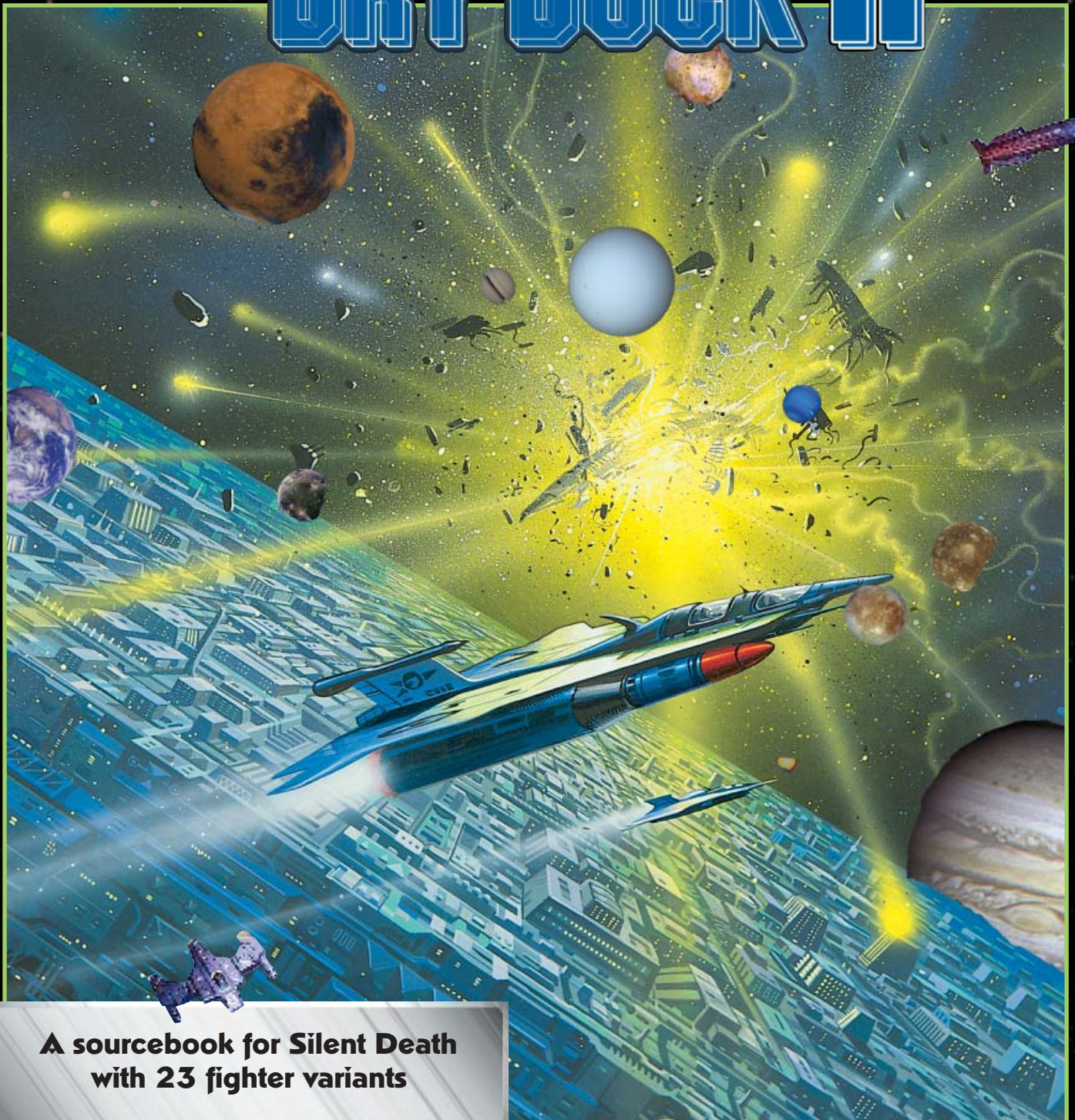


SILENT DEATH™

ANNEX



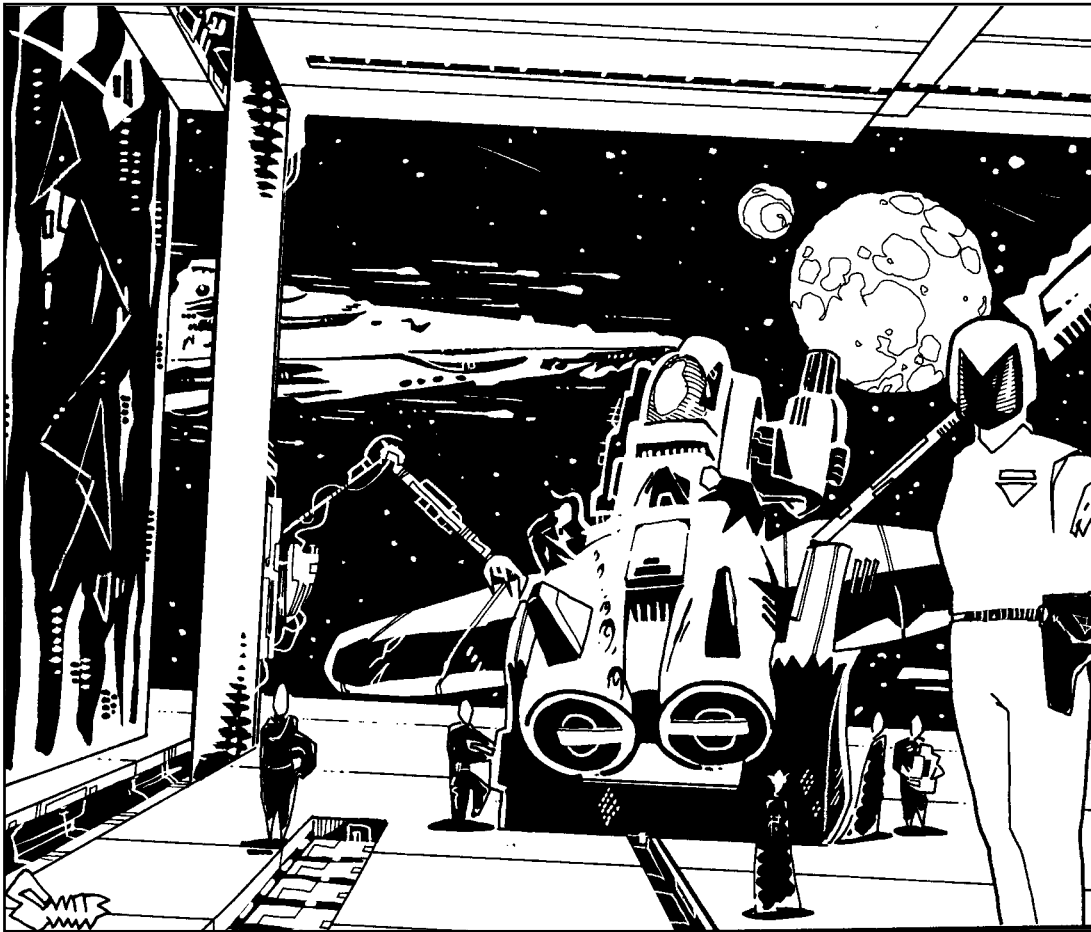
OPERATION: DRY DOCK II™



**A sourcebook for Silent Death
with 23 fighter variants**

OPERATION: DRYDOCK VOLUME II™

The Next
Millennium



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Produced and distributed
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112 Goodman St.,
Charlottesville, VA 22902.
www.metal-express.net

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Dedication: For Sandra, whose love makes
my spirit soar among the stars!

Stock # 7228

Introduction

The publication of Operation: Dry Dock followed recently by Hanger 51 has proven to be a great help to players of Silent Death: The Next Millennium. The publication of updated ship displays, as well as refits of the then-existent major vessels of Terran Space, gave players access to a substantial variety of tactical options. The purpose of this manual is to pick up where the first Operation: Dry Dock left off and substantially expand upon it. Operation: Dry Dock, Volume II introduces additional ships specific to some of the Twelve, the major Houses that survived the Terran-

Hatchling War. While some of the ships will seem familiar to those who have a copy of Silent Death 1st edition (we refuse to waste perfectly good miniatures after all!), quite a few new ships are making their debut, including the first Draconian ships built with off-the-shelf technology in Terran Space. The dreaded Data Sphere Drone Ships make their debut as well, adding to the never-a-dull-moment experience that is Silent Death: The Next Millennium. Enjoy! And always remember to watch your six! Leland R. Erickson, December 4, 2005 (Old Earth Calendar)

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New Technology

Data Sphere Wardrones

The majority of newer Data Sphere ships are self-contained semi-autonomous robots with a highly specialized mission profile (“Go out and KILL something!”). Commonly referred to as drone ships, these vessels have no onboard crew, have integral FTL drives, and operate with a cold, calculating efficiency unique to such artificial constructs designed for war. To this end, all Data Sphere drone ships operate in the following manner:

- 1) Drone ships always start with a Pilot and Gunnery Skill of 10.
- 2) Drone ships lose Pilot and Gunnery skill levels as part of their Damage Track.
- 3) Drone ships always fire their first weapon in the Gunner’s phase of the turn and all successive weapons in the Pilot’s.
- 4) Drone ships may fire multiple weapons at the same target without a penalty.
- 5) Drone ships suffer a cumulative -1 to their to hit rolls for each additional ship they attempt to target beyond the first.
- 6) Drone ships do not have to include any life support systems so they have an additional 5 slots per normal crew member for every ship design template, including gunboats and warhounds.
- 7) All Data Sphere ships have access to Quantum Thrust engine technology so their engines take up fewer slots but cost more BPV.
- 8) All indigenous DS ships including the smallest SPAC will incorporate FTL drives (so you can guess where the 5 slots

gained from dropping life support are going to always go). This ensures the maximum force can be brought to bear with a minimal amount of time to any given point within Data Sphere territory, ensuring a devastating reception for anyone foolish or reckless enough to enter Data Sphere territory without the approval of the Epsilons themselves.

Additional Rules for Datasphere and other New Other Ships

1) Linked Proto-bolt projectors

The Yellow Jacket has a pair of linked Proto-bolt projectors. They have to fire at the same target, but do not suffer the multiple weapon penalty when fired. If one is destroyed the other projector can still fire normally.

2) Hyperdrive

Ships with hyperdrive have a damage box on the ship sheet and can use their Hyperdrive according to the rules in the campaign system. The H in the damage track around the 10th damage box destroys the hyperdrive.

3) Hien II Modular Missile Launcher Systems

The Hien II is equipped with three modular missile launcher systems. Only one can fire at a time and when it is destroyed or runs out of ammunition is it jettisoned and the next one in the series is ready for use. The systems are jettisoned at the end of the Missile Results phase and the next launcher is available during the next turn normally.

Silent Death

“If you don’t have enemies you should create some, for motivational purposes!”
- Rapper 50 Cent

Imperial Era Ships

Imperial Transtar FTF-999 series b “Bulldog”

Crew: 1

Maneuvering Thrust: 0.168 km/s/s

Mass: 200 tons

Translight Capability: none

Armor: Unarmored Crystanium Hull

Atmospheric Capability: Partial

Armaments:

3 x Mk. 10 Miniguns

2 x Mk. 10 Autocannons

2 x Mk. 20 Torpedoes

Comments: An early Transtar design intended to compete with the highly successful Caladyne Kosmos, the Bulldog was less successful in the attrition fighter role due to its mediocre performance and thin hull armor. The Transtar designers had intended to design what would then be the most heavily armed medium fighter in service, and had taken great pains to arm the Bulldog with an impressive armament package of no less than three Miniguns, two Autocannons, and a formidable torpedo

load. Alas, like all such specialized designs, the Bulldog was forced to sacrifice in other areas to accommodate this burgeoning weapon load.

While it was commercially less successful than hoped for, the Bulldog nonetheless managed to carve out a niche for itself as a lightweight strike fighter thanks to its impressive torpedo load and twin Autocannons, enabling this pugnacious little fighter to engage slower moving freighters, gunboats, and when sufficient numbers allow, even dare to challenge escort vessels. This stubby little fighter has become quite popular in recent years on the frontiers of Terran Space, due to its ease of maintenance and simplicity of design. Like its contemporary the Kosmos, the Bulldog has remained in service with many Houses due to the abundance of spares and a low price tag. Pilots also generally like it due to the impressive armament package, allowing them to deal with a diverse range of opposition otherwise beyond such small vessels.



