

# SILENT DEATH

# CAMPAIGN SYSTEM V. 1.0™



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# Generic Campaign System, Version 1.0

## What is a Campaign?

A campaign is a large conflict that is decided by several smaller conflicts. A campaign *system* is a non-linear scenario generator. This campaign system lets players create a series of interdependent scenarios that eventually decide the outcome of a larger war. While scenarios deal in tactics, campaigns are exercises in strategy. A scenario may take less than an hour to complete, but a campaign can be played over a period of several evenings, with players using the intervening time to plot, plan, scheme, or make or break alliances. This campaign

system requires a Game Master (GM) to prepare each campaign and maintain and channel the flow of the campaign. The GM also selectively releases (or withholds) information to the players in order to create the “fog of war” necessary for a realistic campaign.

## The Campaign Fleet

The size of your fleet depends on your mission. Here are some sample mission types and the kinds of fleets one might expect to use. The objectives given may form all or part of a campaign setup.

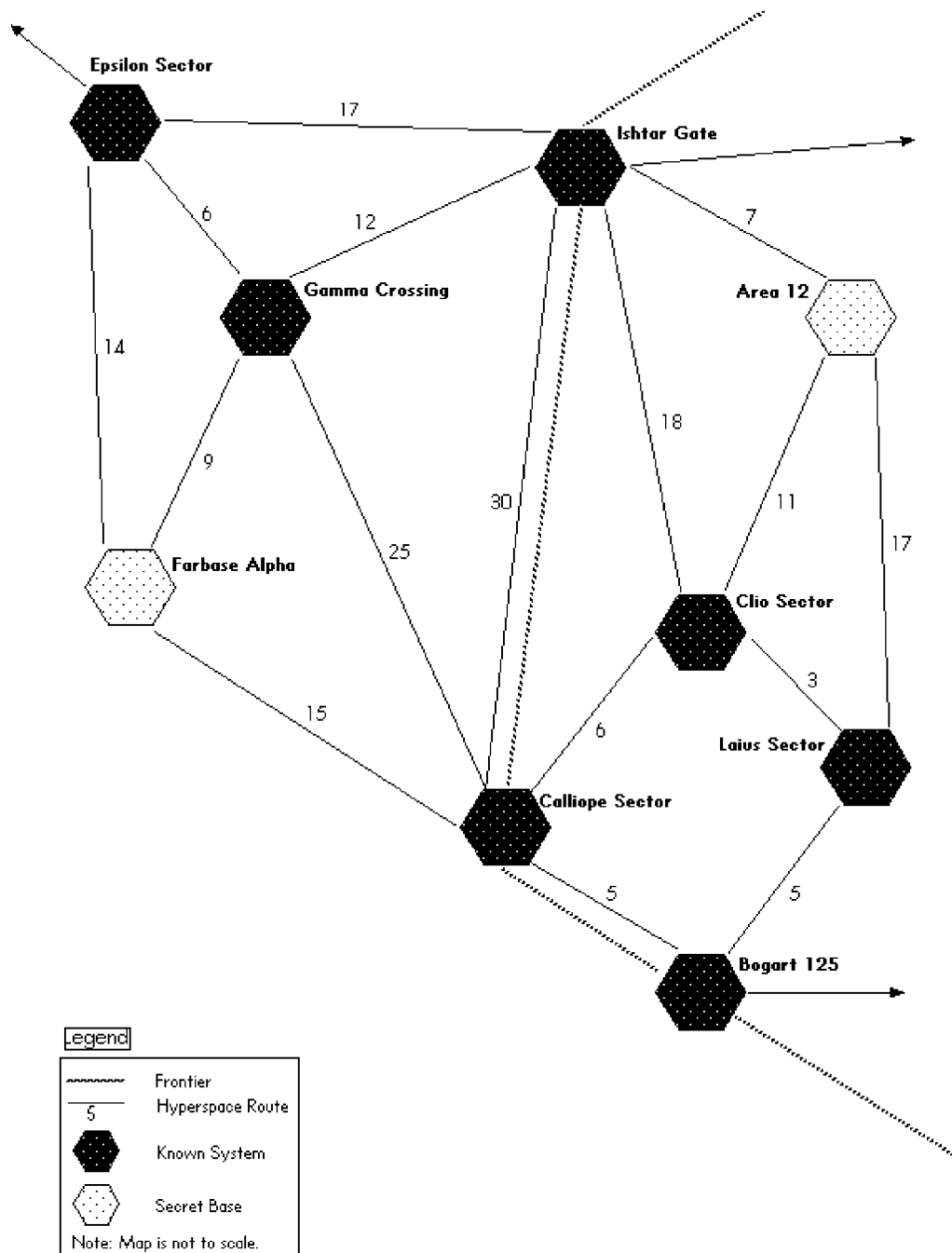
| Mission Type            | Sample Objectives  | Sample Force Used  |
|-------------------------|--|--|
| Scouting Mission        | Slip into a particular sector and slip out again. Aggressor seeks to avoid contact with the enemy. Time at objective is 1 day.   | Small force of trans-light capable gunboats or heavy fighters plus one small supply shuttle.<br>800-1500 TPV   |
| Small Objective         | Similar to above, except performs some small task, such as deploy a satellite or platform, lay or remove mines, hide a small force in an asteroid field. Still seeks to avoid enemy contact. Time at objective, 1 to 2 days. | Same as above plus specialized ship; minelayer, freighter, tender, etc. required by the mission objectives.<br>1000-2000 TPV   |
| Reconnaissance in Force | Larger, more provocative move. Punitive mission, or trying to draw out enemy forces to see what they are, test response time, preparation for larger assault. Time at objective, 2-3 days.                                   | 1 or 2 warhounds escorted by trans-light gunboats, supply vessel, and possibly a force of fighters aboard a carrier to provide cover.<br>2000-4000 TPV   |
| Territorial Invasion    | Aggressor seeks to take and hold system(s) or destroy enemy fleet as a threat to objectives. Time at objective > 2 days.   | At least 18-24 fighters carried aboard 3-4 carriers.<br>4-6 additional warhounds<br>2-4 supply freighters<br>6-8 gunboats<br>Transport for landing force (if any)<br>Transport for satellites, platforms, supply depots needed to secure territory or sectors.<br><br>5000 or higher TPV |

