **Maneuver Thrusters hit.** Marut may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Impulsegun Targeter damaged.** Reduce chance To Hit by 1.
- 8 — **Impulsegun damaged.** Marut may not fire Impulsegun until after next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Engines sputter.** Reduce current Drive by 4 until after next game turn.
- 11 — **Pilot dazed.** Marut may not move or discharge any weapon until after next game turn.
- 12 — **Reactor hit.** Ashes to ashes ...

IMPULSEGUN SPECS

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

PULSE LASER SPECS

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

Kashmere Units

This section details the most renowned Kashmere fighter, escort, and convoy wings that have distinguished themselves in service to the Commonwealth. The compositions listed here reflect these wings in a state of standard readiness.



Silent but Deadly

KASHMERI Q-FORCE 113

Commanding Officer: Tel Sundance

The Kashmere Commonwealth formed the 113th Q-Force to help stem the growing tide of piratical attacks. Based wholly on the Yama, this wing is placed inside a normal freighter convoy, hoping to attract the pirates' attention and then to destroy them through the Yama's powerful weapon systems. The 113th is the second most decorated wing in the Q-Force (just slightly behind the 244th), having successfully destroyed four pirate bases and smashed over one hundred pirate attacks.

The Kashmeri credit the 113th's leader, Tel Sundance, with the "Lame Duck" attack pattern. When pirates attack a convoy containing one or more Yamas, the Yamas fall out of formation, faking engine damage or another problem, and draw the attacking fighters away from the rest of the convoy. When the pirates go to finish off the stragglers, the gun ports open up and the belly fighters launch, much to the pirates' surprise. Swift annihilation of the attackers is usually the result.

The 113th earned their nickname when Tel Sundance ordered all of the Maruts painted black with occasional white splotches to help the ship blend into space. This way, the ships can perform an armed recon or flanking maneuver with a significantly lower chance of detection. Immediately following the Marut's new paint job, Kashmeri Command ordered an armed reconnaissance mission. The black fighters slipped into space and were quickly lost by the traffic controllers who knew they were there. The Maruts successfully reconned their target, but on the way back they stumbled upon a group of pirates heading out on an attack run. The Maruts ambushed the fighters and disposed of them before the pirates knew of the danger. Upon their return, Commander Sundance dubbed the 113th the "Silent but Deadly" wing.

Squadron Summary

Fortress Squadron

Squadron Leader:

David O'Leary (Plt 8, Gnr 5)

Assets: 8 x Yama

Protector Squadron

Squadron Leader:

Harry Stanley (Plt 10, Gnr 9)

Assets: 12 x Salamander

Speeder Squadron

Squadron Leader:

Ali Baraghni (Plt 7, Gnr 6)

Assets: 12 x Marut

The Next Millennium

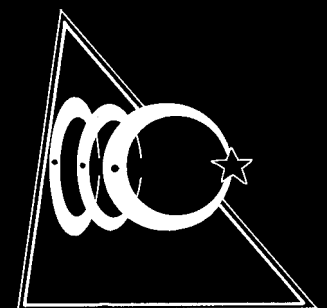
stepped out. He was greeted by a tall man with very large paunch and fiery red hair.

"I understand you have a present for me?" the large man asked.

"I understand you have payment for me," Thomas replied.

The man turned behind him and motioned for one of the pirates to come forward. "Give Mr. Carbin his payment." The pirate walked up to Thomas. From behind his back, the pirate pulled out a pistol and shot Thomas in the chest. The report of the pistol echoed throughout the hangar bay. The large man started to guffaw as Thomas collapsed.

Thomas felt his arms and legs go numb as the realiza-



Silent Death

tion of what happened came to him. His senses were dulled so he was not entirely sure what was going on. He thought he heard the servomotors moving the Disruptorguns around their turret. He heard the screams as the Disruptorguns fired inside the bay. He saw people scurrying for cover as the smell of burnt flesh invaded his nostrils. He could taste the smoke in the atmosphere from the fires that had been set by the giant guns on his ship. He felt himself roughly dragged, he thought toward his ship.

He felt a slap on the chest where he had been shot. He then felt moist, warm lips pressed against his. He opened his eyes.



Blockade Buster

KASHMERI CONVOY 647

Commanding Officer: Mike Sterling

The 647th is a heavy convoy wing often used for supply runs supporting the military. The 647th have earned the reputation of delivering its goods no matter what and this lends mystique to the group. The main ship in the 647th is the massive Ushas freighter. Eight of these giants are in the squadron, providing the ability to deliver an enormous amount of goods in one convoy run.

Of course, such large freighters make juicy targets. The 647th is also equipped with a crack squadron of Varuna escorts, designed to prevent any convoy losses. Like most of the Kashmere Commonwealth's convoy wings, the freighter pilots and fighter pilots are constantly interacting. By forcing the groups to live together in the same area of their base, friendship and understanding builds between the two groups. What would normally the warring of two factions, freighter haulers versus fighter jocks, becomes deep camaraderie, especially in the heat of battle. When the escorts have a personal investment in the protection of the convoy, they fight with much more ferocity.

The 647th is the convoy wing of legend. On three separate campaigns, the enemy had forced the Kashmeri to divert much-needed fighter squads to convoy escort due to the numerous attacks on the Kashmeri supply lines. Kashmeri Command ordered the 647th to get the supplies through. On all three occasions, the 647th performed. They earned their nickname shortly after their inception. When the 647th was first formed, headquarters gave the order to break through the blockade currently enforced

over its planet. Firing up the engines, the freighter pilots told the fighter pilots that they would ram anything the fighters did not destroy first. What followed was a race into space to see who could attack the enemy first. The 647th broke through the blockade like a brick through a window, and sent much-needed supplies to the front line.

Squadron Summary

Slowpoke Squadron

Squadron Leader:

Francis Duvall (Plt 9, Gnr 10)

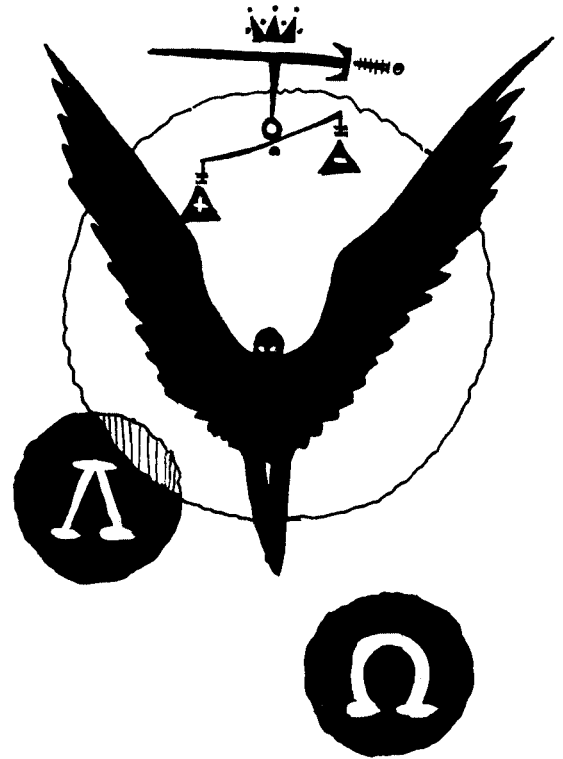
Assets: 8 x Ushas

Rocket Squadron

Squadron Leader:

Rick Fokker (Plt 10, Gnr 9)

Assets: 12 x Varuna

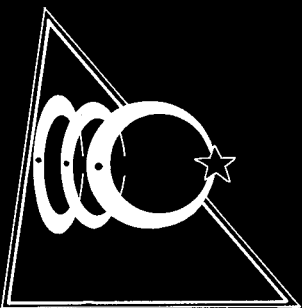


Justice Inc.

KASHMERI INTERCEPTOR 132

Commanding Officer: Jack Laws

Originally, Kashmeri Command formed the 132nd Interceptor Wing to protect a cluster of worlds in the Antares system. Designed to fly Combat Air Patrol around the systems, most pilots of the 132nd spend their time looking for any sign of trouble. Since the Antares system was near the middle of Kashmeri territory, the 132nd did not expect to run into much resistance. Pilots considered it an excellent place to learn the ropes of fighter



piloting and many cadets experienced their first tour of duty behind the Talons of the 132nd. That changed when a band of Draconian pirates-turned-terrorists ambushed the 132nd's commanding officer, Frank Burton. The 132nd wanted vengeance.

Kashmeri Command authorized a retaliatory strike, which one of the Kashmere Commonwealth's strike wings normally handled. The 132nd requested to perform the strike and Kashmeri Command gave them the green light. The next day, the entire squadron left the docking bay of their starbase and flew towards the Draconians' last known location, an asteroid field. The 132nd found their prey, hiding by a large asteroid, and swooped in for the kill. Since that time, the 132nd has been known as Justice Inc. They often request missions outside of their Interceptor role, usually retributive strikes.

Squadron Summary

Blood Squadron

Squadron Leader:

John Dennis (Plt 9, Gnr 4)

Assets: 12 x Lakshmi

Sweat Squadron

Squadron Leader:

Alexi Rostoli (Plt 9, Gnr 9)

Assets: 12 x Talon

Tears Squadron

Squadron Leader:

Carrie Ford (Plt 10, Gnr 8)

Assets: 12 x Spirit Rider



102nd

KASHMERI CONVOY 102

Commanding Officer: David Gardner

The 102nd Convoy Wing is a typical Kashmere Commonwealth convoy wing. The pilots of the freighters and their escorts all live and train together, building trust and accountability to both sides of the convoy wing. The Vishnu medium freighter is the workhorse of Kashmeri freighters. The 102nd Convoy is constantly finding its Vishnus in demand, allowing both the freighters and escorts the ability to visit many different areas of the galaxy. In fact, the 102nd took over an unused store room at their base, and turned it into a trophy room. Members of the 102nd compete to bring the most interesting memento back from one of their excursions.

The 102nd has seen more action than any other convoy wing in the Kashmere Commonwealth's navy. Established early in the Kashmere Corporation's life, the 102nd has performed more than five thousand supply runs for the Kashmeri military. The wing has lost over 750 craft, from freighters to fighters, over the many years that it has been in existence. The 102nd has delivered over one million tons of material. These impressive numbers are more a testament to the longevity of the wing rather than the dedication of its pilots and gunners. In fact, most of the 102nd's pilots and gunners are promoted quickly to other tasks. Many pilots say that if Command assigns you to the 102nd, you will soon be on the Kashmeri fast track.

The one dark spot of the 102nd's history is when a group of pirates ambushed the entire wing while it carried a cargo of highly combustible chemicals. The pirates appeared from a nearby wormhole and sped towards the convoy. Most of the pirates concentrated their fire on the engines of the freighters while trying to hold off the escorting fighters. One green pirate accidentally sent a laser blast into the cargo area of one of the Vishnus, buckling the entire pressurized cargo hull. The resulting explosion set off a chain reaction as each freighter's cargo exploded, catching all of the combatants in the ensuing blast. When all of the explosions finally died out, nothing moved in the blackness of space.

Squadron Summary

Big Friends Squadron

Squadron Leader:

Daniel Dwyer (Plt 8, Gnr 7)

Assets: 12 x Vishnu

Little Friends Squadron

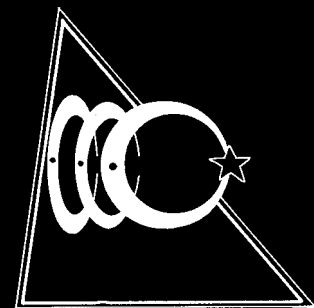
Squadron Leader:

Hillary Brooks (Plt 9, Gnr 9)

Assets: 12 x Thunderbird

The Next Millennium

Everything looked blurry, but he could make out Leigh's beautiful face, pressed against his. Her cheeks were damp, but she had a smile on her face. She said something to him, but he could not hear what it was. She then got up and ran towards the pilot's seat. He felt the ship shudder as the cargo bay jettisoned, then the lurch as the ship took off. Soon the ship was bobbing and weaving. Probably because of the asteroids, Thomas' unconscious told him. The occasional shot that shook the rear of the ship told him that they were being pursued. His vision started to blur again and he closed his eyes. The last thing he remem-



Silent Death

bered hearing was Leigh talking to someone named Varuna.

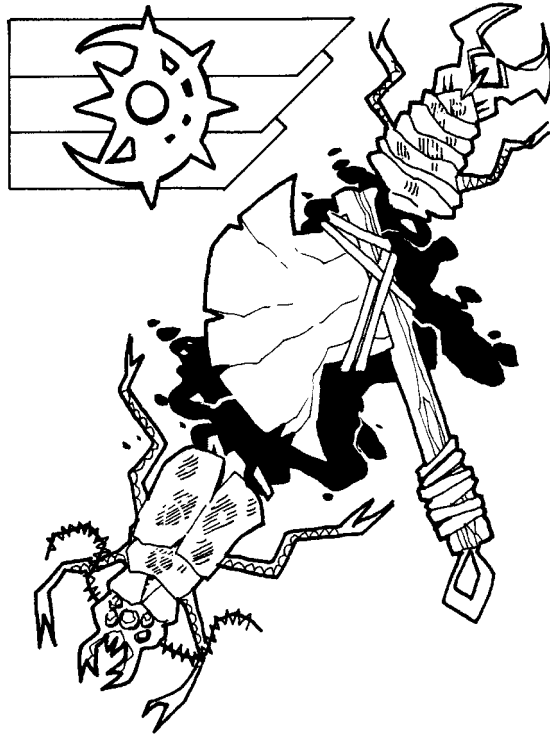
After sleep that seemed to last a decade, Thomas finally woke up. He opened his eyes and found himself in an unfamiliar place.

"Where am I?" he said. His tongue felt like it was covered in fuzz.

Leigh appeared in his line of sight, a large smile on her face. It was funny, until this moment, Thomas never realized how beautiful she was. Before he could continue on that train of thought, she spoke.

"You're in a hospital on Seti 9. We are in the Kashmere Commonwealth."

"Oh. That's nice."



Matchling Matchet

KASHMERI Q-FORCE 244

Commanding Officer: April Stevens

The 244th is the most decorated Q-Force wing in the Kashmere Commonwealth. It has the latest technology the Kashmeri have to offer, including the coveted Varuna escort fighter. Like other Q-Force wings, the 244th often mingles with other convoys to help detect and destroy and pirate fighters found along the flight lanes. Using the Yama's hidden weapons and belly fighter, the 244th leaves a trail of destruction behind every pirate attack.

The 244th is also responsible for destroying 6 pirate bases. When the pirates attacked the convoys they were protecting, the 244th repelled the ambush, but let a few pirate ships get away. They followed the fleeing pirates and eventually reached the pirate base. With all guns blazing, the 244th destroyed the bases and hunted down any pirate stragglers.

During the Hatchling war, the 244th was instrumental in helping repel the Hatchlings in the middle of the fight for Polimus IV. The 244th bravely sacrificed its Yama's to intercept and repel the attacking Grubs. Though the Grubs destroyed all the Yamas and most of the supporting Maruts and Varunas, the planet escaped relatively unscathed.

Squadron Summary

Alpha Squadron

Squadron Leader:

Barnaby Dolenz (Plt 10, Gnr 7)

Assets: 8 x Yama

Beta Squadron

Squadron Leader:

Robin Johansen (Plt 10, Gnr 9)

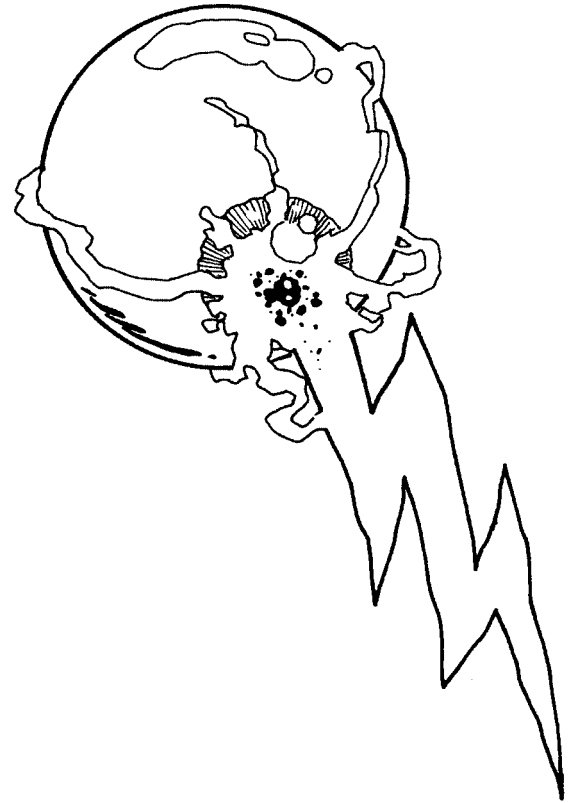
Assets: 12 x Varuna

Gamma Squadron

Squadron Leader:

Vijay Schwanzi (Plt 10, Gnr 5)

Assets: 12 x Marut

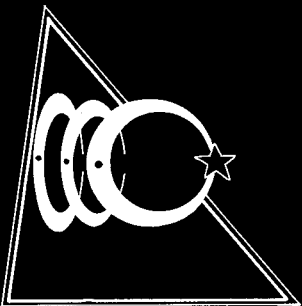


Eyes in the Sky

KASHMERI RECON 66

Commanding Officer: Kash Stevens

Whenever Kashmere Command requires information about a potential target or enemy, the 66th gets a call. The Kashmeri Recon 66 is the best recon wing in the Kashmere Commonwealth's navy. They have performed more missions, many over enemy territory, than any other reconnaissance wing in the Kashmere navy.