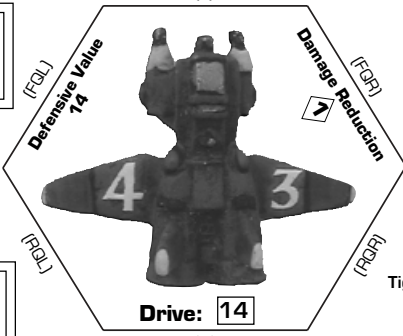
BULLDOG
BPV: 28 I.D. █

Pilot █
2 Autocannons (F)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○○○

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

(F)

TPV █



Mk. 20 Torps
○
○

(R)

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

Tight Turn Cost: _____+3

DAMAGE TRACK

→

		14			12	W		10	1
t	8	w	*	6			4	t	×

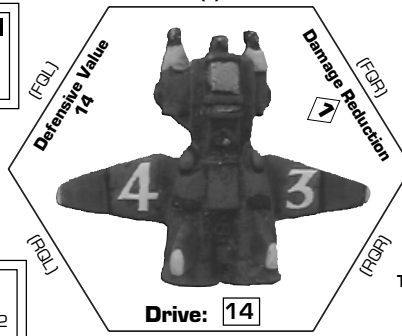
BULLDOG
BPV: 28 I.D. █

Pilot █
2 Autocannons (F)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○○○

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

(F)

TPV █



Mk. 20 Torps
○
○

(R)

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

Tight Turn Cost: _____+3

DAMAGE TRACK

→

		14			12	W		10	1
t	8	w	*	6			4	t	×

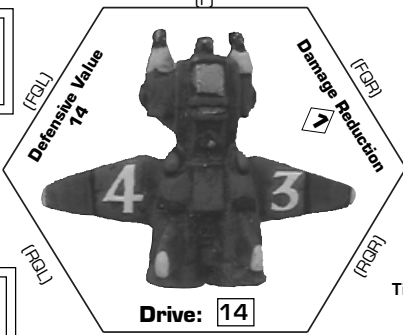
BULLDOG
BPV: 28 I.D. █

Pilot █
2 Autocannons (F)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○○○

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

(F)

TPV █



Mk. 20 Torps
○
○

(R)

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

Tight Turn Cost: _____+3

DAMAGE TRACK

→

		14			12	W		10	1
t	8	w	*	6			4	t	×

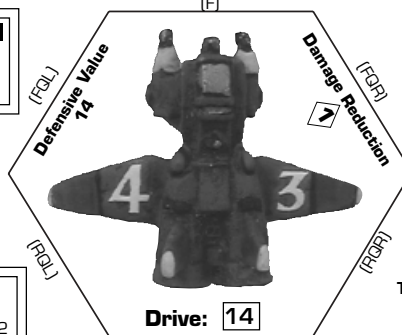
BULLDOG
BPV: 28 I.D. █

Pilot █
2 Autocannons (F)
To Hit: 2D6+ADB+1
Damage: Medium+1 †
Range: 3/10/24
○○○○○○

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

(F)

TPV █



Mk. 20 Torps
○
○

(R)

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

Tight Turn Cost: _____+3

DAMAGE TRACK

→

		14			12	W		10	1
t	8	w	*	6			4	t	×

CRITICAL HITS

- 2 — **Pilot killed.** Bulldog may perform no further actions. Defensive Value drops to 5.
- 3 — **One engine smashed.** Reduce current Drive Value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Bulldog may no longer jam torps. Reduce Defensive Value by 4.
- 5 — **Miniguns jammed.** May not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Minigun Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Autocannon Targeter damaged.** Reduce chance to Hit by 1.
- 9 — **Severe Structural Damage.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current drive by 3 until after next game turn.
- 11 — **Pilot dazed.** Bulldog may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** Bulldog disappears in a blinding flash.

MINIGUN SPECS †

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

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.

Silent Death

“The universe is so vast and ageless that the life of one man can only be justified by the measure of his sacrifice.”

- Pilot Officer V.A. Rosewarne, R.A.F., 1916-40 *Old Earth Calendar*, excerpt from the last letter to his mother before being killed in action during the Battle of Britain.

Imperial Transtar TBD-1110 series K “Devastator”

Crew: 3

Maneuvering Thrust: 0.168 km/s/s

Mass: 400 tons

Translight Capability: None

Armor: Unarmored Crystanium Hull

Atmospheric Capability: Full

Armaments:

6 x Mk. 10 Miniguns

2 x Mk. 50 Torpedoes

6 x Mk. 10 Torpedoes

Comments: Harkening back to the same generation of early Transtar ship designs such as the Aurora Hawk and predating the Thunderbird, the Devastator was designed as a specialized torpedo strike fighter. In its heyday, the Devastator was a potent warcraft able to press an attack against most opponents. Its torpedo load remains

impressive, even by contemporary standards. As is to be expected from the ship's age, the Devastator is now found in service with backwater frontier forces in small numbers, and in considerable numbers in the Luches Utopia.

Slow, poorly armored, and with limited point defense and decoy load, the Devastator is vulnerable to concentrated torpedo and missile attacks. Worse yet, the Devastator's reliance on depletable munitions weapons systems only increases this vulnerability to attack. The limited ammunition load carried by the Devastator's mass drivers ensures that the ship cannot risk protracted engagements. Unable to produce anything more sophisticated, the Luches Utopia and various frontier forces have no choice but to make use of these flying relics despite often appalling losses.



DEVASTATOR

I.D.

BPV: 62

TPV

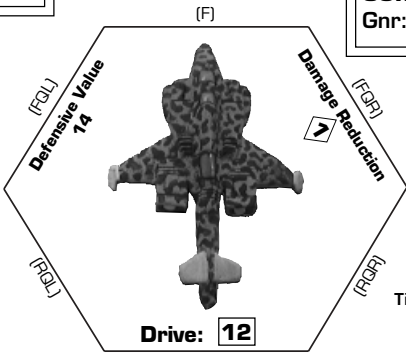
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 400

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

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

Mk. 50
Torps
○○

Mk. 10
Torps
○○○○



Gunner A
2 Miniguns (F)
To Hit: 2D6+ADB+1
Damage: Low+1 †
Range: 2/5/12
○○○○○○

Gunner B
3 Miniguns
(FQL, RQL, R, RQR, FQR)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○○

DAMAGE TRACK

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

DEVASTATOR

I.D.

BPV: 62

TPV

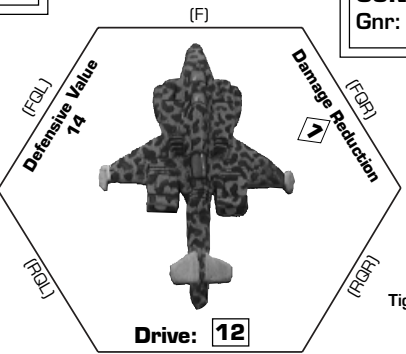
Decoys: ○
P-D: 1-4 (2)
Dmg Con: 1-4
Tons: 400

Pilot
1 Minigun (F)
To Hit: 2D6+ADB
Damage: Low †
Range: 2/5/12
○○○○

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

Mk. 50
Torps
○○

Mk. 10
Torps
○○○○



Gunner A
2 Miniguns (F)
To Hit: 2D6+ADB+1
Damage: Low+1 †
Range: 2/5/12
○○○○○○

Gunner B
3 Miniguns
(FQL, RQL, R, RQR, FQR)
To Hit: 2D6+ADB+2
Damage: Low+2 †
Range: 2/5/12
○○○○○○○

DAMAGE TRACK

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

CRITICAL HITS

- 2 — Pilot killed. Devastator may not move, nor may Pilot's weapons fire. Defensive Value drops to 5.
- 3 — Engines sputter. Drive 4 next game turn.
- 4 — Electronic Warfare knocked out. Devastator may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Maneuver Thrusters damaged.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Pilot's minigun hit. Lose half remaining ammo.
- 8 — Gunner A's minigun hit. Lose half remaining ammo.
- 9 — Gunner B's minigun hit. Lose half remaining ammo.
- 10 — Gunner A killed. Gunner A's miniguns cannot be used.
- 11 — Gunner B killed. Gunner B's miniguns cannot be used.
- 12 — Reactor detonates. Devastator disappears in a devastating explosion.

MINIGUN SPECS†

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
† Whenever two of the Attack Dice roll 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
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Silent Death

“The Eagle has landed.”
-Apollo 11 crew.

Arc-Gotha MPAC-20a “Dominator”

Crew: 4

Maneuvering Thrust: 0.168 km/s/s

Mass: 1000 tons

Translight Capability: 10 Light-years/day

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

2 x Mk. 10 Autocannons

1 x Mk. 10 Turbo Laser

8 x Mk. 10 Splatterguns

2 x Mk. 10 Impulseguns

1 x Mk. 10 Missile Launcher

(Ammo: 20)

Comments: House Devon introduced the Epping to Terran Space, only to struggle to overcome the design's weaknesses - and improve sales. Alas, the Night Brood invasion and the common availability of spare parts has not worked in the Epping's favor, and the defense needs of both House Devon and their Primate allies forced the development of a potential replacement for the much-maligned Epping. Working in conjunction with Primate specialists, the engineers of Arc-Gotha developed a new light gunboat that dispensed with the

Epping's emphasis on missile launchers in favor of a heavier cannon armament. Dubbed the Dominator, the new design added a feature to make the new ship more attractive to cost-conscious buyers: an FTL drive enabling the Dominator to perform long-range patrols previously left to vastly more expensive escorts.

Armed with a powerful array of cannon systems, the Dominator can engage targets at greater ranges than the older Epping, and features a lethal cannon battery for close quarters as well, consisting of two quad Splattergun batteries, a pair of Impulseguns, and a defensive rear-firing missile launcher. Significantly faster than the older design, the Dominator should be used aggressively to make maximum use of its massed cannons to best effect. Available on the open market since 13 AL, the Dominator has been received with some enthusiasm, particularly from an unwelcome quarter. Some pirate gangs are confirmed to have acquired several Dominators through the black market, and are using them effectively to attack merchant shipping. The FTL drive and heavy armament allows them to assault larger, better defended merchant vessels than previously possible.



Silent Death

“That’s one small step for man, one giant leap for mankind.”
-Neil Armstrong,
Astronaut.

Vanguard XF iv.III “Yellow Jacket”

Crew: 1

Maneuvering Thrust: 0.168 km/s/s

Mass: 200 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:

1 x Mk. 10 Splattergun

2 x Mk. 10 Protobolt Projectors

(Ammo: 4 Protobolts per launcher)

Comments: Capitalizing on their success with the larger Salamander TPAC, Vanguard’s entry into the fighter market prior to the Imperial Civil War was the sleek and deadly Yellow Jacket. An elegant and aerodynamic hull combined with excellent turn of speed, maneuverability, and a potent “sting” allows the Yellow Jacket to compete with any comparable opponent in a dogfight. A unique departure for Vanguard, the Yellow Jacket is built with a simple steel hull to save strategic materials, and relies upon a deadly and innova-

tive primary weapon system, a pair of linked Protobolt projectors. A single Splattergun rounds out this vicious little craft’s armament fit, making it a useful light and fast strike fighter.

The sophisticated and advanced Feng-hui M303 fire control system found on the Yellow Jacket lets the pilot trigger both launchers at the same target without the normal loss of accuracy experienced when using standard Protobolt systems. The software team at Feng-hui based in House Tokugawa developed this system in cooperation with the design engineers at Vanguard. The Yellow Jacket was the first ship in Terran Space to use this technology. Closely guarded as it was, the software encryption was eventually captured and broken by House Colos, and subsequently shared with favored allied Houses. By 14 AL, the fire control linkage for Protobolt launchers has effectively fallen into the public domain. The Yellow Jacket enjoys a broad popularity with several major and a growing number of minor Houses.



YELLOW JACKET

I.D. ■

BPV: 27

TPV

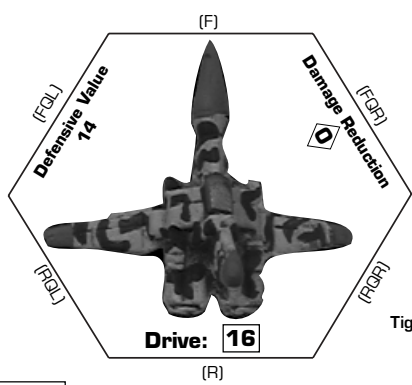
Pilot
1 Splattergun (R)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Linked

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

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



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 200

DAMAGE TRACK

→			16	W	13		*
	10	W		7	w		3

YELLOW JACKET

I.D. ■

BPV: 27

TPV

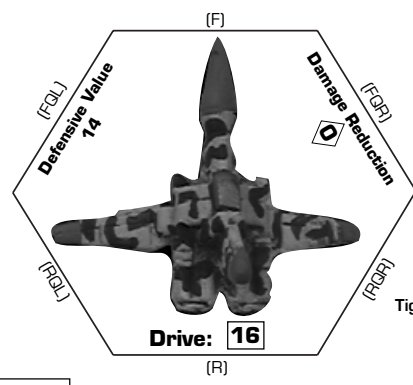
Pilot
1 Splattergun (R)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Linked

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

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



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 200

DAMAGE TRACK

→			16	W	13		*
	10	W		7	w		3

CRITICAL HITS

- 2 — Pilot killed. Yellow Jacket may not move. Defensive Value drops to 6.
- 3 — Electronic warfare damaged. Yellow Jacket may no longer jam torps.
- 4 — Magazine hit. One Protobolt Projector loses all remaining ammo.
- 5 — Engines hit. Reduce Drive by 2.
- 6 — Splattergun damaged. Reduce to hit by -2.
- 7 — Drive sputters. Reduce Drive by 6 for one turn.
- 8 — Shields damaged. Defensive Value drops by 2.
- 9 — Protobolt Projectors damaged. Reduce to hit by -2.
- 10 — Pilot dazed. Ship may not move for one turn.
- 11 — Maneuvering thrusters locked. Yellow Jacket cannot turn for one turn.
- 12 — Yellow Jacket is fatally stung and explodes.