## Goals and Objectives

In the campaign system, the winner is the player who accomplishes his or her objectives. At the beginning of a campaign, the GM gives specific written objectives to the commander of each side. If a commander achieves those objectives, he wins. If not, he loses. What makes this interesting is that both sides can achieve their objectives (or not) in which case you have a draw. It is also possible to have objectives that are not necessarily exclusive to each other, which makes the campaign even more interesting. It is also more realistic, since military commanders think in terms of objectives gained or lost, and measure victory accordingly.

## The Campaign Map

Both sides and the GM have copies of a campaign map representing different systems or “play areas” and the hyperspace routes that connect them (see Figure 1). Players and GM use counters or markers to track location of units (GM’s map is hidden from the other player by a screen). Action takes place in these areas only, and movement is allowed only along marked hyperspace routes. This is because these are areas pinpointed by linear hyperspace beacons, hence transport is restricted to space where beacons have been constructed. The map gives distances in light years between each play area. Just for fun, the GM can give each side a “secret staging area” unknown (at first) to the other side, but which may become known—and hence navigable—as the result of an intelligence briefing (described in the “Aftermath Phase” below).



**Figure 1: Sample Campaign Map**

## The Campaign Turn

One campaign turn represents approximately one day of real time. A campaign consists of four phases:

1. Movement phase
2. Combat phase
3. Repair and Replenishment phase
4. Aftermath phase (optional)

### I. Movement Phase

Each Campaign turn begins with a movement phase. Movement is between play areas, and is possible only for FTL-capable (Faster Than Light) vessels. Players secretly write down their departures and destinations and give them to the GM. If the ship's FTL speed is greater than the distance in light years, the ship arrives in the destination system that same day and can participate in combat. If not, it waits until the next turn (or more, if it's going very far or very slowly). Example: You want to move from A to B, a distance of 19 light years. A Constellation would arrive the same day because it's speed is 20 LY per day. But an Aoshu with a speed of 15 LY per day would spend the first day in hyperspace, then arrive the next campaign turn.

**Note:** Remember, the top speed of your convoy is the top speed of your slowest ship.

If a ship is passing through one play area on the way to another, it must stop for at least three game turns to rest the

hyperdrive and recalibrate navigational instruments before moving on. From a play perspective, this allows ambushers three turns to hammer a hapless ship (or be hammered in turn) for no less than three turns before the ship(s) re-enter hyperspace.

This campaign system interprets FTL as the capability to put a ship into hyperspace. If a ship's drive is less than half its normal value, the ship loses FTL capability and cannot enter hyperspace until the drive is restored to at least half its normal value.