The 66th is the wing credited with the creation of the Hell Bender K variant. By removing the weapon from the nose of the Hell Bender, the Kashmere Commonwealth was able to install multiple sensors to help see further into the enemy's territory. The Hell Bender K experiment was a complete success and now makes up two of the three squadrons in the 66th.

Following Tel Sundance's suggestion, Kash had all fighters from the 66th painted jet black with occasional white splotches in sensor absorbent paint. This camouflage has led to many fewer casualties to the 66th and given the Kashmere Command the ability to enter locations previously deemed too dangerous to send a reconnaissance wing.

Squadron Summary

Eeny Squadron

Squadron Leader:

Kevin Poole (Plt 10, Gnr 4)

Assets: 12 x Hell Bender K

Meeny Squadron

Squadron Leader:

Jacob Daniels (Plt 9, Gnr 9)

Assets: 12 x Hell Bender K

Miny Squadron

Squadron Leader:

Jesse Murphy (Plt 8, Gnr 10)

Assets: 12 x Marut



Base Busters

KASHMERI STRIKE FORCE 9

Commanding Officer: Ignazio Dolenz

To fly in Strike Force 9 is the culmination of many pilots' dreams. The Ninth is the premiere strike force in the Kashmere Commonwealth's navy. When the Kashmeri need to destroy a target no matter what the cost, they call in the Ninth to do the job. The attrition rate of the Ninth is the highest in all of the navy, but they are also the ones who receive the most dangerous jobs.

Currently, the Karttikeya is the backbone of the Ninth, although larger ships are currently in development. With eight of these gunboats available at any one time, the Ninth has a lot of firepower at its disposal, not even including the escort ships for the Karttikeya. It is this firepower, plus the incredible skill of its pilots, that enables the Ninth to have the record that it does.

The Ninth has failed only one mission assigned to them. The Ninth may lose the entire wing while obtaining the goal, but they will obtain the goal. High losses are acceptable, even excepted, to the commanders of the Ninth. Almost paradoxically, the morale of those in the Ninths is always high. They realize that if a job comes down to them, then it is of the highest importance and there is no other that can accomplish it. The waiting list for pilot positions is always full; there is no higher honor. The Kashmeri practically guarantees any pilot or gunner who survives a tour with the Ninth a high position in the Commonwealth.

Squadron Summary

War Squadron

Squadron Leader:

Lynn Thorpe (Plt 10, Gnr 10)

Assets: 8 x Karttikeya

Pestilence Squadron

Squadron Leader:

Rick Carlos (Plt 10, Gnr 9)

Assets: 12 x Varuna

Death Squadron

Squadron Leader:

Buck Gordan (Plt 10, Gnr 8)

Assets: 12 x Death Wind

The Next Millennium

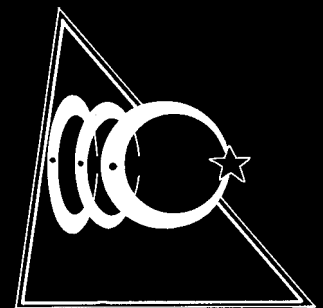
Thomas replied. He realized that it was not just his tongue that felt fuzzy, his whole body did. Must be the drugs he thought.

"This is Captain Sinclair." Leigh continued introducing a man Thomas had not noticed before. "He was the one commanding the Varunas we encountered."

"Congratulations, Mr. Carbin," Sheridan said. "You took out the entire pirate base."

"Great," Thomas said, smiling in a drug-induced haze.

"Welcome to the employment of the Kashmere Commonwealth," Sinclair continued. "I hope you enjoyed your first day on the job."



Silent Death

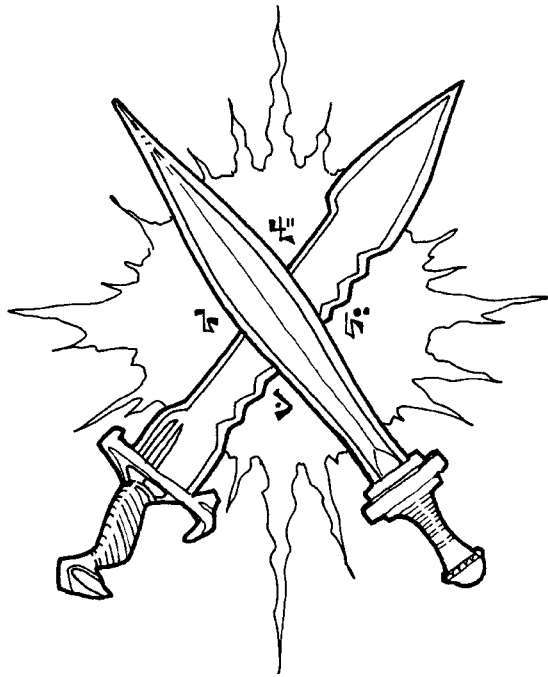
Damage Control

The shuttle's thrusters fired one last time before the landing gear touched down on the landing pad.

Katyrn Rodgers glanced at the mirror in her hand one last time before sliding it back into her suit's pocket. Taking a deep breath, she pressed the button to open the shuttle's door. Even knowing what to expect, Katyrn was still mildly surprised by the glare of lights, in sharp contrast to the inky black clouds that surrounded the planet, and the drowning noise from the crowd and reporters gathered at the spaceport.

"We are here at Kholdan II where the Kashmeri representative is about to speak regarding the charges

Pirate Wings



The Crossed Swords

Leader: Jack Blade

The Crossed Swords started off as an escape plan from a planet in the Luches Utopia. Through daring, skill, and more than a little luck, a group of ruffians fled from the Luches Utopia. Securing themselves in an asteroid field, the group of escapees decided on following the life of pirates. They felt comfortable with the idea of stealing what they could to provide for themselves, so the thought of piracy was not alien to them. Naming themselves the Crossed Swords, the group started out hitting smaller, independent freighters, rather than attacking large convoys.

Picking off the stragglers of the freighter runs was all right for a while, but soon the pirates started getting restless. They wanted more than just what it took to survive. Fate intervened when the Crossed Swords intercepted word of a freighter full of Death Wind fighters being shipped to the Q'raj Void Protectorate. The Crossed Swords launched a full-scale assault on the freighter and succeeded in destroying the freighter's engines. They attached tow cables to the freighter's cargo bays and pulled the

brand new starfighters back to their asteroid base. Armed with eight new Death Winds, the Crossed Swords embarked on a new scale of piracy, attacking entire convoys.

At one point, House Colos contacted the Crossed Swords. In exchange for stopping attacks of Colos freighters, House Colos would provide the Crossed Swords with the flight plans of Kashmeri convoys guaranteed to contain no Q-Freighters. The Crossed Swords jumped at this chance and became a very serious thorn in the side of the Kashmeri Commonwealth. When the Kashmeri discovered the Colos mole, the Crossed Swords thought it would be a good idea to leave the Commonwealth alone for a while.

The Crossed Swords are doing well as pirates, but the future of the group is uncertain. They are attracting more attention than they are accustomed to and may not be able to withstand an attack by one of the Twelve. Only time will tell if the Crossed Swords will be able to continue their activities without being attacked by an angry victim or newer pirate group.

Squadron Summary

Wind Squadron

Squadron Leader:

Kris Bolan (Plt 8, Gnr 7)

Assets: 8 x Death Wind

Earth Squadron

Squadron Leader:

Jack Blade (Plt 9, Gnr 9)

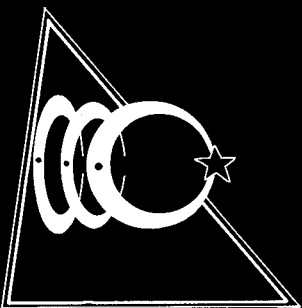
Assets: 12 x Glaive

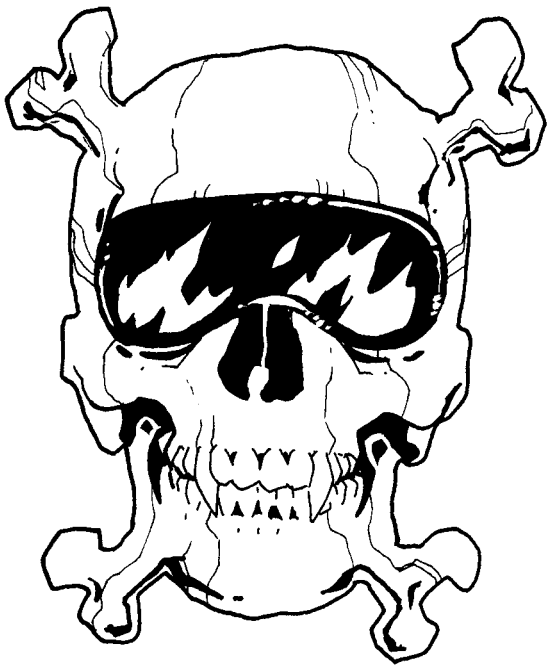
Fire Squadron

Squadron Leader:

Cristobel Sabitini (Plt 10, Gnr 7)

Assets: 12 x Salamander





Skull and Crossbones

Leader: Thomas Sharpe

The pirate group known as the Skull and Crossbones started off as a group of mercenaries, available to the highest bidder. The morality of what they were doing did not concern them, and they never questioned the missions they embarked on. They always fulfilled their contract, unless the other side offered more money. The Skull and Crossbones based their morals strictly on money and monetary gain.

The Skull and Crossbones was forced to turn to piracy during a particularly long stint of unemployment. Having no income and needing fresh supplies, the mercenaries ambushed a freighter. It was not long before they supplemented their income from mercenary missions by stealing and selling cargo of freighters they happened upon. Some freighter captains who fly in the Skull and Crossbones area of influence carry large quantities of cash, in hopes of buying off the pirates before they attack. Most of the time the Skull and Crossbones are willing to accept money to prevent their attack. This practice has led to a new business venture: extortion.

This latest activity involves various squadrons of the Skull and Crossbones staying near the entry point of a system demanding money from incoming or outgoing freighters in exchange for their safety. Whenever the local government hears about Skull and Crossbones ships in their vicinity, they immediately send a patrol out to remove the pirates. Usually, the pirates have left by the time the patrol arrives, but occasionally the patrol gets the jump on the pirates. When this happens, the dog-fights are usually very intense as both sides have had experience behind the stick.

The future of the Skull and Crossbones is fairly secure. Having significant financial reserves to continue operating on, it would take many large strikes to remove the Skull and Crossbones from the system.

Squadron Summary

Jackals Squadron

Squadron Leader:

Thomas Sharpe (Plt 10, Gnr 7)

Assets: 12 x Teal Hawk

Vixens Squadron

Squadron Leader:

Janice Walker (Plt 8, Gnr 9)

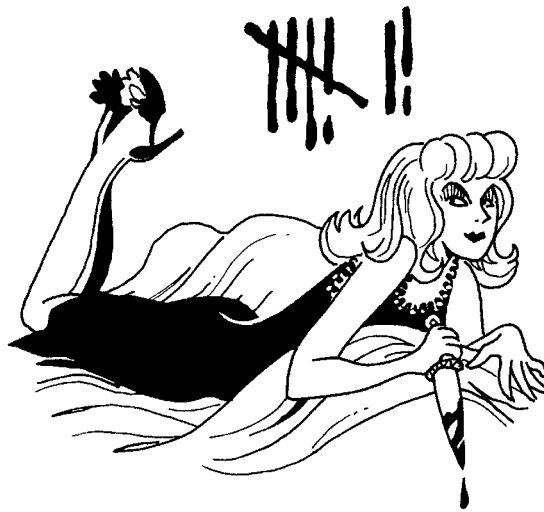
Assets: 12 x Night Hawk

Dingos Squadron

Squadron Leader:

Frederick Rhodes (Plt 7, Gnr 9)

Assets: 8 x Vishnu



Blood's Squadron

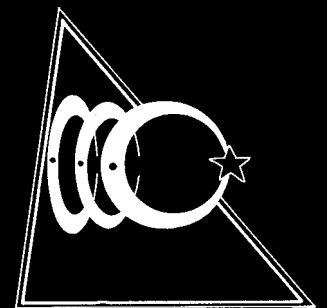
Leader: Errol Blood

Errol Blood was a doctor on his home planet. When the Hatchlings attacked his planet, he joined the local Guard and flew in a fighter against them. While the Guard was successful in pushing the Brood back, there was still much destruction on the planet's surface, including the complete loss of the government center. Anarchy reigned on the planet, with each city as its own country with its own set of laws. When Doctor Blood returned to the planet, a band of thugs captured him and sold him as a slave to a town ruler.

The Next Millennium

that the local Kashmeri leader has committed a list of crimes, including fraud and collusion," Katyrn heard the reporter speak into her microphone. Katyrn walked calmly down the shuttle's boarding ramp, not ready to speak until she reached solid ground. The group of reporters pressed closer to her to hear her statement.

"My name is Katyrn Rodgers, Public Relations officer for the Kashmere Commonwealth. We were as surprised as you when we heard of the charges levied against a supposed official from the Commonwealth. We plan to do an intensive investigation and will take immediate and appro-



Silent Death

priate actions. We apologize for the problems that have been caused by this supposed official and to thank you, the people of Kholdan II, for your patience, we wish to provide for you the ability to directly purchase goods from the Commonwealth at distributor prices." At the very end of her speech, Katyrn thumbed the transmitter in her hand, and three freighters broke free from the obscuring black clouds, flooding the spaceport in their landing lights. The crowd was suitably impressed by the bright lights from the heavens right as she reached the crescendo in her voice. The

Disgusted with how his planet had been corrupted, Blood vowed to escape and free those under the boot of tyranny. Gathering the support of many of the other slaves, Blood formed an escape plan. By gaining the trust of his master, Blood was able to slip past the guards and lower the force screen that prevented escape. With the screens down, the slaves rushed the guards and broke for freedom. One-third of the slaves did not survive the break-out, and Blood felt responsible for those men and women who died.

Once free from slavery, Blood and his followers took to the stars in search of sanctuary. Flying in a small group of stolen ships, Blood's group preyed on the freighters that were supplying his planet below. Hoping to bring on a revolution by preventing much-needed supplies from making it to the planet's surface, Blood continued his attacks on shipping. Eventually, Blood succeeded in forcing a revolution, bringing a single dictator into power. Unfortunately, the new dictator ruled with an iron fist, forcing all to join his party or be killed.

Sickened by what had occurred on his planet, Blood and his followers, now quite numerous, fled deep into space. They have turned to a life of piracy to stay alive. Blood's Squadron, as it became known, is always careful to minimize casualties in their attacks, and often delivers captured pilots and gunners to the nearest port unharmed.

Blood and his squadron wait until one day when they can return to their home planet and overthrow the tyrant who has assumed power. Blood is marshaling his forces and trying to gain support for his group.

Squadron Summary

Port Squadron

Squadron Leader:

Errol Blood (Plt 10, Gnr 10)

Assets: 12 x Seraph

Starboard Squadron

Squadron Leader:

Mary Ann Hale (Plt 9, Gnr 9)

Assets: 12 x Spirit Riders

Aft Squadron

Squadron Leader:

Joseph Rathbone (Plt 10, Gnr 9)

Assets: 12 x Lakshmi

Black's Hand

Leader: Black

Black, the only name by which this pirate is known, learned to fly at the Academy back on his home planet. He quickly grasped the concepts of spaceflight and became an excellent pilot, the best in his class. He was often insubordinate, having no respect for authority, and eventually the Academy expelled him. Black loved to fly, but they took that away from him. Angered, Black stole a Teal Hawk from the Academy one night and fled his home system.

To earn money, Black turned to gun running. Having tinkered with his Teal Hawk's engines, he could outrun virtually anything that came after him. He removed some of the non-essential parts from his fighter and created a small cargo hold to carry his goods in. He then tried to pose as a legitimate representative of House Red Star looking to purchase some weapons for their war with House Colos. He succeeded in purchasing a small cache of arms and loaded them on his fighter. He left the planet and later sold the weapons for a handsome profit. Flushed with his success, Black tried the same ploy again, this time succeeding in hijacking an entire freighter of weapons. Black was in business.