PROTOBOLT SPECS*

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

*Linked weapon may be fired at the same target without penalty.

SPLATTERGUN SPECS

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

Silent Death

I believe that this nation should commit itself to achieving the goal, before the decade is out, of landing a man on the moon and returning him safely to Earth.”

-President John F. Kennedy

ASP Technocracy

ASP 01-11 MSPAC “Corona”

Crew: 1

Maneuvering Thrust: 0.168 km/s/s

Mass: 200 tons

Translight Capability: None

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

2 x Mk. 10 Pulse Lasers

1 x Mk. 20 Entropic Accelerator

4 x Mk. 10 Torpedoes

Comments: The ASP designers who produced the ASP 01-01 “Quark” had smugly assumed that they had designed the finest single-seat fighter in its class. Utilizing a mixture of the latest ASP-developed materials technologies and battle-tested weapon systems, the Quark was intended to form the backbone of ASP attrition squadrons. Up to a point, the Quark was a good design. However, the reliance on

older weapons technologies left front-line pilots who actually flew the Quark with some serious objections.

Reacting to pilot complaints with uncharacteristic sensitivity, the ASP designers built the Quark a new stablemate, which they dubbed the Corona. Built around the deadly Entropic Accelerator weapon system, the Corona is lighter and somewhat less maneuverable than the Quark. However, the presence of a ship so small and fast carrying an Entropic Accelerator, plus a brace of Mk. 10 torpedoes and a twin Pulse laser system makes the Corona a lethal opponent by anyone’s definition. ASP doctrine currently seems to be working around supplementing flights of Quarks with Coronas at a 3 to 1 ratio. With the Quarks engaging faster and more maneuverable SPACs, the Coronas are free to work over slower, heavier opponents that cannot avoid the Entropic Accelerator.



CORONA

BPV: 34 I.D.

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+2 Damage: Low+1 Range: 3/9/10	Pilot Entropic Accelerator (F) To Hit: 2D8+ADB+1 Damage: High Ω Range: 4/7/12 Target SR ≤12 ○○○○○○	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV	Decoys: ○ P-D: 1-4 (2) Dmg Con: 1-2 Tons: 200
------------	--

Tight Turn Cost: _____+3

Drive: 17

Special Equipment
 Artificience™
 Targeting

Mk. 10 Torps
 ○
 ○
 ○
 ○

DAMAGE TRACK

→	17	t	13	W	t	1	9
*	t	5	W	t	1		×

CORONA

BPV: 34 I.D.

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+2 Damage: Low+1 Range: 3/9/10	Pilot Entropic Accelerator (F) To Hit: 2D8+ADB+1 Damage: High Ω Range: 4/7/12 Target SR ≤12 ○○○○○○	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV	Decoys: ○ P-D: 1-4 (2) Dmg Con: 1-2 Tons: 200
------------	--

Tight Turn Cost: _____+3

Drive: 17

Special Equipment
 Artificience™
 Targeting

Mk. 10 Torps
 ○
 ○
 ○
 ○

DAMAGE TRACK

→	17	t	13	W	t	1	9
*	t	5	W	t	1		×

CORONA

BPV: 34 I.D.

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+2 Damage: Low+1 Range: 3/9/10	Pilot Entropic Accelerator (F) To Hit: 2D8+ADB+1 Damage: High Ω Range: 4/7/12 Target SR ≤12 ○○○○○○	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV	Decoys: ○ P-D: 1-4 (2) Dmg Con: 1-2 Tons: 200
------------	--

Tight Turn Cost: _____+3

Drive: 17

Special Equipment
 Artificience™
 Targeting

Mk. 10 Torps
 ○
 ○
 ○
 ○

DAMAGE TRACK

→	17	t	13	W	t	1	9
*	t	5	W	t	1		×

CORONA

BPV: 34 I.D.

Pilot 2 Pulse Lasers (F) To Hit: 2D8+ADB+2 Damage: Low+1 Range: 3/9/10	Pilot Entropic Accelerator (F) To Hit: 2D8+ADB+1 Damage: High Ω Range: 4/7/12 Target SR ≤12 ○○○○○○	Crew PILOT Plt: _____ Gnr: _____ Luck: _____
--	--	--

TPV	Decoys: ○ P-D: 1-4 (2) Dmg Con: 1-2 Tons: 200
------------	--

Tight Turn Cost: _____+3

Drive: 17

Special Equipment
 Artificience™
 Targeting

Mk. 10 Torps
 ○
 ○
 ○
 ○

DAMAGE TRACK

→	17	t	13	W	t	1	9
*	t	5	W	t	1		×

CRITICAL HITS

- 2 — Pilot killed. Corona may not move. Defensive Value drops to 6.
- 3 — Electronic warfare damaged. Corona may no longer jam torps.
- 4 — Torps hit. Lose 1D4 torps.
- 5 — Maneuver Thrusters damaged. Reduce Defensive Value by 3.
- 6 — Targetting system hit. Subtract 2 from all to hit rolls.
- 7 — Power hit. Weapons cannot fire for a turn.
- 8 — Engines sputter. Drive reduced by 4 for two turns.
- 9 — Power feed damaged. Reduce Entropic Accelerator's damage rating to Medium.
- 10 — Drive damaged. Reduce Drive by 1D4.
- 11 — Pilot dazed. Corona may not move or fire until after the next game turn.
- 12 — Reactor hit. Corona creates a nice one for a split second.

PULSE LASER SPECS

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

ENTROPIC ACCELERATOR SPECS

Short Range: 1-4 hexes (+1 To Hit).
 Medium Range: 5-7 hexes.
 Long Range: 12 hexes (-1 To Hit).
 Target Speed Restriction: Target's Drive value must be ≤12.

Ω Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.

Silent Death

“But it does move.”
- Galileo Galilei

House Colos/Draconian

Gwra-Ksnat Mittlewerks GKW-199 “Deinonychus”

Crew: 1

Maneuvering Thrust: 0.158 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

1 x Mk. 15 Ion Ram

1 x Mk. 20 Meld Laser

2 x Mk. 10 Splatterguns

Comments: Upon arrival in Terran Space the Draconians were quick to realize that the fastest way of replenishing their depleted arsenals was to utilize as much locally-produced Terran technology as possible. Once established in Colosian territory, the newly constituted House Grwa-ksnat built a production facility and design

bureau with Colosian cooperation and technical advisors. Working rapidly and combining their own expertise in spacecraft design with Terran materials and technologies, the Grwa-ksnat designers quickly rolled out a prototype attrition fighter in under 100 Standard days.

Dubbed the Deinonychus, the new ship was fairly conventional in execution despite its exotic Draconian lines. Well-armed with a variety of cannon systems, the Deinonychus suffers from average maneuverability and thin hull armor. The Deinonychus is extremely fast, however, and Drac pilots use this speed advantage to make their characteristic slash and run attacks on opponents. Able to engage targets from a decent range and keep them under increasingly lethal levels of fire as they close in, Drac pilots have reportedly received this new fighter with enthusiasm.



DEINONYCHUS

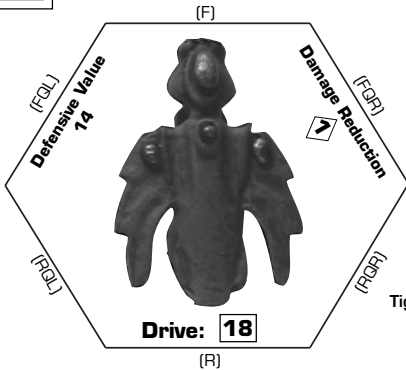
BPV: 35 I.D. ■

TPV

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

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

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Tight Turn Cost: _____+3

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

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

DAMAGE TRACK

→			18			16	W		14	*		12	
	W	10	◇	1		8		*	6	W		4	
	2				1	×							

DEINONYCHUS

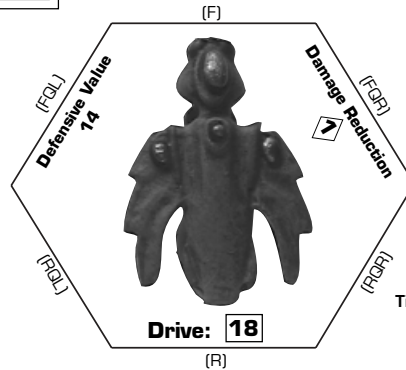
BPV: 35 I.D. ■

TPV

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

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

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____



Tight Turn Cost: _____+3

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

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

DAMAGE TRACK

→			18			16	W		14	*		12	
	W	10	◇	1		8		*	6	W		4	
	2				1	×							

CRITICAL HITS

- 2 — Pilot killed. Deinonychus may not move or fire.
- 3 — Pilot dazed. Deinonychus may not move or fire until after next turn.
- 4 — Secondary explosions. Take 1D6 additional damage.
- 5 — Targeting sensors partially blinded. All weapons take -1 to hit.
- 6 — Point defenses knocked out.
- 7 — Maneuvering thrusters jam. Deinonychus may not turn next turn.
- 8 — Drive sputters. Drive reduced to 4 next turn.
- 9 — Weapons power failure. No weapons fire next turn.
- 10 — Electronic warfare knocked out. Deinonychus may no longer jam torps. Reduce Defensive Value by 3.
- 11 — Drive failure. Reduce Drive by 4, Defensive Value by 4.
- 12 — Trailing parts and flames. Deinonychus explodes.

MELD LASER SPECS

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

ION RAM SPECS

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

SPLATTERGUN SPECS

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

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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Silent Death

“Praise the Lord and
pass the ammunition!”
- *Howell Forgy*,
December 7, 1941

Gwra-Ksnat Mittlewerks GKW-188 “Microraptor”

Crew: 1

Maneuvering Thrust: 0.197 km/s/s

Mass: 50 tons

Translight Capability: None

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:

1 x Mk. 10 Impulsegun

Comments: Early encounters with the deadly Q’raj Void Protectorate fighter forces taught the Draconians some bitter schooling. One of the tactical lessons paid for at the cost of many dead pilots was the efficacy of swarm tactics. This involved a large formation of very small attrition fighters relying on speed and overwhelming local superiority to swamp larger opponents. The Draconians decided it was a

tactic worth copying. To this end the Draconians based in House Colos quickly rolled out one of the tiniest fighters in Terran Space, the Microraptor.

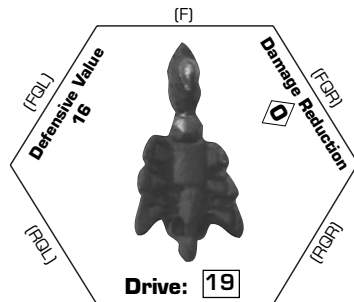
Operating in tactical units of not less than a dozen vessels, Microraptors are fast, maneuverable, and carry the deadly Impulsegun as their sole armament. Used aggressively, Microraptor formations have demonstrated that despite inevitable losses, close cooperation between squadron members will ensure maximum fire on target at any given moment. The results can be devastating for their opponents presented with too many small, agile targets to effectively engage. While the theory is sound, the inherent rivalry between individual Drac pilots has proven a consistent handicap, lessening the effectiveness of these nimble little killing machines.