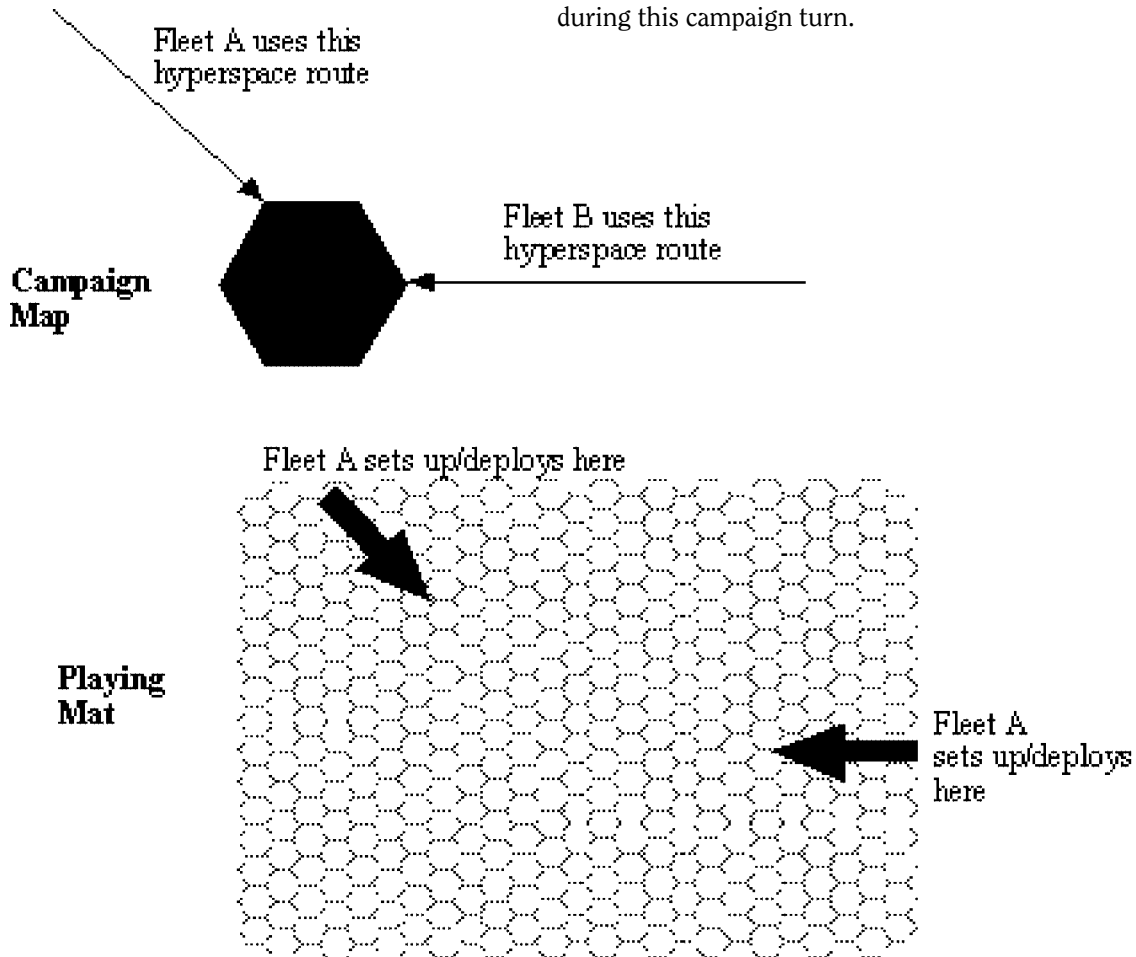
### Secret Play Areas

The GM may designate certain play areas as "secret." This means that one side knows their location and can navigate to and from them, but not any of the other players. However, if these other players "find out" either through intel briefs or some other means allowed by the GM, then they can send their ships to another player's secret area. These secret areas are useful as staging areas or safe areas to retreat to following a battle.

### Hyperspace to Normal Space

Place ships dropping out of hyperspace in the map quadrant closest to the direction from which they approached the play area (see Figure 2: Entering a Play Area), then move each ship forward 6 hexes to simulate the deceleration from hyperdrive to normal drive.

Once movement orders are written and given to the GM, he checks them against his campaign map to see who goes where and whether opposing forces arrive in the same play areas during this campaign turn.



**Figure 2: Entering a Play Area**

## 2. Combat Phase

If opposing forces arrive in the same play areas on the same campaign turn, the result is a conflict. Play out each conflict in the respective play areas according to the usual SD rules. If more than one play area has a conflict, the order in which they are fought is at the GM's discretion. Players place ships in the map quadrant as per the Hyperspace to Normal space rule above. The GM may also decide that one side arrived slightly earlier than the other, and so that side may set up while the other must enter from the appropriate edge. Likewise, the GM can allow ships to arrive late in the battle. The timing is up to the GM's discretion.

## 3. Repair and Replenish Phase

After combat is over, it's time to assess and repair damage. This phase can be taken care of between game nights when the combat phase of a campaign turn is declared over.

At the beginning of the campaign, each side is allocated a fixed number of cargo units. Before the campaign starts, players must distribute all cargo units among bases and transports. These cargo units represent generic supplies, parts, fuel, etc. At the end of each campaign turn, both sides draw from their cargo reserve to replenish and repair their ships. If supplies get low, the remaining ships will begin to degrade because they cannot be fully repaired. One unit of cargo "unpacks" into 5 BPV of repair or replenishment for fighters and gunboats. Cargo is tracked on the budget sheets provided.

| Tonnage                                      | BPV to Replenish                                      |
|--|---|
| <100   | 3 per mission<br>101-200                              |
| 101-200                                      | 4 per mission   |
| 201-400                                      | 5 per mission   |
| 401-600                                      | 6 per mission   |
| 601-700                                      | 8 per mission   |
| 701-1000                                     | 10 per mission  |
| Gunboats<br>1000 ton<br>1500 ton<br>2000 ton | 12 every 3 days<br>15 every 3 days<br>18 every 3 days |
| Warhounds (all sizes)                        | 25 every 14 days                                      |

A fighting force in the field may bring cargo along with them aboard transports and shuttles. A battle group may only use cargo available in transports accompanying the fleet or at bases in the same play area. Otherwise, they must divert to a location where cargo is available. If a transport or depot platform is lost, any cargo left aboard goes with it, so protecting transports becomes crucial to maintaining your fleet in the field.

If a transport runs out of cargo (and the GM allows it), a commander can send it back to the home system for more cargo. This is in addition to the cargo allotted at the beginning of the campaign, but if a fleet is operating far from home, it should take the transport at least several days to make the round trip. Since all ships must stop at all intervening play areas during a long trip, anything could happen during transit. Of course, this makes capturing or destroying transports a possible strategic option. Players may use captured cargo to repair and replenish their own ships.

### Replenishment

Any fighter or gunboat that flies during a campaign turn must be replenished, even if it did not engage in combat or suffer damage. The cost for replenishing a ship depends on its size and type.

Fighters carried aboard carriers or tenders, or gunboats tied up at platforms do not have to be replenished if they did not launch during a campaign turn. If the carrier fighters launch they can use either replenishment points aboard the carrier, or cargo supplies carried with the fleet. Warhounds must replenish every 14 days to maintain full-alert operational status. Warhounds that do not replenish at the end of 14 days become inoperative; they may move at half speed (regular and hyperdrive), but they cannot use crew served weapons or perform damage control.

### Repairing Fighters and Gunboats

To repair damaged ships, you must spend supply points to get back hit boxes. Ships repaired between campaign turns get critical systems restored. One BPV will get back 1 hit box on any ship.

### Repairing Warhounds

Warhounds also use cargo to repair their systems. In addition, they may also use their damage control teams according to the damage control rules in *Silent Death: Warhounds*. Between campaign turns, a warhound may make a damage control roll for each surviving member of its damage control team. For example, a ship with six damage control personnel may roll six times.