As news of his success became known, more people tried to join Black's gang. Black was used to being a single operative, but saw the advantage in numbers. Using some of the profits he had acquired, Black purchased some fighters and soon had a squadron. Black found it easier to attack outbound freighters rather than try to con the guns out of the manufacturer and turned to piracy as the means to acquire his inventory.

Although Black's Squadron has grown considerably larger than a squadron, it still retains the name to encourage the illusion that there are not so many ships in his wing. Black continues to prey on weapons-laden freighters, amassing even greater wealth.

Squadron Summary

Ebony Squadron

Squadron Leader:

Jeff Smith (Plt 10, Gnr 5)

Assets: 8 x Lakshmi

Black Squadron

Squadron Leader:

Black (Plt 10, Gnr 8)

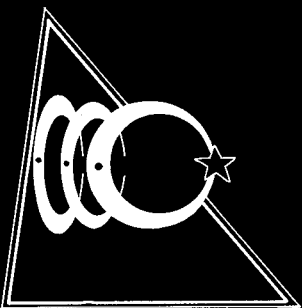
Assets: 12 x Dart

Charcoal Squadron

Squadron Leader:

William Rengel (Plt 9, Gnr 7)

Assets: 12 x Blizzard





Morgan's Raiders

Leader: Rathe Blackfell

Rathe Blackfell entered into piracy hoping to discover information about the growing slave trade. Rather than participate in it, Blackfell wants to destroy it. On his home planet, slavery was a legal way to repay a debt, and Blackfell saw many proud people broken over an insignificant debt. Corruption ran rampant through the government, allowing those in power to enslave those who were a threat. The moment Rathe Blackfell left his planet, he vowed to put an end to slavery wherever he found it.

Finding a group of like-minded individuals, Blackfell formed the mercenary company Morgan's Raiders, named after his father. While they occasionally engage in traditional piracy to support themselves, Morgan's Raiders focused more on stopping freighters laden with slaves from reaching their destinations. If there is even the rumor of slave trading, Morgan's Raiders will make an appearance.

The group has made quite a name for itself as being generally benevolent to freighters, and has even escorted a few through pirate-infested territory. If they find a freighter housing slaves, however, Morgan's Raiders attack with fury.

Currently, Morgan's Raiders is recovering from the Kashmere Commonwealth's attack. The Sigurd Archdiocese duped the Raiders into believing that the Kashmeri had instituted slavery. Morgan's Raiders attacked a Kashmeri convoy with their usual ruthlessness only to discover there were no slaves. The Kashmeri launched a massive counter-attack that wiped out the Raiders' base and a contingent of fighters. When both sides discovered the deception, a massive three-sided battle erupted. Rathe and a few others escaped from the battle when the Kashmere Commonwealth's forces took the upper hand against the Sigurds. Hoping to leave on peaceful terms, Morgan's Hand left the battle and started looking for their new base of operations.

Squadron Summary

Flynn Squadron

Squadron Leader:

Rathe Blackfell (Plt 10, Gnr 9)

Assets: 6 x Glaive

6 x Sorenson III

Fairbanks Squadron

Squadron Leader:

Floyd Kalidor (Plt 7, Gnr 4)

Assets: 3 x Pharsi II

5 x Salamander

Rathbone Squadron

Squadron Leader

Jack Kirkpatrick (Plt 8, Gnr 6)

Assets: 2 x Betafortress

6 x Shyrak Shuttle

Grant Squadron

Squadron Leader:

Monica Anderson (Plt 7, Gnr 5)

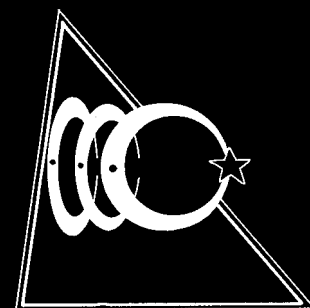
Assets: 8 x Epping

4 x Sentry

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people of Kholdan II bought the entire speech. They were cheering loudly and applauding her and the Kashmere Commonwealth. Smiling to herself, she thanked the reporters for their time and walked towards her hovercar. She closed the door to the hovercar just as the last freighter touched down on the spaceport. The crowds rushed towards the ships, hoping to be the first to take advantage of the price discount. Katryn told her driver to take her to her hotel.

In her hotel room, Katryn took a quick sonic shower to revitalize herself and then sat down at the desk the hotel provided. Looking out of the



window in the penthouse room, she saw the perpetual twilight that covered the planet. She hoped to finish this job as quickly as possible. Katryn laid out the papers detailing the current Kholdan situation. Apparently the local magistrate was raising prices of Kashmeri goods and applying pressure to competition. Ordi-

Kashmere 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: Smuggler's Skirmish

Play Time: 45 minutes

Date: AL 7:028

Location: The border of House Lucretia

Situation: This scenario depicts a border patrol's attempt to stop a smuggling run. This is a common enough occurrence for all of the major houses. Lucretia is concerned with what is being smuggled out. An impressive show of force could cause smugglers to think twice before entering their airspace. The Lakshmi are fleeing House Lucretia's territory. Due to their proximity to a planet, the Lakshmi cannot enter hyperspace and so must fight their way out of the system.

Forces

Lakshmi Element

Set up first anywhere on the map.

Lakshmi A	Pilot (Plt 9, Gnr 7)
	Gunner (Gnr 7)
Lakshmi B	Pilot (Plt 7, Gnr 5)

Gunner (Gnr 6)

Lance Electra Flight

Set up second along map Edge 3.

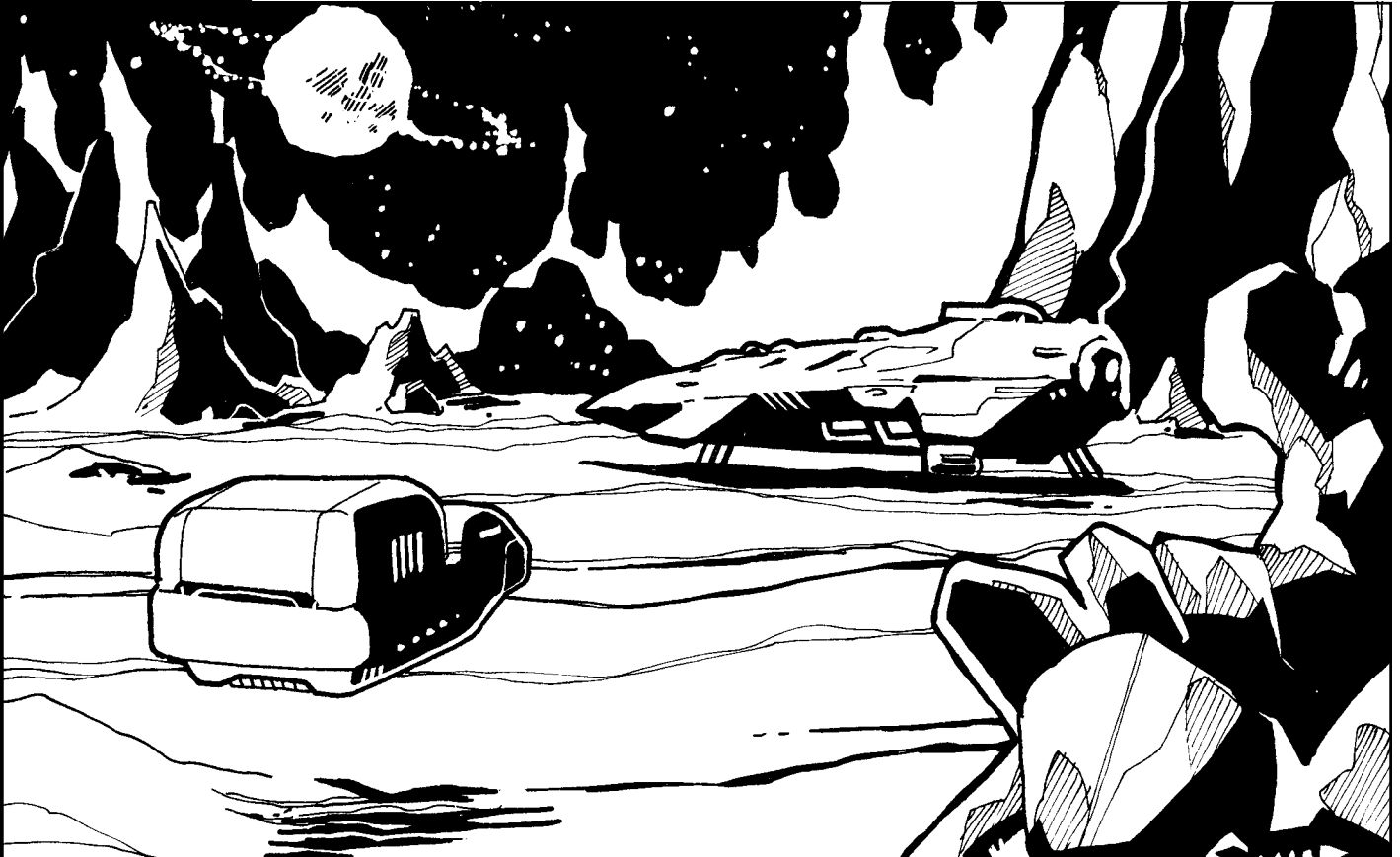
Lance Electra A	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 4)
Lance Electra B	Pilot (Plt 6, Gnr 9)
	Gunner (Gnr 5)
Lance Electra C	Pilot (Plt 6, Gnr 5)
	Gunner (Gnr 6)

Special Rules

The Lakshmi are carrying illegal narcotics including the highly addictive Glitter (1D10-1) in their cargo bays. Each hit marked off the cargo bay is worth 10 points.

Victory Conditions

At the end of 8 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



Scenario 2: Lost Escort

Play Time: 45 minutes

Date: AL 7:010

Location: Somewhere in deep space

Situation: Space is an immense place. In a heated battle, it is easy for a pilot to lose his sense of direction, or a thruster hit can force the fighter to streak away in some random direction. It is unfortunately common for a fighter flying escort to become separated from its charges. A lone fighter stands little chance when ambushed far away from its flight.

Varuna

Pilot (Plt 8, Gnr 6)

Gunner A (Gnr 10)

Gunner B (Gnr 7)

Flight of Spirit Riders

Set up second along map Edges 2 and 4.

Spirit Rider A

Pilot (Plt 8, Gnr 5)

Spirit Rider B

Pilot (Plt 7, Gnr 7)

Spirit Rider C

Pilot (Plt 4, Gnr 8)

Spirit Rider D

Pilot (Plt 7, Gnr 5)

Spirit Rider E

Pilot (Plt 4, Gnr 6)

Forces

Varuna Element

Set up first anywhere on the map.

Victory Conditions

If at the end of 8 game turns, the Varuna is still able to move, it survives the ambush, flees the area, and wins. If the Varuna is unable to move (or is destroyed), the ambushers win.

Scenario 3: Return from Strike

Play Time: 45 minutes

Date: AL 7:057

Location: The border of Luches Utopia space

Situation: During 7 AL, a force from the Kashmere Commonwealth successfully destroyed a Luches outpost that had been transmitting Kashmeri convoy information to pirates. Along the way back, the remaining strike fighters met what was left of the Luches' fighter squadron.

Luches Element

Set up second along map Edge 3.

Salamander A

Pilot (Plt 7, Gnr 5)

Gunner (Gnr 7)

Salamander B

Pilot (Plt 9, Gnr 5)

Gunner (Gnr 6)

Forces

Kashmeri Element

Set up first along Edge 1.

Hell Bender A Pilot (Plt 6, Gnr 4)

Hell Bender B Pilot (Plt 9, Gnr 5)

Talon A Pilot (Plt 7, Gnr 6)

Talon B Pilot (Plt 5, Gnr 5)

Special Rules

Having just returned from a strike, the Hell Benders have no torpedoes.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Scenario 4: Smuggling Run

Play Time: 2 hours

Date: AL 7:048

Location: Outside the ASP Technocracy

Situation: Lakshmi smugglers are known the galaxy over as being brave, especially if there is profit involved. The ASP Technocracy had announced the discovery of a new technology: a potential cloaking device. Thinking how useful to the smuggling business it would be to be invisible, as well as fearing stealthy ASPers, a group of Kashmere smugglers vowed to steal the device. They succeeded in obtaining the device, but were ambushed on the way out of ASP Technocracy space. The Kashmere flew towards a nearby asteroid field to throw off their pursuers. The attackers dove into the field without hesitation, thus beginning a high speed game of cat and mouse.

Forces

Kashmeri Smugglers

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

Lakshmi A

Pilot (Plt 9, Gnr 5)

Gunner (Gnr 7)

Marut A

Pilot (Plt 10, Gnr 7)

Marut B

Pilot (Plt 10, Gnr 6)

ASP Interceptors

Set up second in the center of the map (see special map set up).

Nighthawk A

Pilot (Plt 7, Gnr 5)

Nighthawk B

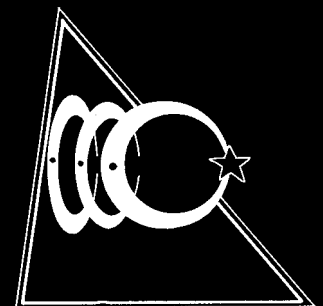
Pilot (Plt 7, Gnr 4)

Nighthawk C

Pilot (Plt 9, Gnr 4)

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narly, this would be considered acceptable business practice. Unfortunately, the magistrate, a Damon Wrath, had greater ambitions than those the Commonwealth could provide. Wrath entered into agreements with members of organized crime and turned to methods like extortion and kick-backs. Even worse, when a member of the local crime syndicate was arrested by the authorities, he arranged for a lesser sentence by spilling all he knew about Wrath. The press found out about this and immediately set out to expose the corruption in the local government. As if that were not enough, Damon Wrath committed one of the most grievous



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crimes in the Kashmere Commonwealth. Katryn looked at the planet's financial statements and discovered what the Corporate Standards Department had already noticed. Damon Wrath was embezzling funds from the Kashmeri.

Bad publicity was bad business and that was why the Public Relations Department was created in the Kashmere Commonwealth. It was staffed by loyal members of the Commonwealth and given great leeway in solving any potential reputation problems. Besides an attractive appearance, the members of the Public Relations Department also underwent training in public speaking,

Special Rules

- 1) Asteroids. Use the standard rules for asteroids on page 79 of the *Silent Death: The Next Millennium* Rulebook.
- 2) Do not use the standard map configuration. Use the long map configuration instead. The game is over once the Kashmere Lakshmi has moved across the two map sheets. Once it has done this, it has made the jump to translight and escaped.

- 3) The Lakshmi has the experimental cloaking device in its cargo bay (1D12)

Victory Conditions

The Kashmere player wins if the Lakshmi escapes. Otherwise, the ASP player wins.

Scenario 5: Freighter Attack

Play Time: 2 hours 15 minutes

Date: AL 7:049

Location: Deep space

Situation: Pirates often operate from remote locations, far away from productive areas. The only way for a pirate base to be continually supplied is to steal cargo from the various passing freighters. Having intercepted the flight plan for two cargo-laden freighters, the pirates plan their attack.

Forces

Freighters and Escorts

Set up first anywhere on Edge 1.

Vishnu A	Pilot (Plt 5, Gnr 2) Gunner A (Gnr 3) Gunner B (Gnr 3) Gunner C (Gnr 5)
Vishnu B	Pilot (Plt 4, Gnr 6) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 5)
Death Wind A	Pilot (Plt 7, Gnr 3) Gunner (Gnr 8)
Death Wind B	Pilot (Plt 10, Gnr 5) Gunner (Gnr 7)
Death Wind C	Pilot (Plt 4, Gnr 9) Gunner (Gnr 5)

Pirates

Set up second along map Edge 3.

Drakar	Pilot (Plt 5, Gnr 5) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 4) Gunner D (Gnr 2)
Sorenson III A	Pilot (Plt 9, Gnr 10) Gunner (Gnr 5)
Sorenson III B	Pilot (Plt 6, Gnr 4) Gunner (Gnr 3)
Thunderbird	Pilot (Plt 10, Gnr 9)

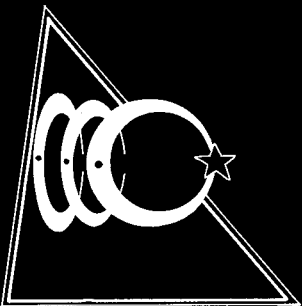
Special Rules

- 1) The pirates are trying to steal all of the cargo from the freighters. Any cargo bays destroyed reduce the victory amount.
- 2) The Kashmeri player may eject a cargo bay at any time. The Kashmeri may also fire on any ejected cargo bay, doing standard damage.
- 3) When a freighter is immobilized or disarmed, or a cargo bay has been ejected, a pirate ship may spend 1 turn immobile in the hex next to the freighter or cargo bay, attaching tow cables to the cargo bays.
- 4) Any ship towing a cargo bay has its turn cost increased by 1 and its drive reduced by 4.
- 5) A freighter or pirate may escape the conflict by leaving on Edge 3.
- 6) Vishnu A is carrying packaged goods (1D4-1) in its cargo bays, while Vishnu B is carrying perishable food (1D8-1).