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



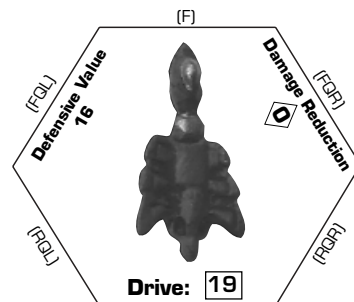
TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



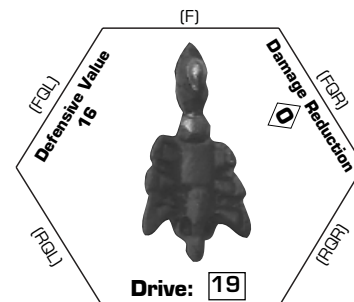
TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



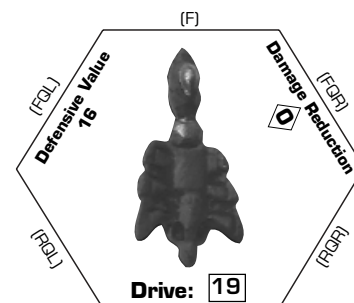
TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



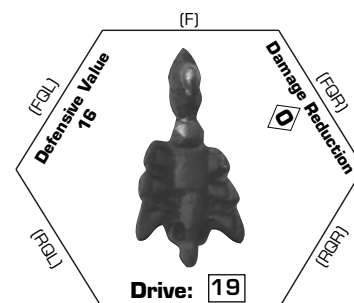
TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



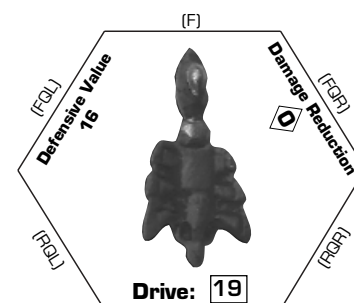
TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



BPV: 8 I.D. ■ MICRORAPTOR

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____



TPV Tight Turn Cost: _____+3
 Decoys:
 P-D: —
 Dmg Con: 1-2
 Tons: 50



CRITICAL HITS

- 2 — Pilot killed. Microraptor may not move or fire.
- 3 — Pilot killed, but it doesn't matter since the Microraptor blows up.
- 4 — Pilot dazed, but doesn't wake up because the Microraptor blows up.
- 5 — Microraptor does not blow up. Oh, wait... yes it does.
- 6 — Microraptor does not blow up, but might as well have.
- 7 — Pilot has a one in four chance of ejecting before... you guessed it.
- 8 — Pilot has a one in three chance of ejecting before Microraptor blows up.
- 9 — Pilot sneezes. Microraptor blows up.
- 10 — Microraptor folds up, the hull shatters and the ship blows up.
- 11 — Pilot has a one in two chance of ejecting before the Microraptor blows up.
- 12 — Yada yada yada... Microraptor blows up.

IMPULSEGUN SPECS

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

Silent Death

“Sack the lot!”
-Lord Fisher, 1919

Colosia-Junkers Aerospatiale CJu-262c “Shrike”

Crew: 2

Maneuvering Thrust: 0.197 km/s/s

Mass: 600 tons

Translight Capability: None

Armor: Unarmored Crysteel Hull

Atmospheric Capability: Full

Armaments:

2 x Mk. 15 Ion Rams

3 x Mk. 10 Maxim Lasers

Stiletto

Comments: An indigenous House Colos design in the two-seat medium fighter category, the Shrike is a deadly opponent, featuring a pair of Ion Rams where comparable designs such as the Death Wind rely upon a single such weapon. But the Shrike’s capability doesn’t end with the Ion

Rams. Fitted with the latest in Colosian weapons technology, the Shrike also mounts a set of the deadly Maxim Lasers, the insidious Stiletto system.

The Shrike appears to be the latest in a new series of Colosian combat vessels, ranging from the small yet deadly Spectre to the massive Totenkopf class battle destroyer and Graf Zeppelin class fighter conveyer. The Shrike is a medium two-seat fighter in this new family. It is by no means a well-mannered younger sibling, but a proverbial hellion in the hands of a skilled pilot. Fast, and with a deadly cannon armament, the Shrike can deliver killing blows with a single well-executed firing pass. Freighters and gunboats in particular are extremely vulnerable to the Shrike, as they are rarely able to muster the speed to avoid the attentions of the Shrike’s two Ion Rams.



SHRIKE

I.D.

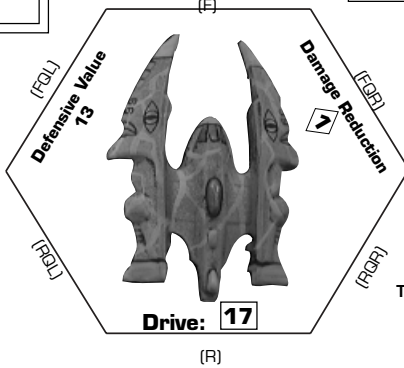
BPV: 80

TPV

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-2
Tons: 600

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

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



Tight Turn Cost: _____+3

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

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

DAMAGE TRACK

→	17				15									13	W
*				11						9	*			W	
◇			7							5					W
*		3								1					×

SHRIKE

I.D.

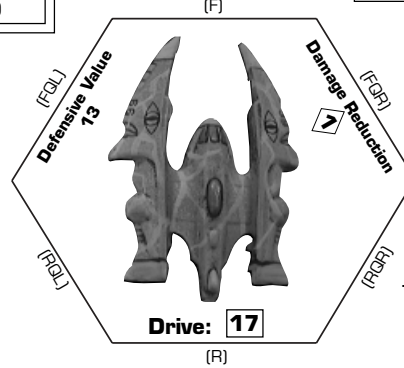
BPV: 80

TPV

Decoys: ○
P-D: 1-3 (1)
Dmg Con: 1-2
Tons: 600

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

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



Tight Turn Cost: _____+3

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

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

DAMAGE TRACK

→	17				15									13	W
*				11						9	*			W	
◇			7							5					W
*		3								1					×

CRITICAL HITS

- 2 — Pilot killed. Shrike may not move. Pilot's weapons cannot fire. Defensive Value drops to 5.
- 3 — Pilot dazed. Shrike may not move. Pilot's weapons cannot fire. Defensive Value drops to 8 until after next turn.
- 4 — Point defense malfunction. Point defenses inoperative until after next turn.
- 5 — Electronic warfare knocked out. Shrike may no longer jam torps. Reduce Defensive Value by 3.
- 6 — Gunner dazed. Gunner's weapons may not fire until after next turn.
- 7 — Stiletto targeter damaged. Stiletto is now -1 to hit.
- 8 — Maneuvering thrusters hit. Shrike may only make turns to the right.
- 9 — Engine damaged. Reduce Defensive Value by 2.
- 10 — Pilot and gunner get into a fight over who gets to use the Stiletto. No weapons fire next turn.
- 11 — Gunner killed. Gunner's weapons may not fire.
- 12 — Fatal reactor breach. Shrike flies apart.

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.

STILETTO SPECS

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

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

GAME TURN RECORD TRACK

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

Silent Death

“Every position must be held to the last man: there must be no retirement. With our backs to the wall, and believing in the justice of our cause, each of us must fight on to the end.”

-Earl Haig, 1918

Colosia-Wulf CfW-202 “Phalanx”

Crew: 5

Maneuvering Thrust: 0.131 km/s/s

Mass: 1000 tons

Translight Capability: None

Armor: Unarmored Crysteel Hull

Atmospheric Capability: None

Armaments:

15 x Mk. 10 Epee Maxim Lasers

2 x Mk. 10 Pulse Lasers

Comments: An extremely unusual design, the Phalanx is unmistakably a highly specialized weapon platform. Developed by House Colos to provide fire support to formations of light and medium fighters, the Phalanx is built around an unusual armament of five fixed triple batteries of the new Maxim Laser weapon systems, but lacks any additional weapons other than a purely defensive rear-firing pair of Pulse Lasers.

Even more unusual is the peculiar cockpit arrangement, in which all five of the crew members are housed in a single pressurized life-support pod, apparently designed to ensure maximum coordination of effort among the individual crewmembers.

And cooperation—so uncharacteristic of things Colos—is the obvious key to successful deployment of this eccentric warcraft. The Phalanx cannot engage small, fast attrition fighters, but is clearly optimized to engage larger targets with a deadly barrage of Maxim Laser fire. When the teamwork is precise and the aim is true, a barrage from the Phalanx’s deadly concentrated Epee battery can be catastrophic. If the coordination and training is not present, the Phalanx is nearly helpless against smaller, faster opponents. Understandably, House Colos operates the Phalanx in conjunction with smaller attrition fighters such as the Spectre or Shark to ensure success.



Silent Death

“The Pope! How many divisions has he got?”
- Josef Stalin

Colosia-Junkers Aerospatiale CJu-210b “Punisher”

Crew: 2

Maneuvering Thrust: 0.142 km/s/s

Mass: 600 tons

Translight Capability: 10 Light-years per day

Armor: Unarmored Crysteel Hull

Atmospheric Capability: Full

Armaments:

10 x Mk. 50 Torpedoes

1 x Mk. 10 Autocannon

2 x Mk. 10 Splatterguns

Comments: The Revenge class strike ship has served admirably in several major House fleets, including House Colos. Even so, the Colosian propensity for aggression has directly influenced the evolution of their ship building industry. Colosian designs have increasingly placed emphasis on weapons loads and performance, at the expense of passive defenses and heavy armor. The Revenge, while a very successful Imperial-era design- had begun to show its shortcomings, especially its lack of any defensive cannon systems.

House Colos’s tactical doctrine of “shock and awe” is having an increasing influence on indigenous ship design. The engineers at Colosia-Junkers Aerospatiale developed a replacement for the venerable Revenge, previously the primary exponent of that doctrine. Initially a private venture, the new “Punisher” was a marked improvement over the older Revenge in several ways. While carrying the same devastating torpedo load as the Imperial-era design, Punisher also features a potent defensive cannon armament, as well as a fully loaded missile launcher system controlled by the pilot. An Autocannon also operated by the pilot lets the Punisher hammer targets while closing in to dump its deadly cargo of Mk. 50 torpedoes. Even more impressive is the fact that despite its relatively small size, the Punisher is equipped with an efficient FTL drive, giving Colosian commanders the option to deliver devastating strike missions that used to require vulnerable carriers and FTL tenders to move the older Revenge.



PUNISHER

I.D.

BPV: 125

TPV

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 600

Pilot

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


○ ○ ○ ○ ○ ○ ○ ○

Crew

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

Hyperdrive

○



Defensive Value 13 (FGL) (RQL) (RQR)

Damage Reduction 7 (FGR) (RGR)

Drive: **14** (R)

Tight Turn Cost: _____+3

Mk. 50 Torps

○ ○ ○ ○ ○ ○ ○ ○

Gunner

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

Pilot

Missile Launcher (F)
Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→	14			t			12	T	H			w	10	
	t	*				T	8			t		W	6	◇
	T	*					4	t				T	2	w
	t	*					1	T						×

PUNISHER

I.D.

BPV: 125

TPV

Decoys: ○
P-D: —
Dmg Con: 1-2
Tons: 600

Pilot

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


○ ○ ○ ○ ○ ○ ○ ○

Crew

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

Hyperdrive

○



Defensive Value 13 (FGL) (RQL) (RQR)

Damage Reduction 7 (FGR) (RGR)

Drive: **14** (R)

Tight Turn Cost: _____+3

Mk. 50 Torps

○ ○ ○ ○ ○ ○ ○ ○

Gunner

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

Pilot

Missile Launcher (F)
Lock-on < _____

○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

→	14			t			12	T	H			w	10	
	t	*				T	8			t		W	6	◇
	T	*					4	t				T	2	w
	t	*					1	T						×

CRITICAL HITS

- 2 — Pilot killed. Punisher may not move.
- 3 — Autocannon jams. May not fire until next turn.
- 4 — Missile launcher malfunction. Lose 1D6 missiles.
- 5 — Pilot dazed. May not move or fire pilot's weapons until after next turn. Defensive Value drops to 6.
- 6 — Screening damaged. Reduce Defensive Value by 1.
- 7 — Autocannon magazine hit. 1D6 additional damage & lose all remaining ammo.
- 8 — Electronic warfare damaged. Punisher may not jam torps.
- 9 — Torp rack malfunction. Lose 1D6 remaining torps.
- 10 — Drive damaged. Reduce Drive by 1D4.
- 11 — Gunner killed. Gunner's weapons may not fire.
- 12 — Punisher blazes in the endless dark.

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.

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

Silent Death

“God is not on the side of the heavy battalions, but of the best shots.”

-Voltaire

Colosia-Junkers Aerospatiale CJu-252c “Sapper”

Crew: 3

Maneuvering Thrust: 0.099 km/s/s

Mass: 1000 tons

Translight Capability: None

Armour: Double Crystanium hull with extensive belting

Atmospheric Capability: Partial

Armaments:

2 x Mk. 10 Minesweeping Systems

6 x Mk. 10 Pulse Lasers

Comments: The tactical doctrine of “shock and awe” while intimidating, has its limitations. While very few military professionals are not enamored of the concept of a swift and decisive military campaign, the Colosians learned to their cost that one can not shock and awe through a well-laid minefield without painful consequences. Because Colos’ fiercely independent neighbor the Q’raj Void Protectorate relies so heavily on extensive minefields, Colosian naval planners had to quickly come to terms with this serious battlefield hazard, especially after severe losses due to mines in several early campaigns against the Q’raj.