**Note:** Cargo points cannot be used to build new ships from scratch or create new crew members. New ships must be transported from a friendly source and specifically designated as such. Crew replacements must also be designated as such when the cargo ship is loaded. One crew replacement takes up one cargo unit. [Note: a militarized passenger ship or a passenger ship pressed into military service would eliminate the need for this "crew-as-cargo" rule.]

For replacement fighters and gunboats, divide the BPV of the ship (without crew) by five and round up. The result is the number of cargo units the ship takes up. Replacement ships must also be designated as such when the cargo ship is loaded.

At the end of the Repair and Replenishment phase, players must show the GM updated copies of their fleet rosters, and remaining cargo budgets for all places where cargo is kept (freighters, outposts, etc.).

**4. Aftermath Phase**

This phase is optional, but adds a lot of color to the campaign.

At the end of each campaign turn, while the players are licking their wounds, handing out medals, and making repairs, the GM issues “intelligence briefings.” These are written dispatches based on the GM’s knowledge of what is happening

(or not) in uncontested play areas. For example, a fleet may reach an area and find it empty, so they leave behind a Whisper platform. The other player would not know that it was there, and if they moved any forces through that sector without spotting it (GM’s discretion), the opposing player would hear about it from the GM in an intel brief.

“Intelligence briefings” are generated by the kind of scenario suggested above, or by the ingenuity of the GM. An intelligence brief may say something like “The 325th Flotilla is carrying ground troops aboard 2 Narwhals” or “Enemy forces have dispatched a freighter to the home system for more supplies” or “Two ships of Fletcher configuration seen headed for Sector Alpha,” or “They know about your secret staging area,” or “All quiet.” These briefings should *usually* be reliable. Although the imagination of the GM is the primary factor in creating intelligence briefs, the table below is provided as an idea generator. Use 1D10 and read off the suggested result.

| Result | Suggested Outcome   |
|--------|---|
| 0      | Player learns the location of a secret staging area.  |
| 9      | Player is told the destination and estimated arrival time of an enemy ship.                                   |
| 8      | Player is given a summary of the enemy’s objectives.  |
| 7      | Player gets a copy of the opponent’s intelligence brief.  |
| 6      | Player learns of an action an opponent took in an uncontested play area (i.e., deploying satellites or mines) |
| 5      | Player learns the operational status of a random ship.  |
| 4      | Player learns of the departure of a transport or freighter for more supplies.                                 |
| 3      | Player learns which transports are carrying ground forces.  |
| 2      | Player learns of a ship or force passing through a play area.   |
| 1      | Player gets a copy of the current cargo budget for the opposing fleet.  |

**Summary: Campaign Turn Sequence**

**(1) Movement Phase**

Write out orders and give them to GM  
All participants plot movement on their campaign maps

**(2) Combat Phase**

GM oversees action of ships in uncontested areas  
GM matches up conflicts at each play area where opposing forces meet

**(3) Repair and Replenish Phase**

Restore hit boxes and systems on surviving ships  
(Warhounds may also use Engineering Teams)  
Mark off cargo used for repairs and replenishments  
Give GM your sheets to verify that you used cargo/  
replenishments that were actually available to the units who received them and that all required replenishments were made.

**(4) Aftermath Phase**

GM gives Intel Briefings to each side.

## For the GM: How to Set Up a Campaign

Decide on the “sides.” In addition to two major houses, if you have enough players you might want to add some extras. Non-aligned shipping companies, pirate groups, mercenaries, mining companies, interstellar peace corps, ... you name it.

### 1. Draw up forces lists.

Decide on squadrons and military assets. Draw up crew rosters and assign crew to each ship. If you want to get fancy here, consult *Silent Death: More Than Valor* for rules on crew attributes, experience accrual, etc. Give each ship a number that corresponds to the number on the ship’s stand. Players should use this number to refer to ships in their records. Don’t forget to allow for “non-combatant” entities such as commercial shipping companies, tourists, scientific expeditions, road shows, and so on.

### 2. Allocate cargo.

Use the resupply timetable above and take your best guess as to how long it should take to accomplish mission objectives. Allocate cargo accordingly, and make sure the players have the capacity to carry or store it! Decide now whether you will allow either side to send transports back for more cargo if the supplies they are carrying run out.

### 3. Specify Optional Rules.

Decide in advance which SD optional rules will be in play, and which campaign optional rules you will use. Write them up beforehand and make sure the players know in advance what the rules are.

### 4. Draw up a Map

Make notes of each play area with locations of distinguishing features; black holes, asteroids, nebulae, clutch worlds, resident Solar Worms, etc. Use the sample map given here as a model. Make sure you show distances and hyperspace routes. Tables and Aids are provided in the section below to generating campaign maps and worlds to help in drawing up campaign worlds from scratch.

### 5. Write the objectives for each side.

Specify those sectors that are under the control of each player. Let the players distribute their forces according to their interpretation of their objectives, unless you feel you want them to start out in a particular way. Consult the section below on creating objectives if you need some inspiration.

## Optional Campaign Rules

Use these rules to add some extra dimensions to your campaigns. Make sure that all the players know which optional rules are in effect.

### No Game Master.

It is possible to run a campaign without a Game Master, although certain rules and features must be sacrificed. If you are not using a GM, make the following changes to each phase of the campaign:

### Movement

Secret movement is no longer possible. After each side writes out its orders, both sides review the campaign

map together with their written orders. Players declare whether or not they have ships arriving in a particular play area. Ships that are in transit need not be declared. Ships that arrive in an uncontested play area may carry out actions, but both sides will know about it. Play areas that become contested (i.e., have ships from opposing sides present) are noted along with the composition of each force.