Victory Conditions

The scenario lasts 10 turns. Victory is based on the number of cargo bays the pirate player steals and how many freighters escape. Each bay captured by the pirates is worth 2 points, each freighter that escapes from the scenario reduces the total by 2 points. Each cargo bay destroyed reduces the point total by 1 point. Total all of the points from the scenario and compare to the table below:

Less than 1 point	Total Freighter victory
1-2 points	Marginal Freighter victory
3 points	Tie
4-5 points	Marginal Pirate victory
6 points	Total Pirate victory



Scenario 6: Corporate Crack Down

Play Time: 2 hours

Date: AL 7:065

Location: Geruda system in the Kashmere Commonwealth

Situation: On occasion, a branch of the Kashmere Commonwealth will fail to act in a manner that the Commonwealth deems appropriate. If after repeated warnings the errant branch has still not conformed to the corporate image, the Corporate Standards department steps in. It rarely takes more than one air strike before the branch returns to business the Kashmeri way.

Marut C
Marut D

Pilot (Plt 8, Gnr 7)
Pilot (Plt 7, Gnr 5)

Renegade Corporate Branch

Set up second along map Edge 3.

Hell Bender A Pilot (Plt 5, Gnr 7)
Hell Bender B Pilot (Plt 4, Gnr 7)
Hell Bender C Pilot (Plt 9, Gnr 6)

Special Rules

The Renegade Corporate Branch can retreat at anytime off any map edge.

Victory Conditions

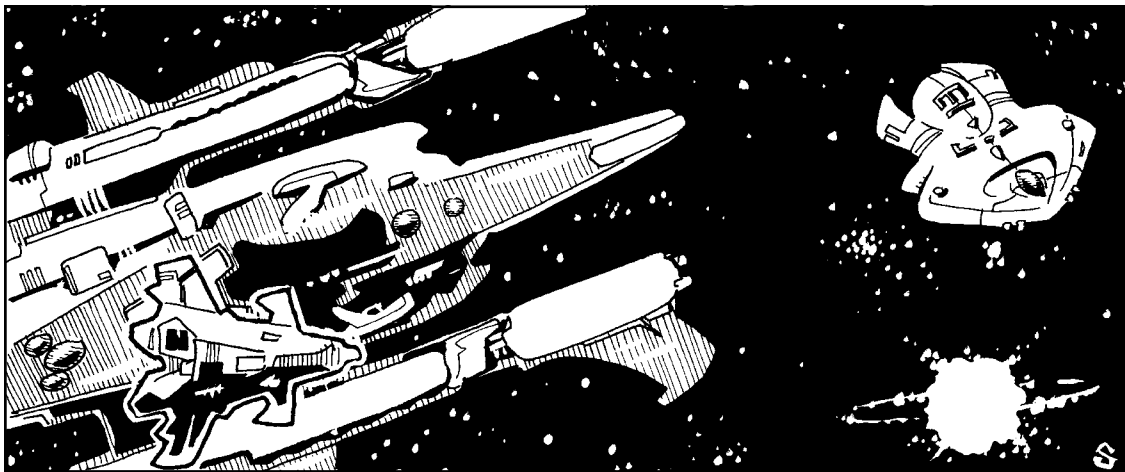
At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Forces

Corporate Standards Flight

Set up first along Edge 1.

Marut A Pilot (Plt 10, Gnr 6)
Marut B Pilot (Plt 10, Gnr 7)



Advanced Scenario 1: Q-Freighter Ambush

Play Time: 1 hour and 45 minutes

Date: AL 7:059

Location: In the Tvashtri system

Situation: When pirate attacks in an area become too frequent, the Kashmere government has a policy of forcibly removing the pirate threat. To this end, they designed the Q-Freighter the Yama. From the outside, the Yama looks identical to the Vishnu, but instead of cargo, the Yama carries weapons and a small fighter. The Yama is placed in the middle of a convoy and waits for pirates to take the bait. When the pirates begin their attack, the Yama opens her gunports and destroys the pirates, often before they realize what is happening.

Vishnu

Pilot (Plt 5, Gnr 3)

Gunner A (Gnr 4)

Gunner B (Gnr 4)

Gunner C (Gnr 6)

Yama

Pilot (Plt 8, Gnr 5)

Gunner A (Gnr 7)

Gunner B (Gnr 7)

Gunner C (Gnr 4)

Yama Battle Pods

VY1

Gunner 1A (Gnr 5)

VY2

Gunner 2A (Gnr 7)

Gunner 2B (Gnr 7)

VY3

Gunner 3A (Gnr 4)

Marut

Pilot (Plt 7, Gnr 6)

Salamander A

Pilot (Plt 5, Gnr 5)

Gunner (Gnr 8)

Salamander B

Pilot (Plt 7, Gnr 4)

Gunner (Gnr 6)

Forces

Kashmere Q-Force 113

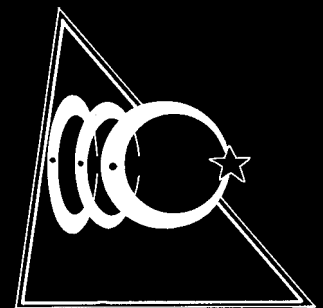
Set up first anywhere on Edge 1.

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martial arts, persuasion, firearms, negotiation, and marketing. When a problem became known, the Public Relations Department immediately spun into action, doing whatever it took to reestablish goodwill.

After an hour, Katelyn was convinced about Damon Wrath, about what he had done and what needed to be done about it. She gathered her briefcase and exited the hotel room. She got into her car and told the driver to take her to the magistrate's office.

It was apparent that Wrath was expecting her; mainly by how he kept her waiting, claiming that he was in the middle of



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delicate negotiations. Katryn sat patiently in the waiting area, smiling faintly at the assistant's apologetic expression. After fifteen minutes, the door to Wrath's office slid open and he escorted someone out of his office. Looking at Katryn, Damon smiled and apologized for keeping her waiting and motioned her into his office.

"Please sit down, Ms. Rodgers," Damon said as he took his seat.

"No thank you," She replied, noticing that Wrath was now caught halfway between sitting down and standing up. Slowly Wrath lowered himself completely into his seat. Already Katryn

Crossed Swords Pirate Flight

Set up second along map Edge 3

Glaive A	Pilot (Plt 6, Gnr 7) Gunner (Gnr 8)
Glaive B	Pilot (Plt 8, Gnr 4) Gunner (Gnr 8)
Deathwind A	Pilot (Plt 3, Gnr 9) Gunner (Gnr 9)
Deathwind B	Pilot (Plt 7, Gnr 6) Gunner (Gnr 5)
Blizzard	Pilot (Plt 8, Gnr 7)

Special Rules

- 1) Use the standard rules for Secrecy on page 78 of the *Silent Death: The Next Millennium* Rulebook.
- 2) The Marut begins the scenario inside Bay 3 of the Yama.
- 3) The Vishnu is carrying metallic ore (1D4-2).
- 4) Each hit marked off the cargo is worth 1 point.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Advanced Scenario 2: Pirate Cargo Transfer

Play Time: 2 hours

Date: AL 7:055

Location: In the Unkulunkulu Archipelago

Situation: After a pirate has disabled a freighter, a call is sent out to bring in the pirate's own freighter to transfer the cargo. It is at this point that the pirates are most vulnerable. They must protect their freighter while it transfers the cargo from the disabled freighter to their own. An attack at this point can often have devastating results.

Forces

Skull and Crossbones Pirate Flight

Set up first anywhere in Sections A, B.

Vishnu A	Pilot (Plt 5, Gnr 8) Gunner A (Gnr 5) Gunner B (Gnr 2) Gunner C (Gnr 3)
Vishnu B	Pilot (Plt 6, Gnr 8) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 4)
Night Hawk A	Pilot (Plt 10, Gnr 7)
Night Hawk B	Pilot (Plt 5, Gnr 6)

Elements from the Unkulunkulu Whale and Walrus Squadrons

Set up second along map Edge 3.

Hell Bender A	Pilot (Plt 5, Gnr 2)
Hell Bender B	Pilot (Plt 6, Gnr 5)
Sorenson III A	Pilot (Plt 9, Gnr 3)

Sorenson III B	Gunner (Gnr 6) Pilot (Plt 2, Gnr 3) Gunner (Gnr 4)
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Set up anywhere in Section C.

Unkulunkulu Ushas No crew (they all ejected).

Special Rules

- 1) When a freighter is immobilized or disarmed, or a cargo bay has been ejected, a pirate ship may spend 1 turn immobile in the hex next to the freighter or bay, attaching tow cables to the cargo bays.
- 2) Any ship towing a cargo bay has its turn cost increased by 1 and its drive reduced by 4.
- 3) To transfer cargo from one freighter to the other, the two freighters must be adjacent to one another.
- 4) It takes one turn to transfer one bay from the Ushas freighter to two bays of a Vishnu freighter.
- 5) The Ushas has 0 drive and two cargo bays full of packaged goods.
- 6) The pirates may exit off of Edge 3.
- 7) The Ushas' cargo bays contain packaged goods (1D4-1).

Victory Conditions

The pirate player wins if it escapes from the Unkulunkulus with at least 50% of 5 cargo bays intact. Otherwise it is an Unkulunkulu victory.

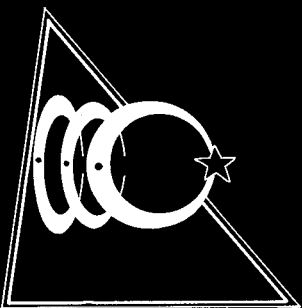
Advanced Scenario 3: Worm Hole Pirate Attack

Play Time: 2 hours and 30 minutes

Date: AL 7:056

Location: Near wormhole cluster 47 in the Kashmere Commonwealth

Situation: When a convoy passes near a wormhole, it must always be on its guard. The wormholes make perfect ambush spots. It is common to see a group of fighters materialize out of the wormholes and surround a convoy.



Forces

Kashmere Convoy 647

Set up first anywhere on Edge 1 of Board 1.

Ushas	Pilot (Plt 7, Gnr 4) Gunner A (Gnr 3) Gunner B (Gnr 6) Gunner C (Gnr 8) Gunner D (Gnr 7) Gunner E (Gnr 5) Gunner Crew A (Gnr 7)
Varuna A	Pilot (Plt 9, Gnr 3) Gunner A (Gnr 8) Gunner B (Gnr 9)
Varuna B	Pilot (Plt 10, Gnr 9) Gunner A (Gnr 6) Gunner B (Gnr 10)

Blood's Squadron Pirate Flight

Set up second along map Edge 1 of Board 2.

Seraph A	Pilot (Plt 5, Gnr 4) Gunner (Gnr 7)
Seraph B	Pilot (Plt 3, Gnr 6) Gunner (Gnr 5)
Seraph C	Pilot (Plt 7, Gnr 7) Gunner (Gnr 7)
Seraph D	Pilot (Plt 9, Gnr 4) Gunner (Gnr 6)
Spirit Rider A	Pilot (Plt 4, Gnr 7)

Spirit Rider B	Pilot (Plt 6, Gnr 6)
Spirit Rider C	Pilot (Plt 5, Gnr 2)
Spirit Rider D	Pilot (Plt 3, Gnr 5)

Special Rules

- 1) Use the rules for wormholes on pages 79-80 of the *Silent Death: The Next Millennium* rulebook.
- 2) Use the slingshotting rules on page 70 of the *Silent Death: The Next Millennium* rulebook.
- 3) Two separate playing surfaces are required for this scenario. Use a separate map sheet for each of these (of the two that were included with the Deluxe Boxed Set).
- 4) Use all of the wormhole counters. Separate them into two stacks with each color appearing once in each stack. Randomly scatter one set on each map, just as you would with asteroids.
- 5) The Ushas' is carrying volatile gasses (1D12-1).

Victory Conditions

If at the end of 10 game turns the pirates have disabled the freighter and destroyed its escorts, they win. If the freighter is the only ship on a particular map, then the Kashmere win. Otherwise, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Advanced Scenario 4: Satellite Retrieval

Play Time: 1 hour and 45 minutes

Date: AL 7:066

Location: The Antares system

Situation: The Kashmere have discovered Draconian satellites orbiting near convoy routes in Antares. The Kashmere believe that it is through these satellites that the Draconians are learning of incoming convoys and dispatching pirates to intercept them. The Kashmere want to capture these satellites and replace them with ones transferring false information. The Draconians notice this and quickly scramble available fighters to intercept.

Forces

Kashmere Interceptor Flight 132

Set up first anywhere on Edge 1.

Lakshmi	Pilot (Plt 6, Gnr 4) Gunner (Gnr 8)
Talon A	Pilot (Plt 9, Gnr 7)
Talon B	Pilot (Plt 5, Gnr 5)
Talon C	Pilot (Plt 4, Gnr 7)
Talon D	Pilot (Plt 4, Gnr 4)

Draconian Ambush Flight

Set up second along map Edge 3.

Sentry A	Pilot (Plt 8, Gnr 7) Gunner A (Gnr 7) Gunner B (Gnr 4)
Sentry B	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 6)
Shyrak Shuttle	Pilot (Plt 10, Gnr 6) Gunner (Gnr 7)

Special Rules

- 1) The Draconian player scatters 5 satellites randomly on the map.
- 2) The Lakshmi needs to capture at least 3 of the satellites.
- 3) To capture a satellite, the Lakshmi must stop in the satellite's hex for 1 full turn.

Victory Conditions

If at the end of 10 game turns the Lakshmi has retrieved 3 satellites, the Kashmere win. If the Lakshmi is destroyed, the Draconians win. Otherwise, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

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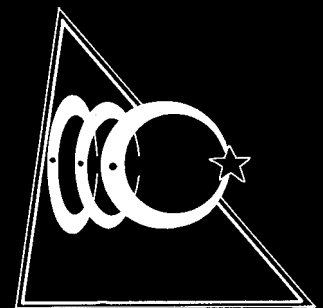
had the advantage.

"Well, what do you have to say for yourself, Mr. Wrath?"

"What do you mean?" Damon replied, attempting to smile, tapping his hands on the desk.

"The Kashmere Commonwealth does not look favorably upon its members exploiting its constituents. Nor does the Commonwealth look favorably upon its members having dealings with organized crimes. Nor does the Commonwealth look favorably upon embezzlement from the Commonwealth.

"What do you have to say for yourself, Mr. Wrath?" Katryn said, using even tones and never showing a hint



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of anger.

“What proof do you have?” Wrath spat back, jumping to his feet and losing all semblance of control.

Katryn placed her briefcase on Wrath’s desk and opened it. She withdrew four pieces of paper and placed them in front of Wrath. Wrath picked up the pages with nervous fingers. His eyes darted over the papers. Katryn saw realization drift onto Wrath’s face. Slowly Wrath sat back down, still reading. When he finally finished looking over the papers, he let them slip from numb fingers.

“When you were appointed to the post of magistrate, the Commonwealth had high expectations.

Advanced Scenario 5: Accidental Encounter

Play Time: 4 hours

Date: AL 7:069

Location: Near House Butu space

Situation: On occasion, an accidental encounter will lead to a hasty dogfight. Reflexes and experience of command will usually determine the victor of these frays. On very rare occasions, three different forces will stumble upon each other. When this happens, the dogfight is always fast and chaotic. With each side having two enemies to engage, the threat of two sides ganging up on one is always on each commander’s mind.

During a standard recon mission, a Kashmeri squadron encounters two other unknown forces engaged in battle. The two other forces turn their attention on the Kashmeri, creating a furious three-sided battle.

Forces

Kashmeri Force

Set up first anywhere on Edge 1.

Karttikeya	Pilot (Plt 8, Gnr 4) Gunner A (Gnr 7) Gunner B (Gnr 6) Gunner C (Gnr 8)
Marut A	Pilot (Plt 9, Gnr 5)
Marut B	Pilot (Plt 8, Gnr 9)
Marut C	Pilot (Plt 7, Gnr 6)
Marut D	Pilot (Plt 6, Gnr 10)

Renegade Force

Set up second along map Edge 3.

Night Hawk A	Pilot (Plt 5, Gnr 4)
Night Hawk B	Pilot (Plt 4, Gnr 6)
Night Hawk C	Pilot (Plt 6, Gnr 4)
Revenge	Pilot (Plt 8, Gnr 3) Gunner (Gnr 5)

Blackguard Force

Set up third along map Edge 4.