Commonly available Dain class minesweeper/minelayer was deemed to be adequate at first—and still serves in

Colosian formations in respectable numbers—however, combat experience led the Colosian naval brass to conclude that something rather more powerful was needed. They ordered a ship with a higher survivability profile than the ubiquitous—and mediocre—Dain. The engineers at Colosia-Junkers Aerospatiale rose to this challenge, and quickly developed a 1000 ton heavy fighter optimized for cutting a swath through a minefield under heavy fire. The resultant vessel, dubbed the “Sapper,” is an ugly, inelegant brute of a fighter design, being clearly built to batter its way through a minefield.

Looking for all the world like a flying suitcase, the Sapper is all armor plate and stub wings just large enough to enable the ungainly ship to make atmospheric reentry without burning up. A six-barrel Pulse Laser battery gives the Sapper a deadly punch if attacked by opposing fighters, allowing the minesweeping systems to chew a hole through a defender’s minefield. The Sapper’s armored hull is protected to a level normally only found on escort vessels, able to withstand all but the heaviest blows. The Sapper needs this heavy protection, as its shield generators and slow speed make it highly vulnerable to even moderately accurate cannon fire, missile barrages, and torpedo spreads.



Data Sphere

Data Sphere War Drone UNW Codename: “Flywheel”

Crew: None.

Maneuvering Thrust: 0.168 km/s/s

Mass: 400 tons

Translight Capability: 10 Light-years per Day

Armor: Unarmored Crysteel Hull

Atmospheric Capability: None

Armaments:

4 x Mk. 10 Pulse Lasers

1 x Mk. 10 Ion Ram

1 x Mk. 10 Missile Launcher
System (Ammo: 20)

2 x Mk. 20 Torpedoes

Comments: While the Data Sphere had been initially content to operate conventional vessels with android crewmembers, the coldly practical AI’s have begun to move towards more efficient, fully-automated ship designs whose only “occupants” are streams of program code on computer chips. The ships are programmed so thoroughly, that for all intents and purposes they are fully self-motivated and self-aware. This also makes these fighters deadly opponents, as they are completely ruthless as only a machine can be.

To ensure accurate identification of Data Sphere vessels—the AI’s do not use any other designation besides streams of binary

code—the UNW instituted a system of codenames for Data Sphere vessels. Following this protocol, the UNW assigned this peculiar vessel the codename “Flywheel,” because of its wheel-like configuration.

Despite its rather innocuous UNW codename, the “Flywheel” is greatly feared by the enemies of the Data Sphere. This heavily armed heavy fighter is designed to be a dedicated superiority fighter with its quad Pulse Laser battery and deadly Ion Ram. But the Flywheel is also capable of delivering a respectable strike on larger opponents or platforms with a pair of Mk. 20 torpedoes and a fully loaded missile launcher system as well. This armament package makes the Flywheel a deadly opponent able to stand up to any “meat-crowed” fighter design in its class.

Bad news as all this may be, the Flywheel is an even deadlier proposition due to its efficient hyperdrive, superb performance and turn of speed, and freedom from the constraints of sustaining an organic pilot. Formations of these peculiar wheel-shaped fighters can therefore operate longer, and range further than their organically piloted competitors. Despite its official codename, across Terran Space this Data Sphere vessel is more commonly referred to as the “Deathwheel” for obvious reasons.



FLYWHEEL

I.D.

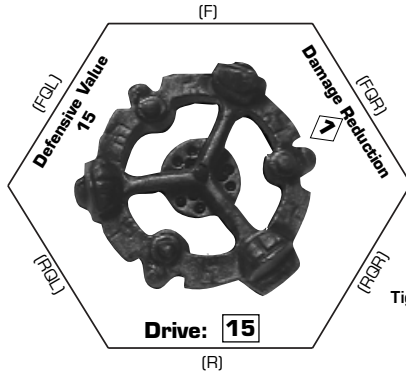
BPV: 79

TPV

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

Decoys: ○
 P-D: 1-6 (4)
 Dmg Con: 1-2
 Tons: 400

Mk. 20
Torp



Tight Turn Cost: _____+3

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

Weapon C
Missile Launcher (F)
Lock-on < _____

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

Hyperdrive

○

DAMAGE TRACK

				10	15			9	H	w	13	8
		*	10	t	7		w	7	1	6		5
5			T	*	w	3	4			3		1
2			I	×								

FLYWHEEL

I.D.

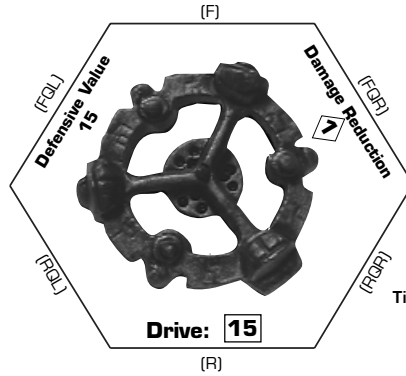
BPV: 79

TPV

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

Decoys: ○
 P-D: 1-6 (4)
 Dmg Con: 1-2
 Tons: 400

Mk. 20
Torp



Tight Turn Cost: _____+3

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

Weapon C
Missile Launcher (F)
Lock-on < _____

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

Hyperdrive

○

DAMAGE TRACK

				10	15			9	H	w	13	8
		*	10	t	7		w	7	1	6		5
5			T	*	w	3	4			3		1
2			I	×								

CRITICAL HITS

- 2 — Nothing gets through this armor! No damage.
- 3 — Ion ram targeter damaged. All to hit rolls -1.
- 4 — Screen damage. Reduce Defensive Value by 1.
- 5 — Lose all remaining torpedoes.
- 6 — Weapons power feed disruption. No weapons fire next turn.
- 7 — Launcher malfunction. Lose 1D6 of all remaining missiles.
- 8 — Engines sputter. Drive drops by 2 next turn.
- 9 — Missile detonation. 1D4 remaining missiles explode in their launchers.
- 10 — Hyperdrive failure. Hyperdrive will not function.
- 11 — Drive failure. Reduce Drive by 1.
- 12 — Flywheel goes up in flames.

PULSE LASER SPECS

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

ION RAM SPECS

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

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Data Sphere Minelayer Drone Type 001 UNA Codename “Fertilizer”

Crew: None

Maneuvering Thrust: 0.197 km/s/s

Mass: 200 tons

Translight Capability: 10 Light-years per day

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

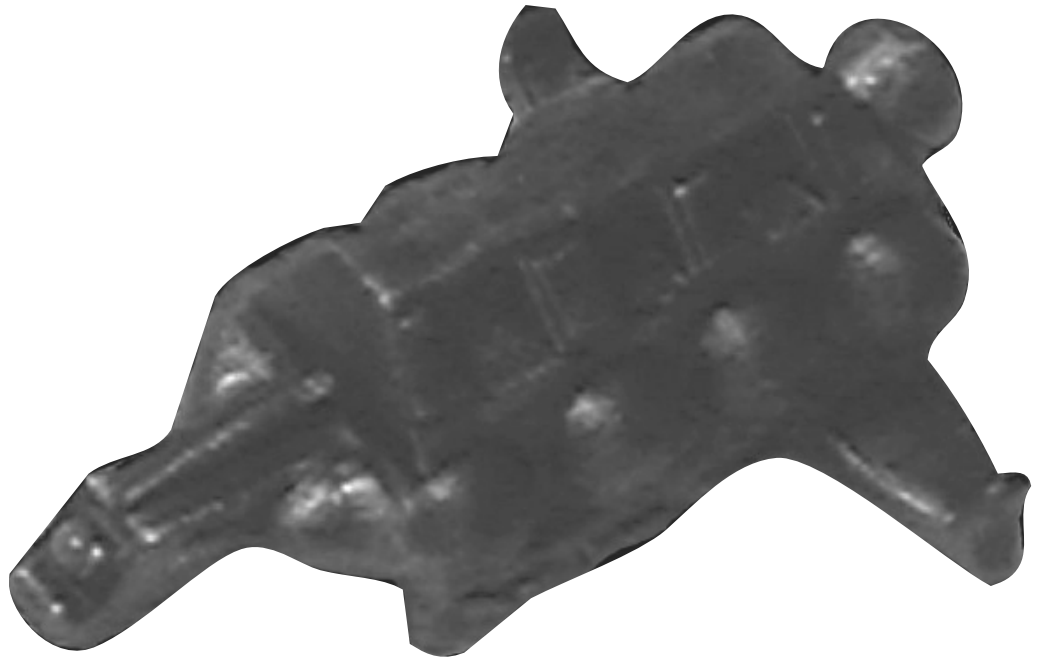
1 x Mk. 10 Minesweeping System

1 x Mk. 3 Minelaying Bay

Comments: Given the UNA codename “Fertilizer,” this small Data Sphere drone ship is a highly specialized mine warfare vessel. Operating in packs, these nimble little craft are often observed maintaining the existing minefields laid by the Data Sphere

Epsilons as a defensive barrier against unwelcome incursions along the shared border zones with House Tokugawa and the Luches Utopia. Fertilizers are also active members of combat operations, often supporting dedicated combat craft by deploying minefields to delay or contain hostile craft, disrupt enemy formations, or even to attack hostile merchant shipping by mining frequently used navigation zones within their own territory.

While individually not too difficult for most fighter pilots to destroy, when encountered in reasonable numbers or supported by dedicated combat craft, Fertilizers can be deadly. As Fertilizers frequently carry Mk. 50 minefields, their potential lethality is obvious and unmistakable.



FERTILIZER

BPV: 46 I.D.

TPV

Weapon A
Mine Sweeper(360°)
 To Hit: 2D8+1D6
 Damage: High+1
 Range: 2/5/6
 Target SR ≤ 5

Decoys: ○
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 200

Mk. 50 Mines

Hyperdrive

Defensive Value 14

Damage Reduction

Drive: 16

Tight Turn Cost: ____+3

DAMAGE TRACK

→ 10 16 8 14 7 12 W 10 1 8
 * 6 W 4 6 3 4 2 2 X

FERTILIZER

BPV: 46 I.D.

TPV

Weapon A
Mine Sweeper(360°)
 To Hit: 2D8+1D6
 Damage: High+1
 Range: 2/5/6
 Target SR ≤ 5

Decoys: ○
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 200

Mk. 50 Mines

Hyperdrive

Defensive Value 14

Damage Reduction

Drive: 16

Tight Turn Cost: ____+3

DAMAGE TRACK

→ 10 16 8 14 7 12 W 10 1 8
 * 6 W 4 6 3 4 2 2 X

FERTILIZER

BPV: 46 I.D.

TPV

Weapon A
Mine Sweeper(360°)
 To Hit: 2D8+1D6
 Damage: High+1
 Range: 2/5/6
 Target SR ≤ 5

Decoys: ○
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 200

Mk. 50 Mines

Hyperdrive

Defensive Value 14

Damage Reduction

Drive: 16

Tight Turn Cost: ____+3

DAMAGE TRACK

→ 10 16 8 14 7 12 W 10 1 8
 * 6 W 4 6 3 4 2 2 X

FERTILIZER

BPV: 46 I.D.

TPV

Weapon A
Mine Sweeper(360°)
 To Hit: 2D8+1D6
 Damage: High+1
 Range: 2/5/6
 Target SR ≤ 5

Decoys: ○
 P-D: 1-4 (2)
 Dmg Con: 1-2
 Tons: 200

Mk. 50 Mines

Hyperdrive

Defensive Value 14

Damage Reduction

Drive: 16

Tight Turn Cost: ____+3

DAMAGE TRACK

→ 10 16 8 14 7 12 W 10 1 8
 * 6 W 4 6 3 4 2 2 X

CRITICAL HITS

- 2 — **System crash.** Onboard computer suffers fatal meltdown. Fertilizer cannot move or fire.
- 3 — **Mine laying bay damaged.** No longer possible to deploy mines.
- 4 — **Computer malfunction.** Minefield deploys at the start of next turn.
- 5 — **Screens damaged.** Reduce Defensive Value by 2.
- 6 — **Drive damaged.** Reduce Drive by 1.
- 7 — **Targeting array malfunction.** Minesweeper suffers -1 to hit.
- 8 — **Hyperdrive knocked out.** Fertilizer cannot go to hyperdrive.
- 9 — **Hyperdrive malfunction.** Fertilizer cannot go to hyperdrive until after next turn.
- 10 — **Mine laying bay malfunction.** Cannot lay mines until after next turn.
- 11 — **Munitions hit.** Minefield detonates causing 5D6 damage to Fertilizer and all surrounding hexes if minefield has not been deployed.
- 12 — **Fertilizer gets spread all over deep space**

MINE SWEEPER

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-5 hexes.
 Long Range: 6 hexes (-1 To Hit).