### Combat

No changes. Combat for contested areas conducted as ordinary games of *Silent Death*.

### Repair/Replenishment

At the end of this phase, each side shows the other their replenishment and cargo records to verify that replenishment and repairs were carried out properly.

### Aftermath

This phase is skipped in the absence of a GM.

### Time Limit

Limit the campaign to a pre-determined number of campaign turns.

### Diplomacy

Players may create or dissolve alliances with each other, make back-room deals, but must do so in writing. “Communiqués” are given to the GM and forwarded to the intended recipients, unless the GM decides a communiqué is “intercepted.” Players may decide to use cryptically worded texts or employ simple ciphers to make their communiqués more secure.

### Early Bird

Usually, if two ships or fleets reach the same play area on the same day, they engage each other as if they arrived simultaneously. If one side arrives earlier that day, the GM can give that side a certain number of turns to position their ships prior to the arrival of the opposing ships. Subtract the number of LY each side must travel that day to reach the play area. The result is the number of turns the early arrival has to get into position or perform other actions. These maneuvers are performed without the knowledge of the late player, who will only learn how things stand once he has positioned his own ships.

**Example:** Galen and Denise are both heading for the same play area and will arrive on the same day. Galen must travel 6 Light Years, while Denise must travel 3. The GM subtracts 6 from 3, leaving 3. After her ships enter the play area, Denise has 3 free turns to use as she pleases. She decides to position her ships so that they will be behind Galen’s ships when they enter the play area. The positions of her ships are noted, then the ships are removed. Galen’s ship enter the play area, and then Denise’s ships are replaced on the board.

Please note that it is possible for two ships to end up on the same hex. In this case, the second ship rams the first ship. Consult rules for ramming in SD:TNM.



### **Lying in Wait**

Any ship with a TOC (warhound or platform) can sit hidden in a play area as other hostile ships pass through. When ships pass through a play area on their way to another system, the captain of a warhound with TOC can perform sensor sweeps during the three turns it will take before they can continue on their way. The captain rolls 1D10 plus the Captain's Die. Using a screen to cover the roll, the GM rolls 1D10 plus the Captain's Die for the hidden ship. If the hidden ship's total is higher, the GM tells the scanning player that the scan came up negative, i.e., the ship remains hidden. Otherwise, the position and presence of the hidden force is revealed to the scanning force. Ships without a TOC cannot hide in this way.

Naturally, if hidden ships move under power or fire any weapons when hostiles are in the area, they reveal themselves and their associated ships to the enemy whether they are scanned or not.

Even if there isn't anyone hiding in a play area, the GM should go through the motions of rolling should a player elect to perform a sensor sweep. This way the GM won't inadvertently tip off the players that the play area is empty.

### **Hired Help**

Players can spend some of their cargo units to hire mercenaries or buy off pirate syndicates. Ideally, these parties are represented by additional players, although in some situations the GM could substitute during negotiations or other non-combat functions.

### **Chain of Command**

If several players are playing on the same side, the commander of that side should write orders and/or objectives for each of the subordinates, copies of which are also given to the GM. The GM may see fit to give each of these subcommanders their own intelligence briefs, which they may or may not decide to pass along to their commander.

### **Role Play**

If the GM and players elect to do so, players are assigned "personalities" with specific rules of play. Example: two subcommanders on the same side are such bitter rivals that their ships will not go to the aid of each other unless the ship carrying the fleet commander is present and orders them to directly. The GM should give these subcommanders their own objectives apart from the objective of the fleet commander. Numerous other such "traits"—good and bad—can be drawn from plenty of historical examples. Go to the library. Find more examples. *Silent Death: More Than Valor* features personalities the GM can draw upon for inspiration.

### **Salvage**

After a battle, the side that remains in control of the play area may scavenge any remaining enemy ships on the board that still have hit boxes remaining but do not have the means to escape. Ships are repaired and used by the scavenging force if crew members are available. Salvaged ships are repaired at the same time as other repairs, and must be taken from the play area using tenders or carriers. If damaged, abandoned, or captured ships are not scavenged, they remain in the play area until or unless someone decides to haul them away. The victor may also opt to destroy the ships, at which point they are removed from play. This optional rule does not require a GM.

### **Assemble/Disassemble**

A fully assembled fighter or gunboat may be disassembled for carrying aboard a freighter as cargo. Divide BPV of the ship by five and round up to get the amount of cargo space the ship will take up. Ship can be reassembled at a later time. Both disassembly and assembly require one campaign turn. This rule allows covert transport and deployment of assets using commercial freighters, and also lets scavenged ships be transported as cargo if space is not available aboard carriers or tenders. This optional rule does not require a GM.

### **Generating Star Systems and Maps for Campaigns**

Several Silent Death house books have maps and descriptions of the systems that make up a particular house. There is enough detail in these descriptions for a GM to use them as a basis for a campaign. However, as GM you may have another type of campaign in mind; a battle over unclaimed or contested systems that lie outside the borders of any one house. If you've ever been a GM before, you know that preparing for a game can be a lot of work. What follows will not remove all of the drudgery, but it will help make it easier and more interesting.

If you want to create your own set of star systems as an arena for your conflicts, the procedures and tables given here will help you in the creative process. Please remember that these helps are not here to relieve you from the obligation of exercising your imagination. We're just trying to help you create campaigns that are fresh and original. The result of these exercises will be a notebook or file with information on your worlds, their inhabitants, and their relationships to each other.

#### **Note:**The Great Secret of Successful Game

Mastering is this: *write down and figure out as much as possible in advance, before the gaming actually starts.* It will require time. Take whatever time is necessary to do the job right.