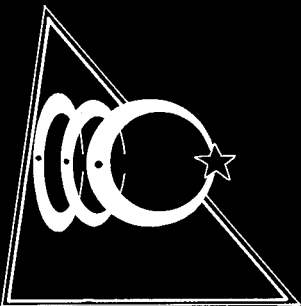
Epping	Pilot (Plt 7, Gnr 5) Gunner A (Gnr 7) Gunner B (Gnr 5) Gunner C (Gnr 6)
Death Wind A	Pilot (Plt 6, Gnr 9) Gunner (Gnr 8)
Death Wind B	Pilot (Plt 8, Gnr 2) Gunner (Gnr 3)

Special Rules

Use the rules for Multi-player Games on page 68 of the *Silent Death: The Next Millennium* Rulebook.

Victory Conditions

At the end of 10 game turns, all sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.





Advanced Scenario 6: Remove Resistance

Play Time: 1 hour and 30 minutes

Date: AL 5:044

Location: House Ptolemus space

Situation: In order for any military to be victorious, it is important to take planets and resources from you enemy. These will almost always be heavily defended, forcing the attacker to remove the defenses before the planet and its resources can be conquered. There are many defensive items used by the Twelve, including missile satellites. Shortly after the fall of the Empire, the Kashmeri took the opportunity to claim a few resource-laden systems. While most of their attempts were unsuccessful, the Kashmeri did add two systems to the Commonwealth.

Forces

House Ptolemus defenders

Set up first anywhere on Edge 1.

Dart A	Pilot (Plt 10, Gnr 6)
Dart B	Pilot (Plt 5, Gnr 4)
Dart C	Pilot (Plt 8, Gnr 3)
Dart D	Pilot (Plt 4, Gnr 8)
Star Raven	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 5) Gunner C (Gnr 4)

Kashmeri Strike Force

Set up second along map Edge 3.

Pharsi II A	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 4) Gunner B (Gnr 8)
Pharsi II B	Pilot (Plt 10, Gnr 5) Gunner A (Gnr 9) Gunner B (Gnr 6)
Thunderbird	Pilot (Plt 4, Gnr 10)

Special Rules

- 1) At the beginning of the game, the Defender player may place two missile platform counters in any open hex in either Area E or Area F.
- 2) The missile platform can fire up to 10 missiles at any one target per turn. For this purpose, it has Gunnery 6.
- 3) The platform is mobile and can dodge torpedoes. For this purpose, it has Piloting 8.
- 4) The platform's Defensive Value is 15. Although its maneuvering thrusters are not strong enough to permit it to leave its hex, they do allow it to move evasively. It jams torpedoes tracking it on a 1 on a 1D4, and it can jam up to 10 torpedoes per turn. The platform can take up to 20 points of damage before being destroyed. After taking 10 points of damage, the platform may fire no more than 5 missiles per turn.
- 5) The platform is considered a ship for the purposes of movement and starcraft fire focused against it. In other words, no ships can turn in or end their moves in the platform's hex, and the platform cannot block an attacker's line of sight to its intended target. It has a mass of 150 tons.

Victory Conditions

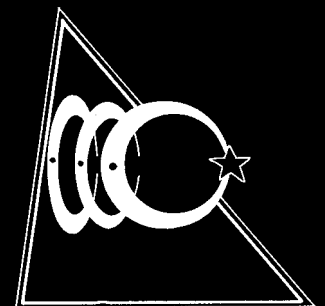
At the end of 10 game turns, if the attacker has destroyed the two missile platforms, he wins. Otherwise the defender wins.

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Unfortunately, you put the good of yourself in front of the good of the Commonwealth. Unless you have something to say, I'm am prepared to pass judgment on you."

As Katryn said the last sentence, Wrath looked up at her with fear in his eyes. His mouth moved up and down, but no sound came out. Seeing Wrath incapable of speech, Katryn put her hand into her briefcase and felt the handle of her pistol in the palm of her hand.

Later that day, Katryn called a press conference. All of the reporters from earlier in the day returned to the spaceport, as did the crowd curious to hear the latest information. "A surprising



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twist has been discovered by the Kashmere Commonwealth regarding Magistrate Wrath," Katryn began. "During the course of my investigation, I discovered that Magistrate Wrath had falsified information during his hiring interview. He was a deeply rooted plant for the forces of organized crime and apparently was placed there solely for the purpose of extorting the good people of Kholdan II. The Kashmere Commonwealth apologizes for this terrible situation. The Commonwealth was ready to rectify this situation as quickly as possible. Unfortunately, before the Commonwealth could try and judge Magistrate Wrath for

Mini-Campaign Blockade Run

Victory Conditions

These scenarios may be played individually or as a campaign. If played as a campaign, here are the victory conditions.

The victory is determined by the number of units of cargo the Lakshmi escapes with at the end of Blockade Run 4.

0 units of cargo	Total Yoka-Shan victory
1 unit of cargo	Marginal Yoka-Shan victory
2 -3 units of cargo	Draw
4 - 6 units of cargo	Marginal Smuggler victory
7+ units of cargo	Total Smuggler victory

Blockade Run I: Enter Enemy Territory

Play Time: 2 hours and 15 minutes

Date: AL 7:068

Location: The Yoka-Shan border

Situation: A group of smugglers, known as Black's Hand, decided to venture into the Yoka-Shan Warworld and smuggle out some weapons. The first leg of the journey involves entering Yoka-Shan territory.

Seraph B	Gunner (Gnr 8) Pilot (Plt 6, Gnr 6) Gunner (Gnr 9)
Night Hawk A	Pilot (Plt 6, Gnr 8)
Night Hawk B	Pilot (Plt 9, Gnr 10)

Forces

Black's Hand

Set up first anywhere on Edge 1 (see special map setup).

Lakshmi A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 7)
Lakshmi B	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Lakshmi C	Pilot (Plt 9, Gnr 5) Gunner (Gnr 6)
Lakshmi D	Pilot (Plt 8, Gnr 4) Gunner (Gnr 5)

Yoka-Shan

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

Seraph A	Pilot (Plt 7, Gnr 5)
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Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) The maps are to be used as a kind of scrolling playing surface. When a ship moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the pirates have moved across a total of four map sheets (including the first two). Once they have done this, they have evaded the Yoka-Shans and escaped.

Victory Conditions

If at least half of the smugglers escape, the smuggler's side wins, otherwise the Yoka-Shan win.

Blockade Run 2: Ambushed

Play Time: 2 hours and 45 minutes

Date: AL 7:068

Location: An asteroid field in the Yoka-Shan border

Situation: The smugglers broke through the perimeter guards with little trouble, diving into a convenient asteroid field to avoid the last of the guards. Unfortunately, that was not the first time a smuggler tried to avoid the Yoka-Shan's border patrol. The Yoka-Shan have permanently established small bases in the asteroid field to launch surprise attacks against smugglers who flee to the relative safety of the field. It looks as if Black's Hand will have some more fighting to do.

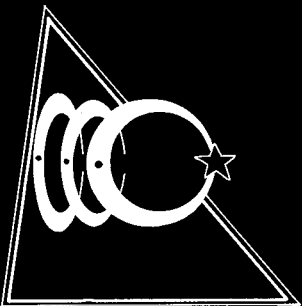
Forces

Black's Hand

Set up first along map Edge 1 (see special map setup).

The remaining ships from Blockade Run 1. Any torpedoes fired are gone. Each ship may make four Damage Control rolls before the scenario begins. If the scenario is not played as part of a campaign, use the ship listing below.

Lakshmi A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 7)
Lakshmi B	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Lakshmi C	Pilot (Plt 9, Gnr 5) Gunner (Gnr 6)
Lakshmi D	Pilot (Plt 8, Gnr 4) Gunner (Gnr 5)



Yoka-Shan

Set up second along map Edge 3
(see special map setup).

Epping A	Pilot (Plt 8, Gnr 9) Gunner A (Gnr 9) Gunner B (Gnr 4) Gunner C (Gnr 7)
Epping B	Pilot (Plt 7, Gnr 6) Gunner A (Gnr 6) Gunner B (Gnr 9) Gunner C (Gnr 10)
Blizzard A	Pilot (Plt 6, Gnr 4)
Blizzard B	Pilot (Plt 3, Gnr 6)

Blizzard C
Blizzard D

Pilot (Plt 8, Gnr 7)
Pilot (Plt 5, Gnr 4)

Special Rules

- 1) Use the standard rules for asteroids on page 79 of the *Silent Death: The Next Millennium* Rulebook.
- 2) The smugglers can escape if they reach Edge 3.

Victory Conditions

If at least half of the smugglers escape, the smuggler's side wins, otherwise the Yoka-Shan win.

Blockade Run 3: Surrounded!

Play Time: 2 hours and 15 minutes

Date: AL 7:069

Location: Inside Yoka-Shan territory

Situation: Black's Hand broke free from the asteroid field, managing to destroy their pursuers. Unfortunately, they lost one of their own. Before the last Epping was destroyed, it sent a message to the closest outpost, warning them about the incoming smugglers. Two flights of Spirit Riders were on maneuvers nearby and swooped in from different sides to surround the smugglers.

Forces

Black's Hand

Set up first near the middle of the map. All ships must be within three hexes of the intersection of Areas C, D, E, and F.

The remaining ships from Blockade Run 2. Any torpedoes fired are gone. Each ship may make four Damage Control rolls before the scenario begins. If the scenario is not played as part of a campaign, use the ship listing below.

Lakshmi A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 7)
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Lakshmi B	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Lakshmi C	Pilot (Plt 9, Gnr 5) Gunner (Gnr 6)

Yoka-Shan

Set up second in Areas A, B, G, and H.

Spirit Rider A	Pilot (Plt 10, Gnr 6)
Spirit Rider B	Pilot (Plt 5, Gnr 4)
Spirit Rider C	Pilot (Plt 3, Gnr 7)
Spirit Rider D	Pilot (Plt 4, Gnr 4)
Spirit Rider E	Pilot (Plt 6, Gnr 6)
Spirit Rider F	Pilot (Plt 7, Gnr 8)
Spirit Rider G	Pilot (Plt 9, Gnr 4)
Spirit Rider H	Pilot (Plt 2, Gnr 9)

Special Rules

- 1) If using ships from Blockade Run 2, the Lakshmi are armed with any remaining torpedoes; otherwise Lakshmi A and B have no torpedoes.

Victory Conditions

At the end of 6 game turns, if at least one Lakshmi is still able to move, the smugglers win, otherwise the victor is Yoka-Shan.

Blockade Run 4: Delivery

Play Time: 2 hours

Date: AL 7:070

Location: Deep inside Yoka-Shan territory

Situation: Through some impressive flying and more than a little luck, the smugglers broke free of the Spirit Riders and managed to down most of them. Undaunted, the smugglers continued to their scheduled rendezvous with a freighter holding their cargo. Once the cargo was secured, the smugglers would slip into the normal traffic lanes and leave the system. Unfortunately, they did not see the lone Spirit Rider following them to their destination.

Forces

Black's Hand

Set up first on Edge 1.

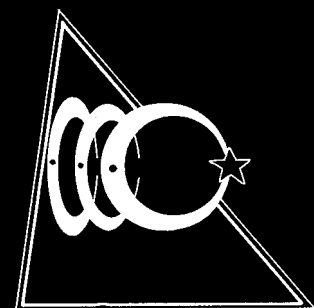
The remaining ships from Blockade Run 3. Any torpedoes fired are gone. Each ship may make four Damage Control rolls before the scenario begins. If the scenario is not played as part of a campaign, use the ship listing below.

Lakshmi A	Pilot (Plt 10, Gnr 5) Gunner (Gnr 7)
Lakshmi B	Pilot (Plt 7, Gnr 6) Gunner (Gnr 9)
Lakshmi C	Pilot (Plt 9, Gnr 5) Gunner (Gnr 6)

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his crime, he took the coward's way out and took his own life. We realize this is a difficult time for Kholdan II and are prepared to do whatever the people of Kholdan II need to assist them. The Kashmeri freighters will continue to travel to this planet and the stranglehold that Magistrate Wrath had upon goods has been lifted. Tomorrow the new magistrate—and I personally assure you that he has passed the closest scrutiny due to the events that took place here—will arrive to continue the good work the people of Kholdan II have started. Thank you for taking the time to listen.”

The crowds cheered, drowning out the



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reporters' flurry of questions. Katryn looked over the crowd to make certain of their acceptance of her speech. Seeing nothing but praise, she smiled prettily to the crowd and waved before turning around and entering her shuttle. As the ship raised off the landing pad, Katryn smiled and congratulated herself on a job well done.

Black's Hand Freighter

Set up within three hexes of the intersection of Areas C, D, E, and F.

Vishnu	Pilot (Plt 7, Gnr 3)
	Gunner A (Gnr 4)
	Gunner B (Gnr 5)
	Gunner C (Gnr 6)

Yoka-Shan

Set up second on Edge 3

Salamander A	Pilot (Plt 8, Gnr 6)
	Gunner (Gnr 5)
Salamander B	Pilot (Plt 4, Gnr 3)
	Gunner (Gnr 6)
Salamander C	Pilot (Plt 2, Gnr 6)
	Gunner (Gnr 3)
Salamander D	Pilot (Plt 5, Gnr 5)
	Gunner (Gnr 1)

Special Rules

- 1) If using ships from Blockade Run 3, the Lakshmi are armed with any remaining torpedoes, otherwise, the Lakshmi all have no torpedoes.

- 2) Use the rules for black holes on page 80 of the *Silent Death: The Next Millennium* Rulebook. There is one black hole on the board, and it has a radius of 6 hexes.
- 3) Use the slingshotting rules on pages 70-71 of the *Silent Death: The Next Millennium* Rulebook.
- 4) The smuggler player places the black hole in Area E or F before either side sets up.
- 5) Each Lakshmi must dock (1 full turn in the same hex as the Vishnu) to fill its cargo bays.
- 6) When a freighter is immobilized or disarmed, or a cargo bay has been ejected, a Lakshmi may spend 1 turn immobile in the hex next to the freighter, attaching tow cables to the cargo bays.
- 7) Any ship towing a cargo bay has its turn cost increased by 1 and its drive reduced by 4.

Victory Conditions

Before the end of 10 game turns, the Lakshmi player must escape on map Edge 1 with at least 2 units of the Vishnu's cargo in order to win; otherwise it is a Yoka-Shan victory.



Mini-Campaign Strike Forces

Victory Conditions

If one side wins all four scenarios then it is a major victory for that side. If one side wins three scenarios, it is a minor victory. Otherwise, the mini-campaign is a draw.

Strike Forces 1: When Two Forces Collide

Play Time: 3 hours

Date: AL 2:088

Location: Near the Kashmeri border

Situation: Many of the minor houses often engage in petty border conflicts. They usually occur when two forces meet each other and diplomacy breaks down. After the initial fight and pursuit, reinforcements are sent and a final push is made. These conflicts rarely last long, and usually decide little or nothing. Still, they are common. In this case, ships from House Falkirk probe the Kashmere Commonwealth's territory, near wormhole cluster 47.

Forces

House Falkirk Expeditionary Force Gamma

Set up first on Edge 1 of Board 1.

Pharsi II A	Pilot (Plt 8, Gnr 7) Gunner A (Gnr 6) Gunner B (Gnr 6)
Pharsi II B	Pilot (Plt 3, Gnr 9) Gunner A (Gnr 5) Gunner B (Gnr 9)
Blizzard A	Pilot (Plt 7, Gnr 2)
Blizzard B	Pilot (Plt 6, Gnr 5)

Kashmeri 169th Border Patrol

Set up second on Edge 3 of Board 1.

Death Wind A	Pilot (Plt 6, Gnr 9) Gunner (Gnr 6)
Death Wind B	Pilot (Plt 5, Gnr 8)

Death Wind C	Gunner (Gnr 7) Pilot (Plt 3, Gnr 5) Gunner (Gnr 5)
Death Wind D	Pilot (Plt 4, Gnr 5) Gunner (Gnr 10)
Dart A	Pilot (Plt 10, Gnr 4)

Special Rules

- 1) Use the rules for wormholes on page 79-80 of the *Silent Death: The Next Millennium* Rulebook.
- 2) The wormholes in cluster 47 have a gravitic well around them. Use the slingshotting rules on page 70 of the *Silent Death: The Next Millennium* Rulebook.
- 3) Two separate playing surfaces are required for this scenario. Use a separate map sheet for each of these (of the two that were included with the Deluxe Boxed Set).
- 4) Use all of the wormhole counters. Separate them into two stacks with each color appearing once in each stack. Randomly scatter one set on each map, just as you would with asteroids.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Strike Forces 2: Supply Line Disruption

Play Time: 2 hours

Date: AL 2:090

Location: Inside House Falkirk's territory

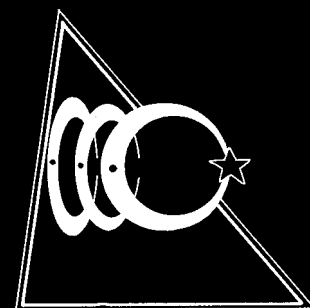
Situation: In retaliation for the Expeditionary Forces' incursion, an attack squadron was sent to disrupt the supply lines. Two freighters were following a known course. The fighters were scrambled and sped off to prevent the shipment from arriving.