Luches Utopia

Central People's Industries LAGG-3 "Cossack"

Crew: 1

Maneuvering Thrust: 0.197 km/s/s

Mass: 300 tons

Translight Capability: none

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:

4 x Mk. 10 Miniguns

4 x Mk. 10 Autocannons

Comments: The LAGG-3 "Cossack" is not an original design as the Luches politicians so proudly claim, but the result of some fortuitous salvaging by an enterprising Luches operative. A Luches techno-spook slinking around near the Core Worlds discovered an abandoned salvage yard on a decimated former Imperial colony. Recognizing that one entire lot of the salvage yard contained the automated factory machinery for producing an obsolete fighter craft, and recognizing that the machinery was still in running order, this enterprising individual arranged for the confiscation and transport of the entire production machinery to the Luches Utopia.

Originally an early Trans Star design (FA-99B "Butcher Bird"), the vessel is now pro-

duced exclusively within the Luches Utopia as the LAGG-3 Cossack. Equipping a growing number of the more successful conscript units whose members have been skilled enough (or lucky enough!) to have gained substantial combat experience in the I-16 Hatchet, the Cossack is a common sight along the borders of the Utopia and House Tokugawa, and has also been reported in clashes with Data Sphere forces as well.

The Cossack is a fair performer at best. Being stuck with a ship design declared obsolete a millennium ago is bad enough, but matters are worse for Luches pilots operating the Cossack due to their government's obsession with production quotas. This has led to all LAGG-3s having substandard reactors and other components. The Cossack is therefore highly susceptible to catastrophic reactor destabilization due to battle damage. Even so, the sheer volume of the Luches production effort has resulted in the Cossack turning up on the open market, particularly with the more unsavory or desperate elements of Terran Space unable to procure better equipment, or tempted by the low per-unit cost and maintenance requirements.



COSSACK

I.D.

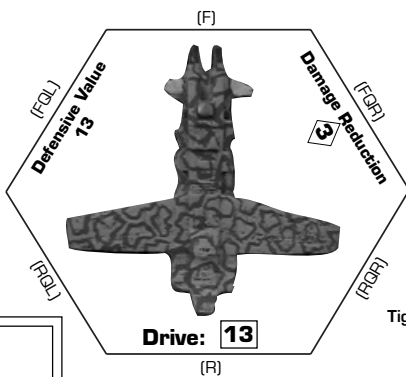
BPV: 22

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

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



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			13	*		11	3	W	9	*		7	
	2	5	W		3	*	1	1					×

COSSACK

I.D.

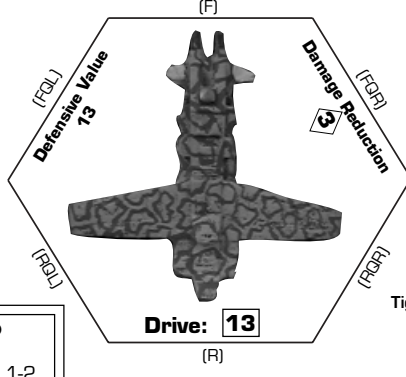
BPV: 22

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

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



Tight Turn Cost: _____+3

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			13	*		11	3	W	9	*		7	
	2	5	W		3	*	1	1					×

CRITICAL HITS

- 2 — **Pilot killed.** Cossack may perform no further actions.
- 3 — **Engines sputter.** Cossack may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Cossack 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 — **Targeter damaged.** Both Weapons Systems at -2 to Hit for the remainder of the game.
- 8 — **Catastrophic Ammunition Hit.** All remaining mass driver ammo cooks off. Roll damage for all remaining shots in the magazines and apply to ship.
- 9 — **Hull compromised.** Reduce Defensive Value by 5.
- 10 — **Severe Structural Damage.** Cossack breaks up at the end of next game turn.
- 11 — **Reactor Detonates.** Cossack disintegrates in a ball of fire.
- 12 — **Reactor detonates.** Glory to the Revolution!

MINIGUN SPECS†

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

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.

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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Central People's Industries 1091d series "Delta II"

Crew: 1

Maneuvering Thrust: 0.197 km/s/s

Mass: 50 tons

Translight Capability: none

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:

1 x Mk. 10 Miniguns

Comments: The Delta series is a design remarkable for several reasons, all of them exceptionally bad. Originally rushed from the drawing board into service as "parasite" fighters for the Narwhal class military transport, the design was an immediate disappointment. The original Transtar 950d Delta design quickly proved that it was barely worth the steel it was made from. Undergunned, unarmored, and possessing

mediocre performance, the Delta quickly became regarded as little better than a glorified coffin for pilots forced to fly it.

Experienced fighter pilots fortunate enough to fight against Deltas regard the design as so much "road kill," even against lightweights such as the Pit Viper or Stinger. Due to the pre-Imperial Civil War policy of dumping obsolescent equipment on the Imperial Prison Sector for internal security duty, several thousand Deltas were deployed to the prison worlds. Inevitably, a huge stock of Deltas and their spare parts fell into the hands of the Luches Utopia during their revolution. Soon after coming to power, the Luches government began production of the Delta, redesignated the 1091d "Delta II." Luches propaganda aside, the Delta II is simply a locally built copy that is no more effective than the original.



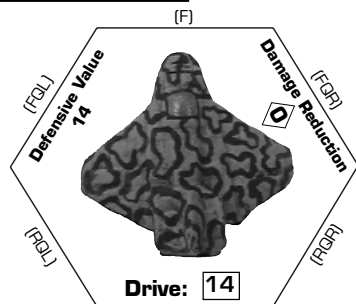
DELTA II

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

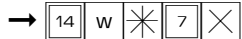


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

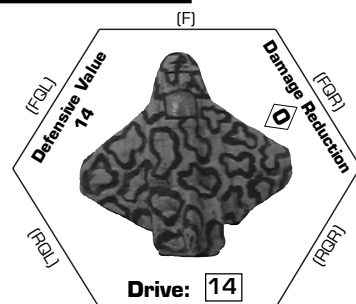
DAMAGE TRACK**DELTA II**

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

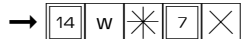


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

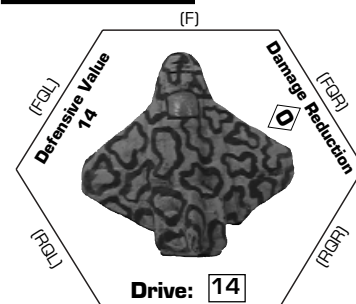
DAMAGE TRACK**DELTA II**

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

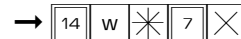


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

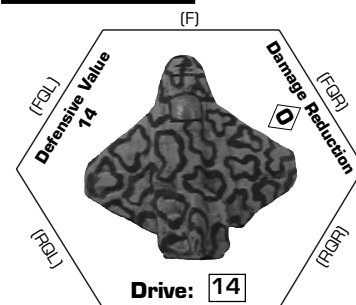
DAMAGE TRACK**DELTA II**

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

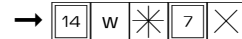


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

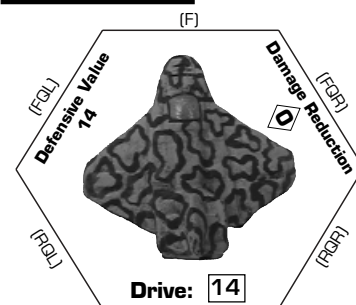
DAMAGE TRACK**DELTA II**

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

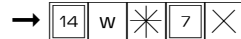


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

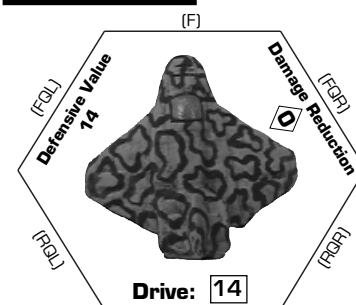
DAMAGE TRACK**DELTA II**

I.D.

BPV: 3

Pilot
1 Minigun (F)
 To Hit: 2D6+ADB
 Damage: Low †
 Range: 2/5/12
 ○○○○○○

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

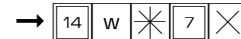


Drive: 14

TPV

Tight Turn Cost:
 _____+3

Decoys: ○
 P-D: —
 Dmg Con: —
 Tons: 50

DAMAGE TRACK**CRITICAL HITS**

- 2 — **Pilot killed.** Delta may perform no further actions.
- 3 — **Pilot dazed.** Delta may not move or fire until after the end of the next game turn.
- 4 — **Electronic Warfare knocked out.** Delta may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters hit.** Delta may no longer make Tight Turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 3.
- 7 — **Reactor hit.** Delta vaporizes in a flash.
- 8 — **Minigun damaged.** Lose half remaining ammo.
- 9 — **Catastrophic structural collapse.** Delta crumples like wet cardboard.
- 10 — **Engines destroyed.** Delta may not move or turn. Reduce Defensive Value to 5.
- 11 — **Hull breached.** Reduce Defensive Value by 5. Delta breaks up at end of next game turn and is destroyed.
- 12 — **Reactor hit.** Delta explodes into isotopes.

MINIGUN SPECS†

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

Medium Range: 3-5 hexes.

Long Range: 6-12 hexes (-1 To Hit).

† Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

House Red Star

Crazy Horse Aerospace FFp-551d "Mustang"

Crew: 1

Maneuvering Thrust: 0.197 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crystanium Hull

Atmospheric Capability: Hypersonic

Armaments:

6 x Mk. 10 Pulse Lasers

2 x Mk. 30 Torpedoes

Comments: Driven by their vow to liberate Mars from the hated Night Brood, the Red Star peoples banded together and quickly settled on several recently terraformed worlds located near the border of House Colos. The previously seminomadic society of Red Star took this extreme measure out of sheer necessity for survival of their population, as well as the fact that the erstwhile owners of these newly terraformed worlds were in fact dead, exterminated by the genocidal Night Brood. This action was a mixed blessing, as the proximity to House Colos combined with Colosian aggression and imperial ambitions has led to near-constant armed con-

flict between these two great Houses. As peaceful and environmentally sensitive as the Red Stars can be, they have proven to be equally fierce warriors, and their growing indigenous shipbuilding industry reflects this.

Designed to serve as the new mainstay of the light attrition fighter squadrons, the Crazy Horse Aerospace Mustang began entering Red Star service in some numbers in 13 AL. A sleek hypersonic airfoil hull belies the crafts deadly weapons load of Pulse Lasers and a pair of Mk. 30 torpedoes. Boasting a superb turn of speed and highly maneuverable, the Mustang is also reportedly durable and easy to maintain; crucial requirements for the ever-practical Red Stars. The hypersonic design also enables Mustang pilots to engage in support operations and raids on planetary surfaces without the constraints imposed by conventional aerodynamic hulls, slicing through the atmosphere of a planet with the ease of a knife through a Colosian scalp. Understandably, the demand among Red Star squadrons for the Mustang is loud and relentless as older Imperial-era designs wear out and need replacement.



MUSTANG

I.D.

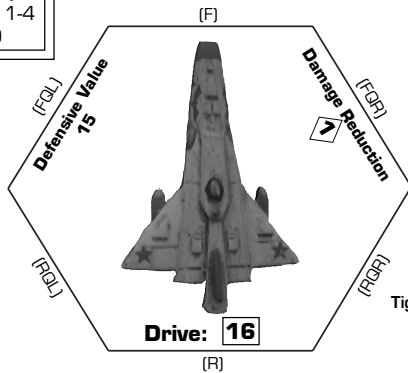
BPV: 50

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: 1-5 (3)
 Dmg Con: 1-4
 Tons: 300



Mk. 30
Torps
 ○
 ○

DAMAGE TRACK

→			16			14			12	t	*	10	1
	8	W		6		T	4	*					
	t	2	×										

MUSTANG

I.D.

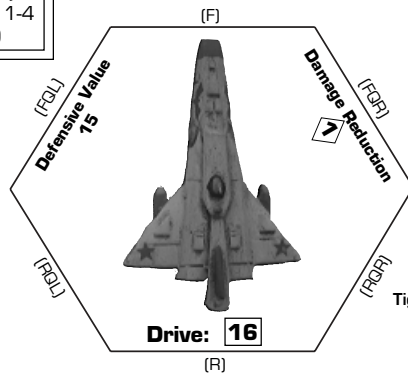
BPV: 50

TPV

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

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: 1-5 (3)
 Dmg Con: 1-4
 Tons: 300



Mk. 30
Torps
 ○
 ○

DAMAGE TRACK

→			16			14			12	t	*	10	1
	8	W		6		T	4	*					
	t	2	×										

CRITICAL HITS

- 2 — **Pilot killed.** Mustang may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines severely damaged.** Mustang reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Mustang 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 — **Pulse Laser Targeters damaged.** Reduce chance To Hit by 4.
- 8 — **Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
- 9 — **Torp Load jettison.** Mustang loses all remaining torps.
- 10 — **Engines sputter.** Mustang may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 11 — **Pilot dazed.** Mustang may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Mustang detonates and is destroyed.