In laying out the terrain of a campaign, you need to answer some questions:

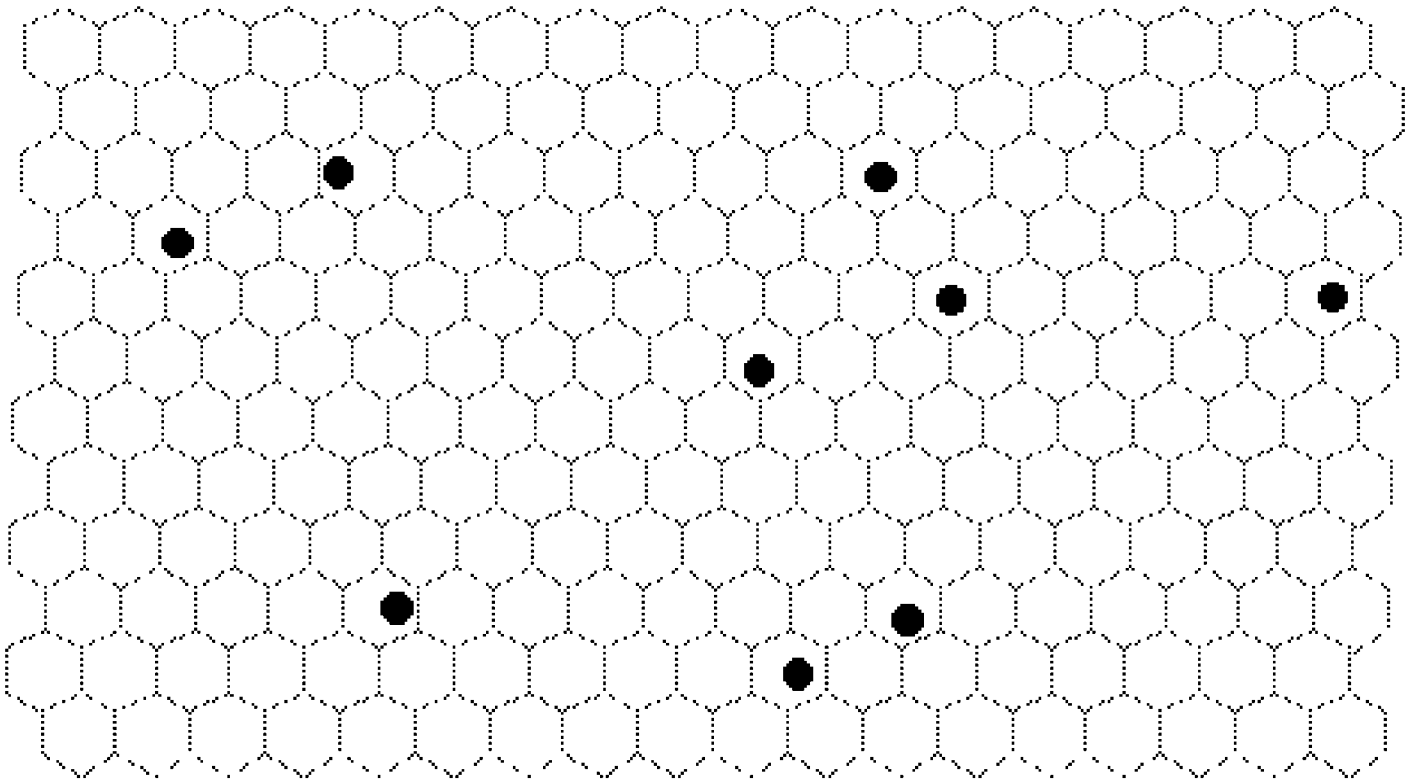
- How many star systems are involved?
- Where are they located relative to each other?
- What are the notable planets in those systems and what are they like?
- Who lives there, if anyone?
- Why would there be a hyperspace lane going there?

What follows is a process for answering these questions should result in a sketch of where your campaigns will be played out.

### **Generating a Map**

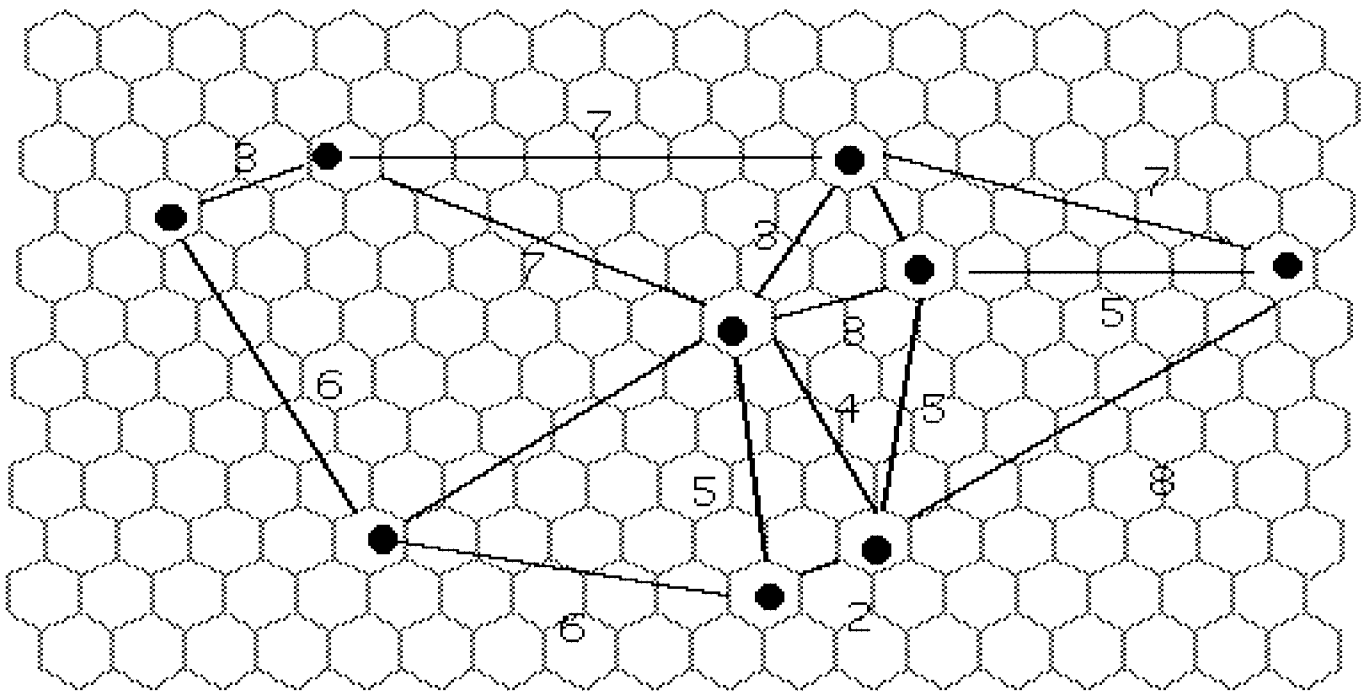
First, decide how many star systems you are going to want. Think about this carefully. Too few and the campaign lacks room to develop. Too many and it might be hard for opposing forces to actually find each other. Ten is probably at the low end of the scale, more than 25 will probably be too hard to manage gracefully.