Forces

Freighter Convoy Omega

Set up first on Edge 1 of map (see special map set up).

Vishnu A	Pilot (Plt 3, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 4)
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Vishnu B	Gunner C (Gnr 5) Pilot (Plt 4, Gnr 2) Gunner A (Gnr 5) Gunner B (Gnr 4) Gunner C (Gnr 2)
Star Raven	Pilot (Plt 9, Gnr 6) Gunner A (Gnr 4) Gunner B (Gnr 6) Gunner C (Gnr 10)

83rd Attack Division

Set up second on Edge 2 of map (see special map set up).

Glaive A	Pilot (Plt 8, Gnr 8) Gunner (Gnr 9)
Glaive B	Pilot (Plt 9, Gnr 8) Gunner (Gnr 9)
Pit Viper	Pilot (Plt 5, Gnr 5)

Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) The maps are to be used as a kind of scrolling playing surface. When a ship moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the freighters have moved across a total of four map sheets (including the first two). Once they have done this, they have evaded the attackers and escaped into hyperspace.

Victory Conditions

If the freighters escape with at least 50% of their cargo intact, it is a victory for them; otherwise the 83rd Attack Division is victorious.

Strike Forces 3: Reinforcements

Play Time: 2 hours

Date: AL 2:091

Location: Inside House Falkirk's territory

Situation: A lone Seraph, investigating the destruction of the freighter convoy, was caught alone by some patrolling Salamanders. Sensing an easy kill, the Salamanders dove in for the attack. The Seraph sent out a desperate plea for reinforcements. Now if they would only get there in time.

Forces

House Falkirk

Set up first on Edge 1 of map.

Seraph	Pilot (Plt 10, Gnr 7) Gunner (Gnr 9)
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Falkirk Reinforcements

Enter from Edge 1 on turn 3.

Talon A	Pilot (Plt 8, Gnr 6)
Talon B	Pilot (Plt 7, Gnr 9)

Talon C	Pilot (Plt 7, Gnr 5)
Talon D	Pilot (Plt 6, Gnr 8)

44th Border Patrol

Set up second on Edge 3 of map.

Salamander A	Pilot (Plt 10, Gnr 9) Gunner (Gnr 6)
Salamander B	Pilot (Plt 7, Gnr 8) Gunner (Gnr 7)
Salamander C	Pilot (Plt 9, Gnr 7) Gunner (Gnr 8)

Special Rules

The reinforcements will arrive at the beginning of turn 3.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Strike Forces 4: Final Strike

Play Time: 3 hours and 45 minutes

Date: AL 2:095

Location: The empty space between House Falkirk and the Kashmere Commonwealth.

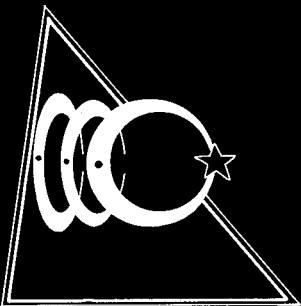
Situation: Reinforced and refreshed, both sides mass their navies for one final push into the other's territory.

Forces

Falkirk Attack Force Alpha

Set up first on Edge 1 of map.

Drakar A	Pilot (Plt 5, Gnr 6) Gunner A (Gnr 8) Gunner B (Gnr 4) Gunner C (Gnr 9) Gunner D (Gnr 5)
Drakar B	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 3)



Sentry A Gunner B (Gnr 7)
 Gunner C (Gnr 6)
 Gunner D (Gnr 5)
 Pilot (Plt 5, Gnr 3)
 Sentry B Gunner A (Gnr 6)
 Gunner B (Gnr 2)
 Pilot (Plt 9, Gnr 8)
 Gunner A (Gnr 8)
 Gunner B (Gnr 5)

Deathwind A Pilot (Plt 8, Gnr 6)
 Gunner (Gnr 9)
 Deathwind B Pilot (Plt 4, Gnr 5)
 Gunner (Gnr 8)
 Deathwind C Pilot (Plt 5, Gnr 2)
 Gunner (Gnr 6)

Kashmeri 18th Attack Division

Set up second on Edge 3 of map.

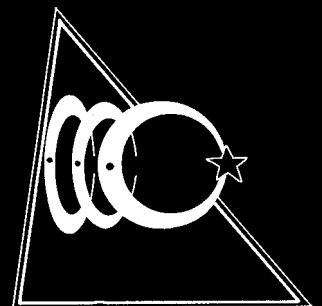
Betafortress Pilot (Plt 9, Gnr 7)
 Gunner A (Gnr 9)
 Gunner B (Gnr 8)
 Gunner C (Gnr 7)
 Gunner D (Gnr 9)

Special Rules

Ramming. Use the ramming rules on page 70 of the *Silent Death: The Next Millennium* Rulebook.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.



Campaign Kashmere Cash-in Victory Conditions

The degree of victory is determined by the number of scenarios won by a particular side. The final scenario is only used as a tie breaker in case one of the earlier scenarios somehow ends up a draw. For scenarios 1 through 9, consider the pirates and the Sigurd to be on the same side.

Win 1 to 2 more scenarios than opponent	Marginal Victory
Win 3 to 4 more scenarios than opponent	Major Victory
Win 5 to 6 more scenarios than opponent	Superior Victory
Win greater than 6 more scenarios than opponent	Total Victory

Campaign Kashmere Cash-in I: Pirates!

Play Time: 4 hours

Date: AL 7:033

Location: The Agni system

Situation: Pirates are a common threat to the Kashmeri. When the frequency of pirate attacks increase, the Kashmeri start to get suspicious. More than two pirate strikes in a given area are usually followed by a strike force entering the area to clean the pirates out. Most pirates engage in hit-and-run attacks to keep from bringing the Kashmeri Navy down on them.

Morgan's Raiders

Set up second on Edge 1 of map (see special map setup).

Teal Hawk III A	Pilot (Plt 5, Gnr 5)
Teal Hawk III B	Pilot (Plt 5, Gnr 6)
Teal Hawk III C	Pilot (Plt 4, Gnr 7)
Teal Hawk III D	Pilot (Plt 4, Gnr 9)
Hell Bender	Pilot (Plt 8, Gnr 7)
Sorenson III	Pilot (Plt 9, Gnr 5)
	Gunner (Gnr 8)

Forces

Kashmere Convoy 102

Set up first on Edge 1 of map (see special map setup).

Vishnu A	Pilot (Plt 4, Gnr 3)
	Gunner A (Gnr 6)
	Gunner B (Gnr 5)
	Gunner C (Gnr 5)
Vishnu B	Pilot (Plt 6, Gnr 5)
	Gunner A (Gnr 4)
	Gunner B (Gnr 6)
	Gunner C (Gnr 2)
Vishnu C	Pilot (Plt 2, Gnr 7)
	Gunner A (Gnr 5)
	Gunner B (Gnr 7)
	Gunner C (Gnr 3)
Thunderbird A	Pilot (Plt 5, Gnr 6)
Thunderbird B	Pilot (Plt 8, Gnr 9)
Thunderbird C	Pilot (Plt 7, Gnr 7)
Thunderbird D	Pilot (Plt 9, Gnr 5)

Special Rules

- 1) Do not use the standard map configuration. Use the long map configuration instead.
- 2) The maps are to be used as a kind of scrolling playing surface. When a ship moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 3) The game is over once the freighters have moved across a total of four map sheets (including the first two). Once they have done this, they have evaded the attackers and escaped into hyperspace.
- 4) The cargo bays of the three Vishnu's contain Andrite (1D6).

Victory Conditions

The Kashmeri convoy must exit the map with at least 50% of their cargo bays still intact to win. If this does not occur, the victory goes to Morgan's Raiders.

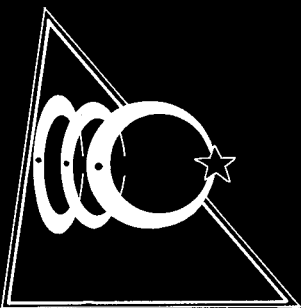
Campaign Kashmere Cash-in 2: Q-Freighters!

Play Time: 2 hours and 15 minutes

Date: AL 7:035

Location: The Tokugawa route in the Kashmere Commonwealth

Situation: The attack by Morgan's Raiders was considered a success. Surprisingly, instead of capturing the freighters, the pirates actually destroyed two of the freighters. This ruthless act of senseless destruction alerted the Kashmeri to the pirates' activities in the



sector. Hoping to prevent further losses, the Kashmeri brought forth their most fearsome weapon, the Q- Freighter the Yama!

Forces

Kashmere Q-Force 244

Set up first on Edge 1 of map. Marut A is currently docked inside the Yama.

Vishnu A	Pilot (Plt 3, Gnr 4) Gunner A (Gnr 6) Gunner B (Gnr 2) Gunner C (Gnr 2)
Vishnu B	Pilot (Plt 3, Gnr 5) Gunner A (Gnr 3) Gunner B (Gnr 6) Gunner C (Gnr 7)
Yama	Pilot (Plt 4, Gnr 1) Gunner A (Gnr 4) Gunner B (Gnr 5) Gunner C (Gnr 8)
Yama Battle Pods VY1, VY2, VY3,	Gunner 1A (Gnr 5) Gunner 2A (Gnr 7) Gunner 2B (Gnr 7) Gunner 3A (Gnr 4)
Marut A	Pilot (Plt 10, Gnr 5)
Marut B	Pilot (Plt 7, Gnr 8)

Marut C Pilot (Plt 6, Gnr 2)

Morgan's Raiders

Set up second on Edge 3 of map.

Sorenson III A	Pilot (Plt 6, Gnr 7) Gunner (Gnr 7)
Sorenson III B	Pilot (Plt 4, Gnr 5) Gunner (Gnr 6)
Sorenson III C	Pilot (Plt 5, Gnr 4) Gunner (Gnr 5)
Glaive (Rathe)	Pilot (Plt 10, Gnr 9) Gunner (Gnr 7)

Special Rules

- 1) Use the Concealed Weapons rules.
- 2) Marut A is inside the Yama at the start of the scenario.
- 3) Use the Secrecy rules on page 70 of the *Silent Death: The Next Millennium* Rulebook.
- 4) The cargo bays of all Vishnu's contain armored machinery (1D4-1).

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Campaign Kashmere Cash-in 3: Search for the Pirate's Base

Play Time: 2 hours

Date: AL 7:036

Location: Deep space along the Tokugawa route

Situation: After defeating part of Morgan's Raiders with the Q- freighter ambush (only the Glaive, piloted by the renegade Rathe Blackfell, escaped destruction), the Kashmeri sent out reconnaissance ships to find the base for the pirates. Hoping to finish off the pirates once and for all, the Kashmeri pushed deep into space, scanning for pirates.

Forces

Kashmere Reconnaissance

Set up first on Edge 1.

Hell Bender K A	Pilot (Plt 8, Gnr 5)
Hell Bender K B	Pilot (Plt 6, Gnr 3)
Hell Bender K C	Pilot (Plt 8, Gnr 9)
Hell Bender K D	Pilot (Plt 4, Gnr 4)
Marut A	Pilot (Plt 7, Gnr 5)
Marut B	Pilot (Plt 9, Gnr 4)

Morgan's Raiders

Set up second on Edge 3.

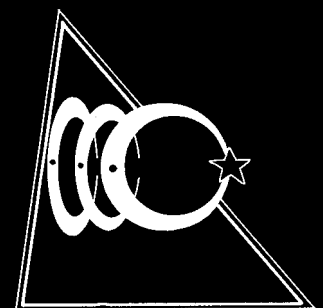
Shyrak Shuttle A	Pilot (Plt 8, Gnr 8) Gunner (Gnr 4)
Shyrak Shuttle B	Pilot (Plt 4, Gnr 5) Gunner (Gnr 6)
Shyrak Shuttle C	Pilot (Plt 5, Gnr 7) Gunner (Gnr 7)
Shyrak Shuttle D	Pilot (Plt 5, Gnr 4) Gunner (Gnr 5)

Special Rules

At least one Hell Bender K must spend two turns on Edge 3 of the map to gain the needed reconnaissance information and escape off of Edge 1.

Victory Conditions

If after 10 turns, the Kashmere player has not had one Hell Bender K on Edge 3 for two turns and escape, then the pirate player wins. Otherwise the Kashmeri are victorious.



Campaign Kashmere Cash-in 4: Destroy the Base

Play Time: 2 hours and 15 minutes

Date: AL 7:037

Location: Deep space between the Kashmere Commonwealth and House Tokugawa

Situation: Although two of the Hell Bender Ks were lost, the Kashmere Navy received the necessary information to pinpoint the location of the pirate base. Scrambling a strike force, the Kashmeri set off for the base.

Forces

Kashmere Strike Force 9

Set up first on Edge 1.

Karttikeya	Pilot (Plt 3, Gnr 8) Gunner A (Gnr 7) Gunner B (Gnr 9) Gunner C (Gnr 6)
Varuna A	Pilot (Plt 5, Gnr 7) Gunner A (Gnr 5) Gunner B (Gnr 7)
Varuna B	Pilot (Plt 8, Gnr 6) Gunner A (Gnr 3) Gunner B (Gnr 8)
Varuna C	Pilot (Plt 6, Gnr 7) Gunner A (Gnr 4) Gunner B (Gnr 9)

Morgan's Raiders

Set up second on Edge 3.

Glaive A	Pilot (Plt 10, Gnr 6) Gunner (Gnr 9)
Glaive B (Rathe)	Pilot (Plt 10, Gnr 9) Gunner (Gnr 7)
Glaive C	Pilot (Plt 7, Gnr 4) Gunner (Gnr 4)
Glaive D	Pilot (Plt 5, Gnr 5) Gunner (Gnr 7)
Glaive E	Pilot (Plt 2, Gnr 3) Gunner (Gnr 3)

Special Rules

Morgan's Raiders' Glaives may flee the battle at any time by exiting Edge 1.

Victory Conditions

If at the end of 10 game turns Morgan's Raiders have succeeded in destroying at least two ships from Strike Force 9, then the pirates are the victors; otherwise Kashmere wins.

Campaign Kashmere Cash-in 5: Sentry Removal

Play Time: 2 hours and 30 minutes

Date: AL 7:037

Location: Deep space between the Kashmere Commonwealth and House Tokugawa

Situation: Surprised by the furious attack made by the pirates, the Strike Force 9 did not react as quickly as they should have. Although they destroyed one Glaive, Rathe escaped and the Strike Force lost two Varunas. Undaunted, they continue into the asteroid field where the pirates have their base. The first step in the attack is to remove any sentry ships located in the asteroid field.

Forces

Kashmere Strike Force 9

Set up first on Edge 1.

Karttikeya	Pilot (Plt 3, Gnr 8) Gunner A (Gnr 7) Gunner B (Gnr 9) Gunner C (Gnr 6)
Varuna A	Pilot (Plt 5, Gnr 7) Gunner A (Gnr 5) Gunner B (Gnr 7)

Morgan's Raiders

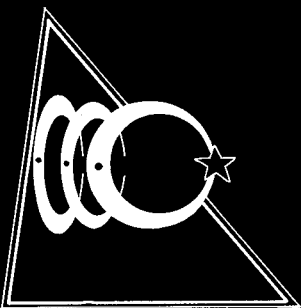
Set up second on Edge 3.

Sentry A	Pilot (Plt 5, Gnr 3)
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Sentry B	Gunner A (Gnr 8) Gunner B (Gnr 4) Pilot (Plt 2, Gnr 4) Gunner A (Gnr 9) Gunner B (Gnr 6)
Sentry C	Pilot (Plt 6, Gnr 5) Gunner A (Gnr 3) Gunner B (Gnr 5)

Special Rules

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



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

6) Asteroids. Use the standard rules for asteroids on page 79 of the *Silent Death: The Next Millennium* Rulebook.

Victory Conditions

At the end of 10 game turns, if the attacker has destroyed the two missile platforms and at least one of the Sentries, he wins. Otherwise the pirates win.

Campaign Kashmere Cash-in 6: The Return Home

Play Time: 1 hour and 30 minutes

Date: AL 7:037

Location: Deep space between the Kashmere Commonwealth and House Tokugawa

Situation: The Kashmeri Strike Force destroyed the sentries and pressed on to the pirate base. Letting loose their torpedoes and making strafing runs, the Kashmeri succeeded in severely damaging the base, forcing its evacuation. The pirates (including Rathe) fled and entered hyperspace before the Kashmeri could follow. The attack had a price: the remaining Varuna was lost in the fight. The Karttikeya was on route home when it was ambushed by a pair of pirate fighters looking to even the score.