PULSE LASER SPECS

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

GAME TURN RECORD TRACK

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

Wing-Kurosawa KKi-661 “Hien”

Crew: 2

Maneuvering Thrust: 0.177 km/s/s

Mass: 300 tons

Translight Capability: none

Armor: None

Atmospheric Capability: Full

Armaments:

2 x Mk. 10 Splatterguns

1 x Mk. 10 Ion Ram

Comments: The KKi-661 Hien (“Swallow”) was the first indigenous Tokugawan fighter ever designed, dating back to the late Imperial era. Originally intended for the Tokugawan Customs Service, the Hien construction and development program was rapidly expanded once the Night Brood threat became apparent. As it turned out, events developed so rapidly during the Night Brood invasion that they overtook the Hien’s construction program. All production efforts were halted as a result, as House Tokugawa focused all their attention on massive purchases of foreign built warcraft.

After the end of the Grub War, House Tokugawa reactivated the Hien program

and began series production. While the design is extremely fast, it is rather lightly armed when compared to similar warcraft such as the Salamander or Death Wind. A peculiar feature of the Hien is one found on the more widely used Transtar Teal Hawk, a dual fire control system allowing either the pilot or the gunner to control the weapons. The use of such a system in the Hien’s design is a reflection of its originally intended role as a customs vessel, where high-ranking law enforcement personnel would be frequent passengers, and not trained to operate such combat systems, leaving such activities to the pilot.

The Hien also is not well shielded, and completely unarmored, being built entirely of lightweight steel alloys to save strategic cristanium resources. These factors make the Hien particularly susceptible to more well-rounded designs such as the Shark or Night Hawk. That said, the excellent performance of the Hien is not to be denied. Many a Luches or ASP pilot, has found themselves steadily worn down by Tokugawans savvy enough to exploit the Hien’s sterling handling characteristics, and cut down by its lethal one-two punch.



HIEN

I.D.

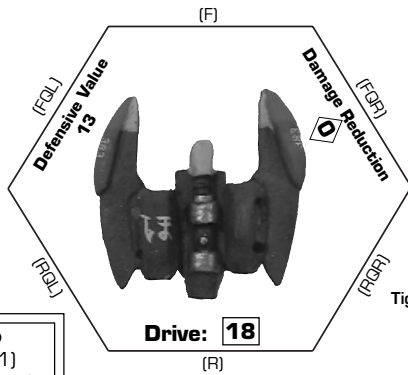
BPV: 40

TPV

■ Pilot or Gunner ■
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

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

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



Tight Turn Cost: _____+3

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

DAMAGE TRACK

→		18		16		14	W	*	12	
	10		8	W	6	*		4		
	2		×							

HIEN

I.D.

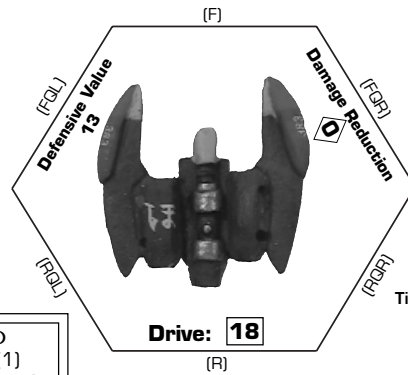
BPV: 40

TPV

■ Pilot or Gunner ■
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

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

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



Tight Turn Cost: _____+3

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

DAMAGE TRACK

→		18		16		14	W	*	12	
	10		8	W	6	*		4		
	2		×							

CRITICAL HITS

- 2 — **Pilot killed.** Hien may not move. Defensive Value drops to 6.
- 3 — **Electronic Warfare damaged.** Hien may no longer jam torps.
- 4 — **Maneuvering thrusters hit.** Hien may no longer turn.
- 5 — **Targeting array damaged.** Reduce all chances to hit by 1.
- 6 — **Weapons malfunction.** Splatterguns may not fire next turn.
- 7 — **Weapons overload.** Ion ram will not fire next turn.
- 8 — **Hull compromised.** Reduce Defensive Value by 2.
- 9 — **Pilot dazed.** Hien may not move until after next game turn.
- 10 — **Engines sputter.** Reduce Drive by 4 next turn.
- 11 — **Gunner killed.**
- 12 — **Hien flies apart in a blazing inferno.**

SPLATTERGUN SPECS

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

ION RAM SPECS

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

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Wing-Kurosawa KKi-661VIE "Hien II"

Crew: 2

Maneuvering Thrust: 0.177 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: None

Atmospheric Capability: Full

Armaments:

Twin Splatterguns (F) (Pilot or Gunner)

Missile Launcher (Ammo: 20) (F)
(Pilot or Gunner)

Missile Launcher (Ammo: 20) (F)
(Pilot or Gunner)

Missile Launcher (Ammo: 20) (F)
(Pilot or Gunner)

Comments: The Ki-661 Hien was immediately recognized as a fast and potentially deadly design. While the Hien's performance was admirable by anyone's standards, the design was plagued by an inefficient weapons fit. The Hien's peculiar weapons load is a direct reflection of Tokugawan inexperience with warcraft

design. The Tokugawans have always prided themselves on being fast learners, however, and the military starcraft designers are no exception. In an effort to improve the Hien's combat utility, the Ion Ram was replaced by a unique and deadly missile launcher system.

Three modular twenty-shot missile launcher systems were installed in the cavity left by the Ion Ram's removal. When the first missile launcher is emptied, the ship's pilot or gunner may immediately jettison the empty launcher. The ejection system automatically brings the next launcher on line and primes the missiles for firing. While the Hien II lacks the ability to target multiple launchers on a single opponent, the system is a lethally effective expedient nonetheless.

This simple retrofit has proven to be quite effective, especially when the Hien II is used for strike missions against larger targets such as pirate bases or gunboats, and in support of operations against the alien Night Brood, against whom missile launchers have proven to be extremely effective.



HIEN II

TPV

Pilot or Gunner
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

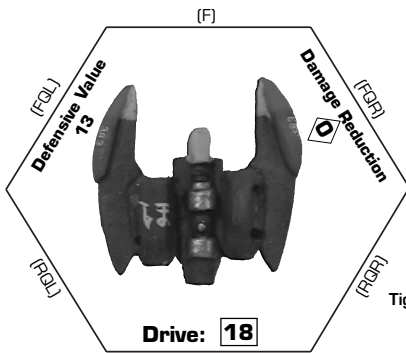
Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○

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

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○



Tight Turn Cost: _____+3

DAMAGE TRACK

18	16	W	14	*	12	W
10	8	W	6	*	4	W
2		X				

I.D. BPV: 45

HIEN II

TPV

Pilot or Gunner
2 Splatterguns (F)
To Hit: 2D6+ADB+1
Damage: Medium+2
Range: 2/6/10

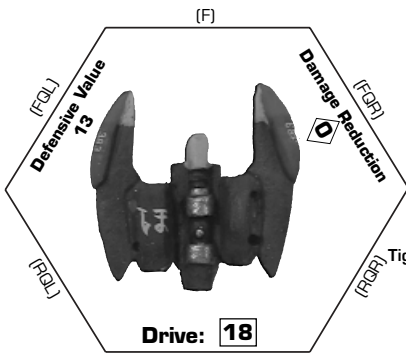
Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER
Gnr: _____

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○

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

Pilot or Gunner
Missile Launcher (F)
Lock-on < _____
○○○○○○○○○○○○○○○○



Tight Turn Cost: _____+3

DAMAGE TRACK

18	16	W	14	*	12	W
10	8	W	6	*	4	W
2		X				

I.D. BPV: 45

CRITICAL HITS

- 2 - Pilot killed. Hien may not move. Defensive Value drops to 6.
- 3 - Electronic Warfare damaged. Hien may no longer jam torps.
- 4 - Maneuvering thrusters hit. Hien may no longer turn.
- 5 - Missile launcher hit. Lose 1D6 missiles on random missile launcher.
- 6 - Weapons malfunction. Splatterguns may not fire next turn.
- 7 - Targeting system malfunction. No new missile locks next turn.
- 8 - Missile magazine explosion. All missiles detonate in one random launcher.
- 9 - Pilot dazed. Hien may not move until after next game turn.
- 10 - Engines sputter. Reduce Drive by 4 next turn.
- 11 - Gunner killed.
- 12 - Hien flies apart in a blazing inferno.

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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Pu Yi Shipyards B5N Type 599A I E I “Barong”

Crew: 3

Maneuvering Thrust: 0.132 km/s/s

Mass: 600 tons

Translight Capability: none

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

4 x Mk. 10 Pulse Lasers

3 x Mk. 10 Protobolt Projectors
(Ammo: 6 per launcher)

4 x Mk. 10 Torpedoes

Comments: The B5N Barong was among the first indigenous Tokugawan fighter designs. Produced in response to the Night Brood invasion, the design was too late to see service during the Grub War. The

Barong has served reasonably well since its introduction into combat service in AL 2. A dedicated strike craft named after a deadly Filipino fighting knife, the Barong packs a potentially lethal punch with its multiple Protobolt torpedo launchers. While not a spectacular warcraft, the Barong is a reliable enough design for its intended role.

Designed for strike missions against slow moving cargo transports or stationary platforms such as those favored by pirates, the Barong can be quite deadly. The Barong being specifically designed for the strike craft role, the ship is ill-suited for dogfighting. The Barong's weakness lies in its light cannon armament and numerous blind arcs. For this reason, the Tokugawans rarely risk sending Barongs into combat without a fighter escort.



BARONG

I.D.

BPV: 99

TPV

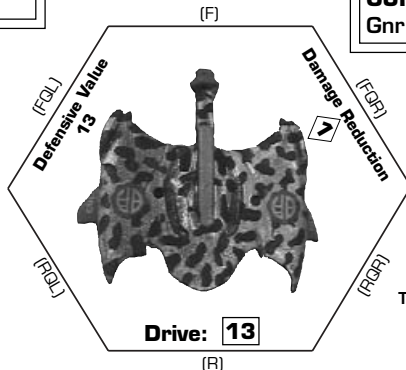
Decoys: ○
P-D: 1-6(5)
Dmg Con: 1-2
Tons: 600

Mk. 10 Torps

○
○
○
○

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

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

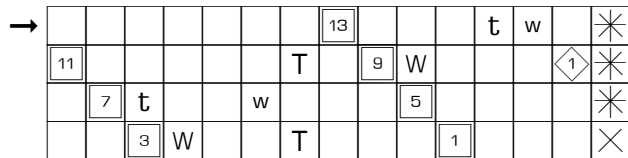


Tight Turn Cost: _____+3

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

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

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



BARONG

I.D.

BPV: 99

TPV

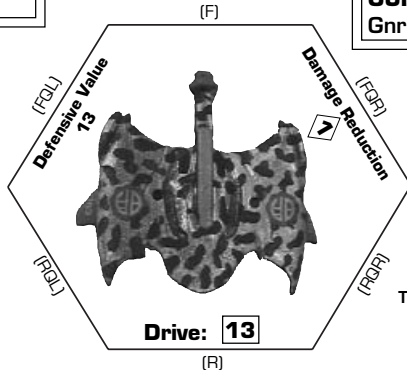
Decoys: ○
P-D: 1-6(5)
Dmg Con: 1-2
Tons: 600

Mk. 10 Torps

○
○
○
○

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

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

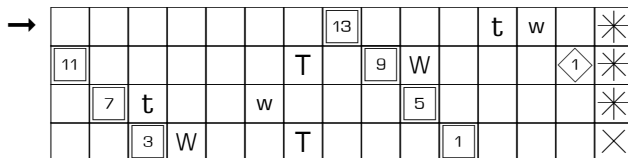


Tight Turn Cost: _____+3

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

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

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



CRITICAL HITS

- 2 — Pilot killed. Ship may not move, pilot's weapons may not fire. Reduce DV to 5.
- 3 — Random gunner killed. Gunner's weapons cannot fire.
- 4 — Lose 1D4 of remaining torps.
- 5 — Torp targeting scanner damaged. No torps may be fired until after next turn.
- 6 — Power loss. One random weapon may not fire next turn.
- 7 — Engine power fall-off. Reduce drive by 2 next turn.
- 8 — Screens damaged. Reduce DV by 2.
- 9 — Electronic warfare knocked out. Barong may no longer jam torps.
- 10 — Engine damaged. Reduce drive by 1.
- 11 — Pilot dazed. Barong cannot move next turn. Reduce DV to 5.
- 12 — Barong blows up.