Forces

Kashmere Strike Force 9

Set up first on Edge 1 (see special map set up).

Karttikeya	Pilot (Plt 3, Gnr 8)
	Gunner A (Gnr 7)
	Gunner B (Gnr 9)
	Gunner C (Gnr 6)

Morgan's Raiders

Set up second on Edge 1 (see special map setup).

Salamander A	Pilot (Plt 4, Gnr 6)
	Gunner (Gnr 7)
Salamander B	Pilot (Plt 6, Gnr 5)
	Gunner (Gnr 5)

Special Rules

- 1) The Karttikeya has no torpedoes.
- 2) Do not use the standard map configuration. Use the long map configuration instead.
- 3) The maps are to be used as a kind of scrolling playing surface. When a ship moves off the board along Edge 2, take the map sheet from the other side and place it in front of Edge 2 for the ship to move on to. Any ships still left on the moved map have left the game and cannot return. In this way, the players can have an unlimited playing surface moving in one direction.
- 4) The game is over once the Karttikeya has moved across a total of four map sheets (including the first two). Once it has done this, it has evaded the attackers and escaped into hyperspace.

Victory Conditions

If the Karttikeya escapes, the Kashmere player is the winner. If the Karttikeya does not escape, the pirate player wins.

Campaign Kashmere Cash-in 7: The Pirates Return

Play Time: 2 hours and 30 minutes

Date: AL 7:039

Location: Rudra system in the Kashmere Commonwealth

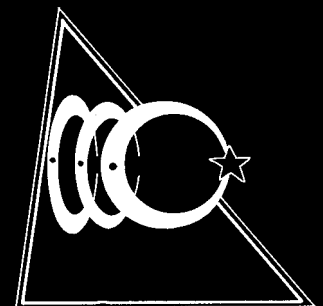
Situation: Things were quiet in the Kashmere freighter lanes for a total of two days before Morgan's Raiders returned again. The pirates attacked a heavy convoy on its way to the Primates. The Kashmere were curious how the pirates could regroup so quickly, but the pressing matter of defending the convoy required most of their attention.

Forces

Kashmere Convoy 244

Set up first on Edge 1.

Ushas	Pilot (Plt 4, Gnr 3)
	Gunner A (Gnr 4)
	Gunner B (Gnr 6)
	Gunner C (Gnr 4)
	Gunner D (Gnr 3)
	Gunner E (Gnr 3)
	Gunner Crew A (Gnr 7)
Ushas Battle Pod U3	Gunner Crew 3A (Gnr 8)
	Gunner 3B (Gnr 4)
	Gunner 3C (Gnr 5)
Varuna A	Pilot (Plt 10, Gnr 5)
	Gunner A (Gnr 10)
	Gunner B (Gnr 7)



Silent Death

Varuna B Pilot (Plt 6, Gnr 4)
Gunner A (Gnr 7)
Gunner B (Gnr 5)

Morgan's Raiders

Set up second on Edge 3.

Epping A Pilot (Plt 7, Gnr 5)
Gunner A (Gnr 6)
Gunner B (Gnr 7)
Gunner C (Gnr 6)

Epping B Pilot (Plt 5, Gnr 5)
Gunner A (Gnr 4)
Gunner B (Gnr 8)
Gunner C (Gnr 3)

Pharsi II A Pilot (Plt 6, Gnr 3)
Gunner A (Gnr 9)
Gunner B (Gnr 3)

Pharsi II B Pilot (Plt 7, Gnr 4)
Gunner A (Gnr 5)
Gunner B (Gnr 4)

Pharsi II C Pilot (Plt 4, Gnr 5)
Gunner A (Gnr 7)
Gunner B (Gnr 6)

Pharsi II D Pilot (Plt 9, Gnr 8)
Gunner A (Gnr 8)
Gunner B (Gnr 7)

Special Rules

The available Ushas cargo bay contains advanced medical equipment (1D10-1).

Victory Conditions

The scenario lasts 8 turns. If the freighter escapes with more than 50% of its cargo, the Kashmeri win a major victory. If the freighter escapes but jettisons its cargo, it is a draw. If the freighter and its escorts are destroyed then it is a minor pirate victory. If the pirates destroy all escorts and capture the cargo, it is a pirate major victory.

Campaign Kashmere Cash-in 8: More Intel Needed

Play Time: 1 hour and 30 minutes

Date: AL 7:040

Location: Imperial Core route near Ratri slightly outside the Kashmere Commonwealth

Situation: Something was not quite right about Morgan's Raider's quick recovery. The base strike should have left them disorganized for a month or more. Needing more information, the Kashmeri send out a recon patrol to shadow the movements of the pirates. Much to the recon force's surprise, it was not Morgan's Raiders they encountered, but a flight of fighters from the Sigurd Archdiocese!

Forces

Kashmere Reconnaissance 66

Set up first on Edge 1.

Hell Bender K A Pilot (Plt 8, Gnr 5)
Hell Bender K B Pilot (Plt 6, Gnr 3)
Hell Bender K C Pilot (Plt 8, Gnr 9)
Marut Pilot (Plt 5, Gnr 8)

Sigurd Reinforcement Squad

Set up second on Edge 3.

Pit Viper A Pilot (Plt 10, Gnr 4)
Pit Viper B Pilot (Plt 5, Gnr 5)
Pit Viper C Pilot (Plt 7, Gnr 9)
Pit Viper D Pilot (Plt 5, Gnr 3)
Pit Viper E Pilot (Plt 8, Gnr 5)
Pit Viper F Pilot (Plt 6, Gnr 5)

Special Rules

At least one Hell Bender K must spend two turns on Edge 3 of the map to gain the needed reconnaissance information and escape off of Edge 1.

Victory Conditions

If after 10 turns, the Kashmere player has not had one Hell Bender K stay on Edge 3 for two turns and then escape, then the Sigurd player wins. Otherwise the Kashmeri are victorious.

Campaign Kashmere Cash-in 9: Ragnarok!

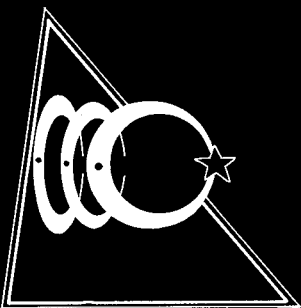
Play Time: 2 hours

Date: AL 7:042

Location: Outside Sigurd Archdiocese territory, slightly beyond the Imperial Core

Situation: The recon provided by Reconnaissance 66 showed without a doubt that Morgan's Raiders had been used! The Sigurd had manipulated them, through arms agreements and lies about Kashmeri using slaves, into

starting a campaign of terror against the Kashmere Commonwealth. Having discovered the truth, the Kashmeri sent a message to Morgan's Raiders and then set off to intercept a Sigurd flight that was attempting to resupply the pirates, presumably to re-ignite the pirate's fire against the Kashmeri.



Forces

Kashmere Strike Force 88

Set up first on Edge 1.

Varuna	Pilot (Plt 8, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 6)
Talon A	Pilot (Plt 7, Gnr 10)
Talon B	Pilot (Plt 9, Gnr 6)
Talon C	Pilot (Plt 8, Gnr 5)

Sigurd Reinforcement Squad

Set up second on Edge 3.

Lance Electra A	Pilot (Plt 8, Gnr 6) Gunner (Gnr 5)
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Lance Electra B	Pilot (Plt 9, Gnr 7) Gunner (Gnr 3)
Lance Electra C	Pilot (Plt 5, Gnr 8) Gunner (Gnr 4)
Lance Electra D	Pilot (Plt 5, Gnr 9) Gunner (Gnr 7)

Special Rules

None

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

Campaign Kashmere Cash-in 10: The Final Option

Play Time: 4 hours

Date: AL 7:045

Location: In the Ratri system in the Kashmere Commonwealth

Situation: The strike against the Sigurd Archdiocese was a success. All of the Lance Electras were destroyed and only one Talon was lost. The strike had a more lasting effect though. To the Sigurd, the gauntlet was dropped. The flagrant attack against their ships required an immediate retaliation of force, something they were prepared for all along. A strike force set course for Kashmeri space. Morgan's Raiders, feeling annoyed at being used, gathered their forces, too. They had a score to settle with both the Sigurd and the Kashmere.

Forces

Kashmere Strike Force 9

Set up first on Edge 1.

Karttikeya	Pilot (Plt 8, Gnr 5) Gunner A (Gnr 6) Gunner B (Gnr 6) Gunner C (Gnr 7)
Varuna A	Pilot (Plt 9, Gnr 8) Gunner A (Gnr 5) Gunner B (Gnr 5)
Varuna B	Pilot (Plt 10, Gnr 3) Gunner A (Gnr 5) Gunner B (Gnr 7)
Varuna C	Pilot (Plt 5, Gnr 7) Gunner A (Gnr 6) Gunner B (Gnr 8)

Sigurd Thor's Hammer Flight

Set up second on Edge 3.

Star Raven	Pilot (Plt 7, Gnr 9) Gunner A (Gnr 10) Gunner B (Gnr 7) Gunner C (Gnr 4)
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Pharsi II A	Pilot (Plt 9, Gnr 8) Gunner A (Gnr 7) Gunner B (Gnr 5)
Pharsi II B	Pilot (Plt 8, Gnr 8) Gunner A (Gnr 9) Gunner B (Gnr 6)
Pharsi II C	Pilot (Plt 10, Gnr 7) Gunner A (Gnr 8) Gunner B (Gnr 5)

Morgan's Raiders

Set up third on Edge 2.

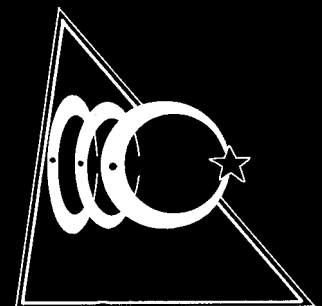
Betafortress	Pilot (Plt 8, Gnr 6) Gunner A (Gnr 7) Gunner B (Gnr 9) Gunner C (Gnr 8) Gunner D (Gnr 10)
Glaive A (Rathe)	Pilot (Plt 10, Gnr 9) Gunner (Gnr 7)
Glaive B	Pilot (Plt 9, Gnr 5) Gunner (Gnr 8)
Salamander	Pilot (Plt 5, Gnr 10) Gunner (Gnr 7)

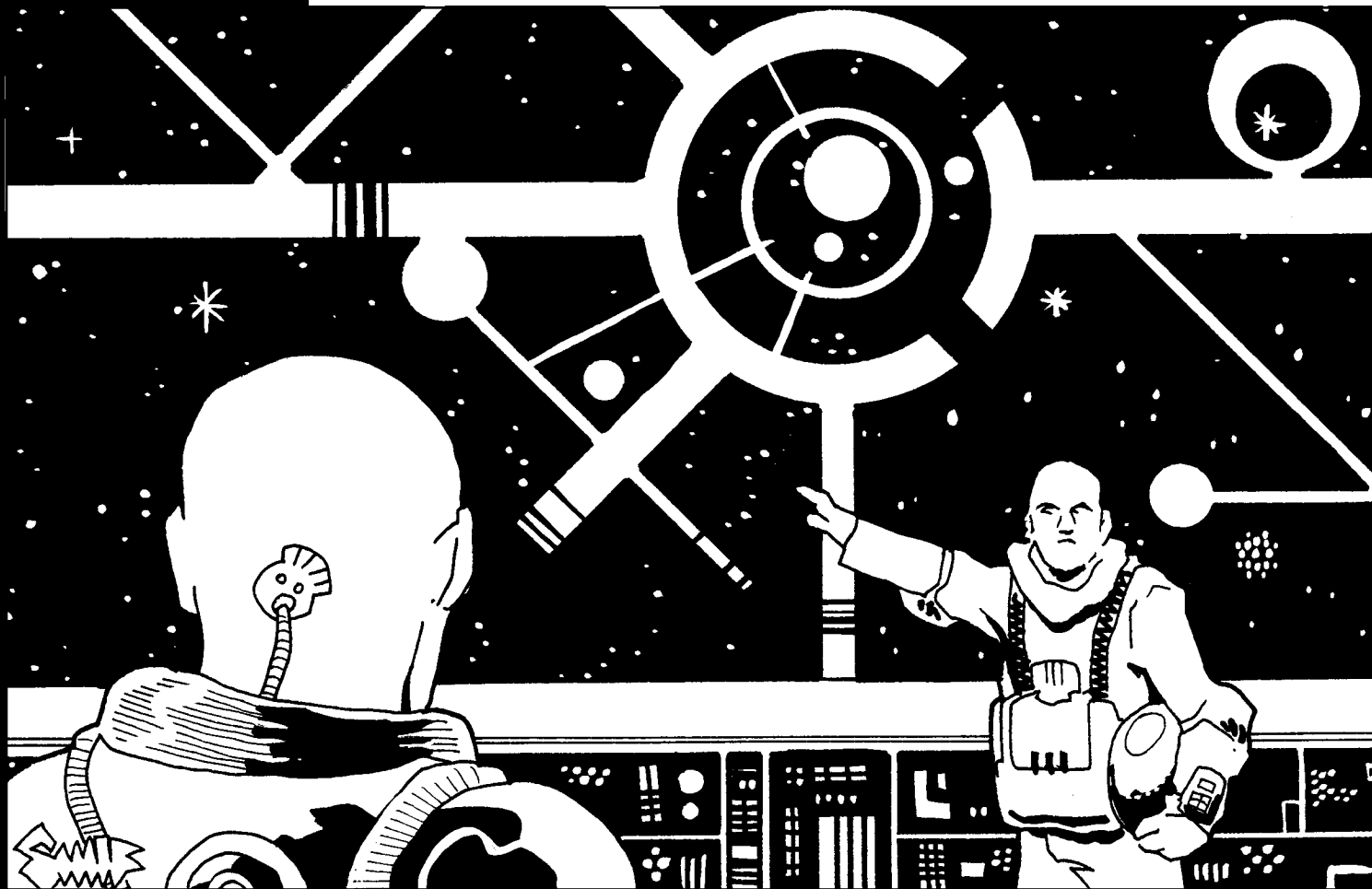
Special Rules

Multi-Player Games. Use the standard rules for Multi-Player Games on page 68 of the *Silent Death: The Next Millennium* Rulebook.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.





Kashmere Commonwealth Campaign Rules

The most common duty that Kashmeri pilots face is preventing pirate attacks against convoys. The following rules represent a continuing campaign between the Kashmere Commonwealth and a persistent pirate group.

Overview

This takes place in an area outside the Kashmere Commonwealth. There is a cluster of five mineral rich systems (Alpha, Beta, Delta, Epsilon, and Gamma) that the Kashmeri currently mine. The Commonwealth needs to ship a significant amount of material back to their base at the edge of Kashmeri space. The pirates know that freighters frequently travel between these systems and the hope to steal some minerals to sell for new ships and parts. Once the pirates have accumulated enough materials, they will relocate to another base to avoid the Kashmeri retribution.

Victory Conditions

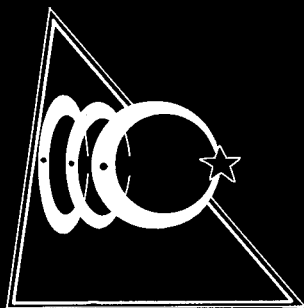
In order for the Kashmere Commonwealth to win, they must do one of the following:

- Ship 600 cargo units of material from the mining systems to their base; or
- Discover the pirate's hidden base and destroy all ships protecting it.

In order for the pirates to win, they must accomplish one of the following:

- Store 600 cargo units of material at their base; or
- Attack and destroy all of the Kashmeri fighters at the Kashmeri base.

At the end of any turn in which either side meets one of its victory conditions, the campaign ends and the victor determined.



Campaign Set-Up

The Kashmere Commonwealth side has 1000 points to purchase ships, pilots, and gunners. These purchases should include at least two freighters, some escort ships, some defensive ships, and some recon ships. The pirate side has 750 points to purchase ships, pilots, and gunners. In addition, the pirate side starts with 50 units of cargo used for victory or repairs.

Optional Rules

The following optional rules should be used during the campaign:

- Asteroids
- Black Hole
- Damage Control
- Decoys
- Destroyed Starcraft Debris
- Easing Target Speed Restrictions
- Experience
- Life Pods
- Point Defense Anti-Torp Weapon System
- Point Defense Weapon System vs. Missiles
- Secrecy
- Slingshotting
- Variable Speed Torpedoes
- Any other optional rules may be used if all players agree.

Turn Sequence

The turn sequence for the campaign is as follows:

1. Plot ships' destinations.
2. Determine if conflict occurs.
3. Resolve conflict.
4. Check for pirate base.
5. Determine amount of cargo each side delivered.
6. Repair and replace ships and pilots.
7. Check for victory.

Plot ship's destination

The Kashmere Commonwealth player must determine which ships will be going to which systems as well as which ships will defend the Kashmeri base. Each system can fill the entire cargo hold of any ship that goes to it. On the ship plot form, the Kashmeri player will note which of the five systems the ships will go to. You can send ships to more than one system, but one ship can only go to one system in a turn. In addition, the Kashmere Commonwealth should leave some ships to defend their base.

The Pirate player must plot which systems they think the Commonwealth will be visiting. The pirates hope to come across some mineral-laden freighters which they can attack. The pirate player may also wish to station some ships to defend their base; however, the Kashmeri cannot attack it until they discover its location.

Both sides must place pilots and gunners in the ships plotted for movement. Every ship must have a pilot; however, it is not necessary to fill every gunner position. If a gunner position is empty, the weapons assigned to that gunner position may not be fired. The player should name the crew to help keep track of who is where.

Determine if conflict occurs

Conflict occurs if: the Kashmeri plot ships to go to the same system as the pirate's plot; the pirates send ships to the Kashmeri base; or the Kashmeri discover the pirate base and send ships to attack it.

Resolve conflict

If conflict does occur, use the standard map setup. The Kashmeri player sets his ships up first on Edge 1, the pirate player sets his ships up second on Edge 3. The pirate player rolls 2D6 and checks the table below to determine what space objects, if any, are in the area.

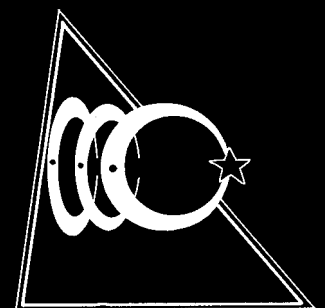
Roll Space Object

- 2 10-hex black hole, placed by the pirates
- 3-5 5-hex black hole, placed by the pirates
- 6-9 Nothing
- 10-11 5-hex wide asteroid belt placed by Kashmeri
- 12 Full asteroid field; use the standard asteroid rules

The Kashmeri player may exit Edge 3 on the map to get away from the pirates. The pirates may also flee from the conflict by moving off Edge 1. The Kashmeri may eject any number of their cargo bays at any time in hopes that this satisfies the pirates and they stop attacking (replacing cargo bays costs nothing while replacing freighters does not). Place a debris counter on the map for each cargo bay ejected in the same hex as the freighter. Ships may enter the hex of a cargo container without any problems.

All pirate ships have tow harpoons as standard equipment. These spears have a cable attached to the launcher and use a linear accelerator to propel them. These tow harpoons may only hit an object in the same hex as the firing ship, and cannot be used against mobile ships because the cable connecting the harpoon to the ship would snap. The tow harpoons fire during the cannon phase and can only fire every other turn if they miss. The pilot or gunner may roll an attack with the tow harpoon, which has a rear firing arc. The Defensive Value of a cargo container is 5. The tow harpoon does no damage, but does allow a ship to tow a cargo container. The turn cost of a ship towing a cargo container increases by one and the drive of the towing ship decreases by 4. If the towing ship's drive is ever 4 or less, that ship may not tow a cargo container. The tow harpoon can be released at any time, letting go of the cargo container.

Resolve the conflict like a standard Silent Death scenario. Be certain to keep track of damaged ships that escape the conflict since they will need repairs.



Campaign Log		Player: <input type="text"/>
Fleet Name	Ships	Destination
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
		<input type="checkbox"/> Alpha <input type="checkbox"/> Beta <input type="checkbox"/> Delta <input type="checkbox"/> Epsilon <input type="checkbox"/> Gamma <input type="checkbox"/> Own Base <input type="checkbox"/> Enemy Base
Total Cargo Stored:		

Check for pirate base

The turn after any conflict occurs where both a pirate vessel and a Kashmeri vessel escape the conflict by flying off the game board, the Kashmeri player can plot a recon mission. In order to plot a recon mission, the Kashmeri player must have one or more Hell Bender Ks or a custom-designed scout ship. The scout ship, plus any escorts, will be plotted to the location where the battle took place last turn. If pirate ships are plotted to that system, a normal conflict ensues. The recon ship must spend two turns on Edge 3 to acquire the necessary data. If there are no pirate ships plotted to the system, the recon attempt is successful. For each recon ship that successfully recons the battle site, the search total increases by 2 points. During the check for pirate base segment, the Kashmeri pilot rolls 1D10. If the number rolled is less than the current search total, then the search attempt was successful and the Kashmeri know the location of the pirate base. Starting the next turn, the Kashmere Commonwealth may plot missions against the pirate base.

Determine amount of cargo each side delivered

Each player records the total amount of material that each side successfully transported to their respective bases. The amount is equal to the size of the cargo bays that return to the base with material in them, measured in cargo units.

Repair and replace ships and pilots

After completing all battles, both sides may repair and replace their ships, pilots, and gunners. Ships with expendable munitions may also rearm. A base can trade a unit of cargo for 5 points. Cargo traded in this manner cannot be used for determining victory.

To rearm a ship, it costs the same number of points as it does to purchase the ammunition. Ships are repaired at a cost of two hit boxes per point. If a ship repairs a box containing a symbol, then the effect of that hit is repaired as well. In the case of a partially repaired ship, the player may determine which system is repaired if there is more than one possibility (i.e., weapons or torpedoes). If a critical hit is repaired, the effect of that critical hit is also repaired. Finally, any ships that ejected their cargo bays receive new empty cargo bays for free. A side may replace pilots and gunners at the standard cost of one point per skill level. A side may purchase new ships at the standard BPV cost.

Check for victory

If either side meets their victory conditions, then that side immediately wins. In the unlikely event that both sides meet their victory conditions, then if either side destroyed their opponent's base, they win. If both sides destroyed each other's base then neither side wins. Finally, if both sides have 600 units of cargo stored then both sides win.

Kashmere Fleet Composition

SPACs

Dart, Hell Bender, Hell Bender II, Hell Bender K, Marut, Spirit Rider, Spirit Rider II, Talon, Talon II, Thunder Bird, Trans Hawk

MPACs

Karttikeya, Vishnu/Yama

TPACs

Death Wind, Lakshmi, Lance Electra, Lance Electra II, Salamander, Salamander II, Varuna

Escorts

Ushas

Starcraft Point Cost Table

Starcraft	Basic Point Value	Crew	Starcraft	Basic Point Value	Crew
Saucer Shuttle	6	1	Sorenson III	68	2
Pit Viper T	8	1	Rattler NW	70	2
Pit Viper	12	1	Avenger	78	2
Wind Jammer	13	1	Epping Prime	78	4
Marut	15	1	Sentry	80	3
Pit Viper II	17	1	Sentry II	80	3
Spirit Rider II	17	1	Lakshmi	83	2
Blizzard II	18	1	Storm	90	3
Borax Freighter	18	1	Hornet NW	97	2
Spirit Rider	18	1	Storm II	100	3
Blizzard	19	1	Glaive III	104	2
Hound	19	1	Glaive	106	2
Dart II	20	1	Glaive II	107	2
Spirit Rider III	20	1	Pharsii	110	4
Dart	21	1	Epping	119	4
Thunder Bird II	24	1	Epping NW	119	4
Thunder Bird	25	1	Revenge	120	2
Wave Cutter	25	1	Revenge II	120	2
Hell Bender K	26	1	Pharsii II	120	3
Kosmos	27	1	Varuna	120	3
Kosmos II	29	1	Seraph	121	2
Curtis Shuttle	30	1	Seraph II	121	2
Hell Bender	32	1	Drakar	121	5
Thunder Bird NW	32	1	Scorpion	122	4
Hell Bender II	33	1	Equalizer NW	123	2
Talon	33	1	Star Raven	125	4
Shryak Shuttle	34	2	Drakar Alpha	125	5
Shryak Shuttle II	34	2	Star Raven Alpha	128	4
Talon II	38	1	Spider	129	3
Trans Hawk	40	1	Javelin NW	131	3
Blood Hawk	41	1	Catastrophe	142	4
Teal Hawk	43	2	Karttikeya	150	4
Night Hawk	47	1	Betafortress NW	160	3
Sorenson II	47	2	Praying Mantis	167	3
Teal Hawk II	47	2	Eagle	170	5
Night Hawk NW	49	1	Iceberg	207	6
Dagger	50	1	TBD Platform	210	6
Teal Hawk NW	50	2	Conestoga	215	5
Vishnu/Yama	50	4	Conestoga	215	5
Night Hawk II	55	1	Betafortress	216	5
Crescent	55	3	Betafortress Alpha	218	6
Lance Electra NW	56	2	Betafortress Beta	220	6
Firebat NW	57	2	Ushas	345	12
Death Wind	60	2	Megafortress	482	22
Hammer	60	2	Falcon NW	499	18
Lance Electra	60	2	Stingray	551	25
Lance Electra II	60	2	Narwhal Mk. II	623	27
Havok	61	2	Aosho	764	42
Death Wind II	64	2	Constellation	806	35
Salamander	66	2	Fletcher	894	37
Salamander II	66	2	Longboat	921	29
Salamander NW	67	2			

CONSOLIDATED MASTER WEAPON TABLE

Weapon Type	Base Attack Dice	To Hit Modifiers			Target Speed Restrictions	Damage
		Short (+1)	Mid (0)	Long (-1)		
Terran Weapons						
<i>Mass Driver Cannons</i>						
Minigun	2D6+ADB	1-2	3-5	6-12	None	Low †
Autocannon	2D6+ADB	1-3	4-10	11-24	Drive ≤10	Medium †
Railrepeater	2D6+ADB	1-4	5-15	16-36	Drive ≤6	High †
<i>Laser Cannons</i>						
Pulse Laser	2D8+ADB	1-3	4-9	10	None	Low
Meld Laser	2D8+ADB	1-6	7-18	19-20	Drive ≤12	Medium
Turbo Laser	2D8+ADB	1-9	10-25	26-30	Drive ≤8	High
<i>Blast Cannons</i>						
Splattergun	2D6+ADB	1-2	3-6	7-10	None	Medium
Blatgun	2D6+ADB	1-4	5-10	11-15	Drive ≤13	High
<i>Disruptor Cannons</i>						
Disruptorgun	2D8+ADB	1	2	3-6	None	Medium §
Disintegrator	2D8+ADB	1	2-3	4-12	Drive ≤11	High §
<i>Ion Cannons</i>						
Impulsegun	2D8+ADB	1-3	4-8	9-10	None	High
Ion Ram	2D8+ADB	1-5	6-13	14-15	Drive ≤15	All
<i>Plasma Cannons</i>						
Plazgun	2D6+ADB	1-2	3-4	5-10	None	All ¥
Heavy Plazgun	2D6+ADB	1-4	5-8	9-15	Drive ≤11	All x 2 ¥
<i>Energy Bolt Projectors</i>						
Protobolt	2D6+ADB	5-8	9-12	13-16	Drive ≤14	s.10/m.8/1.6
<i>EMP Cannons</i>						
EMP Ray	2D8+ADB	1-2	3-4	5-8	None	Medium/2□
EMP Beam	2D8+ADB	1-3	4-6	7-15	Drive ≤14	High/2□
<i>Tachyon Conveyers</i>						
Tachyon Cannon	2D10+ADB	1-5	6-15	16-19	Drive≤14	High
Tachyon Ram	2D10+ADB	1-3	4-11	12-17	Drive≤15	All
<i>Gaus Field Generators</i>						
Mjölnir	2D8+6+ADB	1-3	4-7	8-10		Low+3 ∂
Gungir	2D8+6+ADB	1-5	6-10	11-16	Drive≤13	Med+2 ∂
HATCHLING WEAPONS						
<i>Beam Cannons</i>						
X-Beam	2D8+ADB	1-3	4-14	15-16	None	Low x 3
Y-Beam	2D8+ADB	1-3	4-16	17-18	Drive ≤13	Medium x 2
Z-Beam	2D8+ADB	1-3	4-20	21-22	Drive ≤10	High x 2
<i>Leech Cannons</i>						
Drive Leech	2D6+ADB	1	2	3-4	None	Low ‡
<i>Launchers</i>						
Spore Mole	1D6	—	0-6*	—	None	Low Δ
<i>Warheads</i>						
Type 1 Drone	1D12	—	0-1◇	—	None	All
Type 2 Drone	2D12	—	0-2◇	—	None	All
Type 3 Drone	3D12	—	0-3◇	—	None	All
Type 4 Drone	4D12	—	0-4◇	—	None	All
Type 5 Drone	5D12	—	0-5◇	—	None	All

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. Also, completely 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.

◇—Hits within this range are automatic; there is no need to roll To Hit.

∂—May hit all torps in one hex targeting one ship, if at short range.

Integrated Escort Weapon Table

Weapon Type	Short Mid Long Target Speed				Restriction	Damage
	Attack Dice(+1)	(0)	(-1)			
Ion Weapons						
Ion Cannon	2D8	1-8	9-16	17-30	Drive ≤ 7	All x 2
Twin Ion Cannon	2D8+1				Drive ≤ 6	(All+2) x 2
Triple Ion Cannon	2D8+3				Drive ≤ 5	(All+4) x 2
Quad Ion Cannon	2D8+5				Drive ≤ 4	(All+6) x 2
Impulse Cannon	2D8	1-3	4-5	6-11	Drive ≤ 9	High x 2
Twin Impulse Cannon	2D8+1				Drive ≤ 8	(High+2) x 2
Triple Impulse Cannon	2D8+3				Drive ≤ 7	(High+4) x 2
Quad Impulse Cannon	2D8+5				Drive ≤ 6	(High+6) x 2
Blast Weapons						
Blast Cannon	2D6	1-8	9-20	21-25	Drive ≤ 9	Medium x 2
Twin Blast Cannon	2D6+1				Drive ≤ 8	(Medium+2)x2
Triple Blast Cannon	2D6+2				Drive ≤ 7	(Medium+4)x 2
Quad Blast Cannon	2D6+3				Drive ≤ 6	(Medium+6)x 2
Repeating Blaster	2D6	1-3	4-8	9-15	None	High x 2
Twin Repeating Blaster	2D6+1					(High+2) x 2
Triple Repeating Blaster	2D6+2					(High+4) x 2
Quad Repeating Blaster	2D6+3					(High+6) x 2
Laser Weapons						
Laztube	2D10	1-10	11-20	21-40	Drive ≤ 8	High x 2
Twin Laztube	2D10+2				Drive ≤ 7	(High+1) x 2
Triple Laztube	2D10+4				Drive ≤ 6	(High+2) x 2
Quad Laztube	2D10+6				Drive ≤ 5	(High+3) x 2
Mass Drivers†						
Gatling Cannon	2D6	1-4	5-8	9-16	Drive ≤15	Low x2=
Twin Gatling Cannon	2D6+1				Drive ≤15	(Low+1) x2=
Triple Gatling Cannon	2D6+3				Drive ≤15	(Low+2) x2=
Quad Gatling Cannon	2D6+5				Drive ≤15	(Low+3) x2=
Hyper Cannon	2D6	1-8	9-15	16-30	Drive ≤11	High x2=
Twin Hyper Cannon	2D6+1				Drive ≤10	(High+1) x2=
Triple Hyper Cannon	2D6+3				Drive ≤9	(High+2) x2=
Quad Hyper Cannon	2D6+5				Drive ≤8	(High+3) x2=
Keel Cannon	2D8	1-10	11-15	16-20	None	All x 3=
Plazprojector						
Corvette	XD8		1-5		None	All
Frigate	XD10		1-5		None	All
Destroyer	XD12		1-5		None	All
Gaus Field Generator						
Bifrost Cannon	2D10	1-10	11-20	21-30		

New Weapon System Data Table

Weapon System	Cost	Slots	Base Attack Dice	Damage	Ammo	Crew
EMP Cannons						
EMP Ray	3	1	2D8	Medium	∞	
EMP Beam	5	4	2D8	High	∞	
Gaus Field Generators						
Mjölnir	4	4	2D8+6	Low+3	∞	
Gungnir	6	5	2D8+6	Medium+2	∞	
Bifrost Cannon*	32	32	2D10	Allx2	∞	5
Impulse Guns						
Twin Impulseguns	4	4	2D8+1	High+2	∞	1

* Escort Kiel Arc's only



KASHMERE COMMONWEALTH™

Fighter pilot Yasmine "Jazz" K'yonar waited in the darkness of the tiny, converted cargo bay—the orange glow from her Marut's displays the only comforting light. Impatiently she thrummed the console near the launch button, waiting for the deployment light that would signal her entrance into the battle outside. She heard nothing, but through the docking clamps securing her Marut she felt the rumble of the plazgun charging in the next bay—a surprise for the pirates attacking what they thought was a defenseless freighter. Soon, she thought, soon it will be my turn to teach them the error of their ways—the fatal error. The deployment light flashed green and Jazz grinned fiercely as she slapped the launch button. The bay doors flew open and the Marut sprang from the bay, out into the silent storm of the battle raging around the Kashmere convoy.

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