PULSE LASER SPECS

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

PROTOBOLT SPECS

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

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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Wing-Kurosawa DKi-440 "Shoki"

Crew: 2

Maneuvering Thrust: 0.197 km/s/s

Mass: 600 tons

Translight Capability: none

Armor: Crystanium Hull w/Armor Belting

Atmospheric Capability: Partial

Armaments:

1 x Mk. 10 Ion Ram

6 x Mk. 10 Splatterguns

2 x Mk. 10 Missile Launcher
Systems (Ammo: 20)

4 x Mk. 30 Torpedoes

Comments: The DKi-440 Shoki ("Demon Queller") was the first Tokugawan ship designed and produced with technical assistance from the Primates. Built by the prestigious Wing-Kurosawa Shipyards, the

Shoki is unusual for several reasons. Heavily armored, the Shoki is clearly designed for offensive operations. It is also reasonably fast and well armed, although its maneuverability is lacking due to the mass of its heavy armor. The Shoki is a formidable warcraft, packing a lethal brace of Splatterguns and an Ion Ram. A pair of missile launchers and a quartet of deadly Mk. 30 torpedoes round out the Shoki's potent armament fit. The Shoki is well equipped to tackle a variety of threats, but its poor maneuverability makes it unpopular with Tokugawan pilots. For this reason and the Shoki's heavy armor, Tokugawa pilots refer to this unusual craft as "kobukson" ("Turtle Boat"). The high per unit cost has also been of some curiosity for outside observers, but for the incredibly wealthy Tokugawans, this seems to be of little or no concern,



Kawanishi-Mifune KAM-45 "Toryu"

Maneuvering Thrust: 0.126 km/s/s

Mass: 700 tons

Translight Capability: none

Armor: Unarmored Crystanium Hull

Atmospheric Capability: Full

Armaments:

1 x Mk. 20 Heavy Plazgun

2 x Mk. 10 Splatterguns

3 x Mk. 10 Pulse Lasers

4 x Mk. 10 Torpedoes

2 x Mk. 20 Torpedoes

Comments: The KAM-45 Toryu ("Dragon Slayer") was the result of Tokugawan Defense HQ's dissatisfaction with the overall combat performance of the Glaive and Glaive II heavy fighters against the Grubs. As impressive as the Glaive is, the Tokugawans wanted a lighter ship with

better performance. The Tokugawans also concluded that if a Plazgun such as the Glaive mounted was a good thing, a heavy Plazgun would be better. That a heavy Plazgun was less able to track a nimble attrition fighter was not lost on the designers at Kawanishi-Mifune, who added a useful light weapons fit to the Toryu for just such opponents.

The KAM-45 is maneuverable and reasonably fast for its size. The massive heavy Plazgun is the Toryu's knockout punch for taking on escorts, gunboats, and the dreaded Night Brood Muskellunge. Toryu crews typically use the rapid fire Splatterguns and Pulse Lasers to wear an opponent down, and then finish him off with a shot or two from the brutal heavy Plazgun. It is an effective tactic when properly employed.



Unkulunkulu Archipelago

Zion-Bellanca-Adlebert ABZ-202 "Eclipse"

Crew: 5

Maneuvering Thrust: 0.155 km/s/s

Mass: 2000 tons

Translight Capability: 20 Light-years per day

Armor: Crystanium Hull

Atmospheric Capability: Full

Armaments:

3 x Mk. 10 Splatterguns

4 x Mk. 20 Meld Lasers

Comments: Bellanca-Adelbert was a small start-up company dedicated to producing commercial starships in the last years of the Terran Empire. Entering the highly competitive civilian starship market, Bellanca-Adelbert attempted to market their first starship design, the 2,000 ton Eclipse class medium freighter. Having sunk all of their assets into the construction of the prototype Eclipse, the design team had just enough time to confirm the vessel's sterling handling characteristics, celebrate the prototype's maiden voyage, and wake up the next morning with both matching hangovers and the news of the disastrous arrival of the Night Brood invasion.

Fleeing the genocidal aliens, the design team of Bellanca-Adelbert gathered up their families, their company records, and whatever assets they could scrap together, and fled the oncoming Night Brood with millions of other refugees. At the end of their tether after some hair-raising adventures and a run-in with pirates, the Bellanca-Adelbert crew and their families arrived in the Unkulunkulu Archipelago. Landing on Zion, the seat of the newly founded government of President Marcus Marley, the Bellanca-Adelbert refugees were welcomed by the local Unkululus with considerable generosity and sympathy. Volunteering their services as mechanics, the Bellanca-Adelbert engineers won the respect of the rag-tag collection of pirates,

mercenaries, and ex-Imperial Millennium Warriors who fought to defend Unkulu space from the genocidal Night Brood during the coming weeks.

After the alien invaders were defeated and sent packing (and once the party finally died down), the Bellanca-Adelbert team decided to stay where they were and try and pick up where they'd left off. Managing to gain financial backing from a number of enthusiastic locals, the newly renamed Zion-Bellanca-Adelbert (ZBA) Shipyards was launched in 11AL. The first indigenous Unkulunkulu ship building operation in existence, Zion-Bellanca-Adelbert has thus far concentrated on production of the Eclipse class medium freighter. The newly opened shipyard has managed to just keep up with the demand for their freighter design, but in the depressed post-Grub War economy this is not as challenging as one might think, due to the heavy losses to both commercial and military shipping alike.

The need for effective and economical replacements for the thousands of craft lost during the invasion has helped sales of the Eclipse, enough that it is becoming a common sight in Terran Space, whether carrying technological exports or a load of fresh Zion plantains. In a concession to post-Imperial realities, the original prototype was modified to carry a respectable armament, at the expense of some cargo capacity. Given the growing menace from pirates, purchasers of the Eclipse do not question the design's cannon batteries.



UIA-0001 "Nautilus"

Crew: 1

Maneuvering Thrust: 0.151 km/s/s

Mass: 300 tons

Translight Capability: 8 Light-years/day

Armor: Steel Hull

Atmospheric Capability: Full

Armaments:

4 x Mk. 10 Pulse Lasers

6 x Mk 10 Torpedoes

4 x Mk. 20 Torpedoes

Comments: Many dozens of Millennia Warrior units were deployed on the fringes of Terran Space when the Night Brood invasion began with the destruction of Terra and the Imperial leadership. They were maintaining the peace on the frontiers while the Imperial Civil War had raged at home. Some were able to respond to the frantic cries for help from besieged Imperial governors in the coming weeks and months of slaughter that followed, however many were too far away from the Core Worlds to make a difference. One such unit, the 9667th Millennia Warrior Legion, was able to reach the Unkulunkulu Archipelago just in time to help the locals repel the raging Night Brood.

After the Brood had been defeated the grateful Unkulus invited the now left-to-their-own-devices Millennia Warriors to

remain and become the professional nucleus of a new Unkulunkulu defense force. They agreed (enthusiastically according to many locals). After the victory celebrations had died down and the last hang-over had passed, a sober assessment of the local defense needs in the post-Imperial era began. While any force projection would be a moot point as far as the Unkulus were concerned, a rapid response time within the Unkulu system would be crucial to maintain their security.

Lacking any appreciable inventory of Aoshu or similar fighter conveyors, the fledgling Unkulu shipbuilding industry hit up on a novel idea inspired by the Millennia Warrior leadership; a single-seat medium fighter with a small hyperdrive for in-system FTL jumps. Dubbed the Nautilus after the amazing mollusk of Old Earth, the new ship is extremely conventional except for an efficient hyperdrive engine of the latest design. A nimble performer with a decent light laser armament, the real punch of this new craft is the hefty torpedo load of six Mk. 10 and four Mk. 20 torpedoes, a salvo well able to ruin any pirate's day. Used in squadron strength, this new ship has garnered considerable scrutiny from a number of more sophisticated military circles, who have taken note of the designs considerable potential.



NAUTILUS

I.D.

BPV: 47

TPV

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

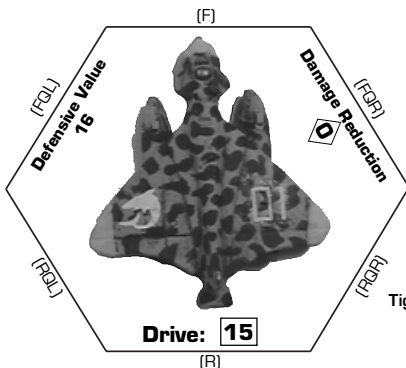
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
 Torp

○
○
○
○

Mk. 10
 Torps

○
○
○
○
○
○
○
○



Tight Turn Cost: _____+3

Hyperdrive

○

Decoys: ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			t	15		T		13	t	*	W	T		t
	9	w	T		7	t		5	T	*	t	3	T	1

NAUTILUS

I.D.

BPV: 47

TPV

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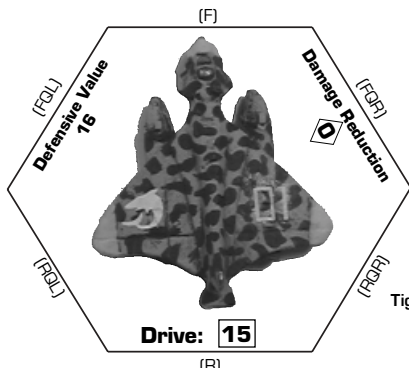
Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Mk. 20
 Torp

○
○
○
○

Mk. 10
 Torps

○
○
○
○
○
○
○
○



Tight Turn Cost: _____+3

Hyperdrive

○

Decoys: ○
 P-D: 1-5 (1)
 Dmg Con: 1-2
 Tons: 300

DAMAGE TRACK

→			t	15		T		13	t	*	W	T		t
	9	w	T		7	t		5	T	*	t	3	T	1

CRITICAL HITS

- 2 — Pilot killed. Nautilus may not move. Defensive Value drops to 6.
- 3 — Engines sputter. Reduce Drive by 4 next turn.
- 4 — Hull compromised. Reduce Defensive Value by 3.
- 5 — Torps hit. Lose 1D6 torps.
- 6 — Pulse Laser damaged. -2 to hit.
- 7 — Drive sputters. Reduce Drive by 6 for a turn.
- 8 — Engines sputter. Drive reduced by 4 for next two turns.
- 9 — Drive damaged. Reduce Drive by 3.
- 10 — Electronic warfare damaged. Nautilus may no longer jam torps.
- 11 — Pilot dazed. Nautilus may not move or fire weapons for one turn.
- 12 — Reactor hit. Nautilus explodes.

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



OPERATION DRYDOCK II™

Sigma Three! Break left! Break left!! He's on your goddam six!" Another blinding flash visible across the cold emptiness of hard vacuum marked another Luches fighter erupting into a ball of expanding superheated gas. The Luches formation had started out as a full squadron of twelve Cossack-class fighters, the latest design of the Peo None ple's Revolutionary Space Navy, their elite Luches Guards pilots fully confident in their own abilities and their new fighters. It was to have been a simple reconnaissance in strength across the border into Data Sphere territory.

Now they were a few scattered survivors facing an enemy they simply couldn't match, a quartet of strange, wheel-shaped craft of black metal and a cold, soulless cunning and capacity for slaughter no living pilot could match.

"Sigma Six! For God's sake, roll! Roll! Roll!" Another Luches fighter burst apart in a spectacular display of bright expanding gases and disintegrating parts, shredded by a barrage of precisely aimed Pulse Laser bolts.

"Mayday! Mayday! Goddamitt! Can anybody hear me?!!" A dark metal silhouette like a wheel moving sideways and slowly rotating on its axis twisted with a smooth menace after the wildly gyrating Luches fighter. No human piloted this craft: it was purely a machine driven by an artificial intelligence as cold and hard as the vacuum of space. Finally losing her nerve, the Luches

pilot tried to surrender, "Unidentified ship! I surrender! I am powering down! I am powering down! Please! Don't shoo...!"

A broad beam of blinding green and blue light lanced out from the black wheel, striking the Luches craft dead center on its engine vents. The Luches ship disintegrated into a blast of expanding gases and radioactive debris, obliterated by a point-blank hit from an Ion Ram. Surrender was not an option when confronting the Data Sphere; the Epsilons suffered no uninvited guests. As the wheel-shaped fighter rejoined its wingmates, there was no exchange of human camaraderie, no whoops of victory. The artificial intelligence driving the ship had already informed the collective machine intelligence that another biological infestation had been eradicated.

The Epsilons merely bestowed a line of code upon these fighter craft; they were self-aware sufficiently to perform their designed task of a killing machine, no more, no less. No human emotions were required, nor desired. Only humans had a need to name things, and name these strange craft they did. The UNW designated them "Flywheel;" a neutral, innocuous code name. Human pilots who had survived an encounter with these craft had a more appropriate name for these soulless exterminators; "Deathwheels."

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Produced
and Distributed by:



Iron Crown Enterprise
112 Goodman Street
Charlottesville, VA 22902 USA

<http://www/ironcrown.com>

ISBN 1-55806-547-4 ICE1600



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ST#7228