Once you've decided how many systems you want, go through your loose change and find that many pennies. Spread out a Silent Death hex sheet or battle mat and randomly toss the pennies on to the mat, as in the following illustration.



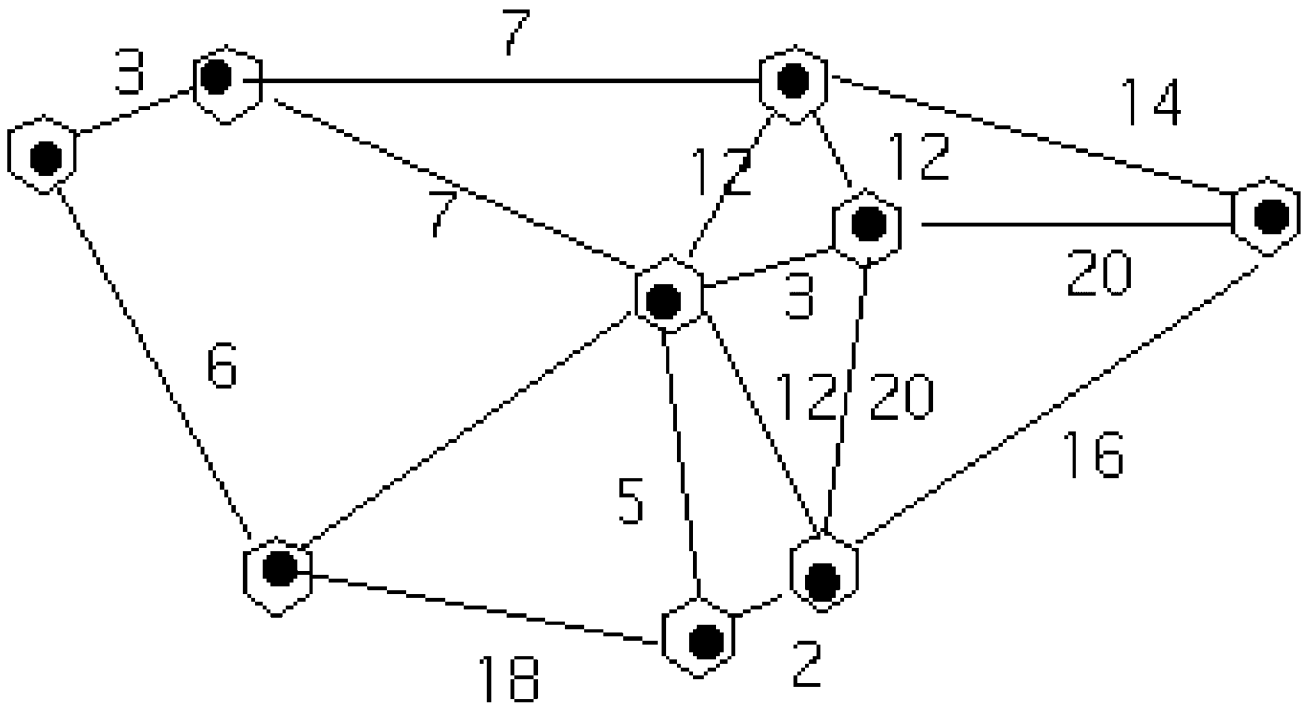
**Figure 3: Starmap**

This is the basis of your starmap. Count the number of hexes between the pennies, with one hex equal to one light year, and make a note of it. The result will be something like this:



**Figure 4: Starmap**

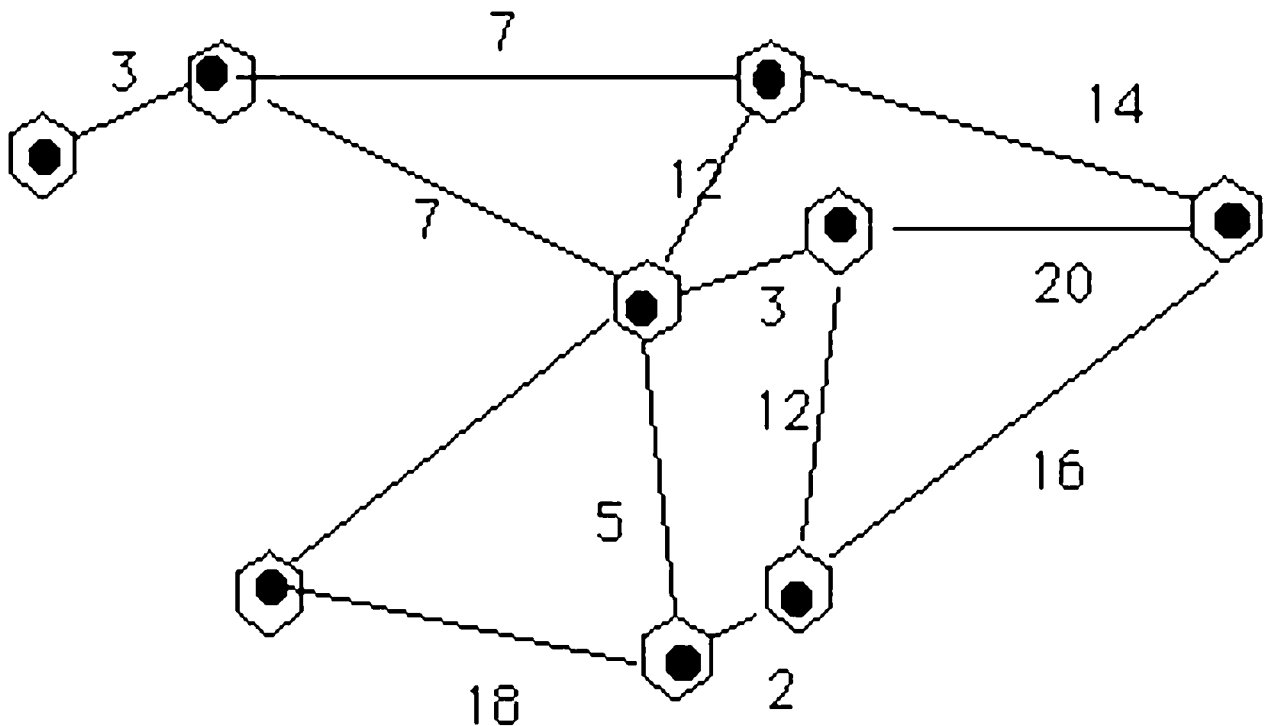
Now, start making it more interesting. If it all seems too local to you, take a die of your choice and roll it once for some (or all) of the distances. Multiply the distance times the result of the die roll. In this example, I used 1D4 for each distance line and got the following result:



**Figure 5: Starmap**

Obviously, the map is not to scale where distances are concerned, but it isn't critical for purposes of the campaign. Don't worry about being too precise in your drawing. The lines that show distances will eventually become hyperspace routes, so you should now consider doing something that might be counter-intuitive: remove some of the lines. Not every system

should be a major transport hub. As you decide which lines to remove, think about why this might be the case. Start inventing stories and explanations. This will help you give your campaign setting depth and character. After pruning some hyperspace routes, our map now looks like this:



**Figure 6: Starmap**

Notice how now certain systems have tremendous importance for getting from one part of the system to another. They have strategic value. Other systems are more isolated, which may or may not make them easier to attack or defend. You now have the basis of a star map. Draw up a “final” copy and keep it handy.

### Names and Places

Now that you know how many systems you have and where they are relative to each other, start fleshing them out. Give each system a name. Consult a regular star atlas if you wish, use whatever you like as inspiration for names, whether it be an encyclopedia of mythology or the Yellow Pages. Get out a blank piece of paper for each system from this point on so you can develop each one, starting with the next phase below.

Now, add some planets. You may use the table below as a guide, but also use some common sense; transportation webs are going to coalesce around major settlements. A major transport hub is likely to be built around a habitable planet instead of an asteroid field. You may elect to have more than one significant planet in a system (you’re the GM, after all), but the whole point of this part of the exercise is to provide a reason for people to be there in the first place, and to provide color and detail for your campaigns. Use 2D10 as percentile dice for the planet table.

- |        |  |
|--------|--|
| 01-20: | Asteroid field. Settlements are tunnelled into larger asteroids or artificial platforms.                               |
| 21-30: | Gas giant. Floating settlements possible in upper atmosphere, but artificial environments required due to toxic gases. |
| 31-40: | Barren planetoid (no atmosphere or water). Artificial environments required to sustain life.                           |
| 41-60: | Marginal atmosphere, no open water. Possible to be outside without artificial environment.                             |
| 61-85: | Adequate atmosphere and marginal open water sources. Native life forms possible.                                       |
| 86-00: | Optimal atmosphere and open water. Wildlife flourishes. Large-scale open air agriculture possible.                     |

Time now to add the finishing touches to your planets. The list below offers suggestions (and suggestions only!) for “features” you can add to each system to give it personality and make it part of a larger collection of worlds. Get out your map and look at it as you examine the results of the table. Toss out-judiciously-any results that don’t strike you as realistic or interesting.

- Reserves of metallic ores
- Reserves of Andrite
- Petroleum reserves (only if native life exists or has existed at some time in the past)
- Exotic wildlife
- Source of precious metals or gems
- Tourism
- Training facilities
- Proving ground
- Religious center
- Site of a university
- Rare botanical products
- Source of radioactive minerals
- Archaeological ruins containing treasure, art, technology, etc.

- Site of an outpost of scientists (or outlaws, artists, refugees, pirates, prospectors, intel spooks, etc.)
- Clutchworld (and thus unlikely to be inhabited by humans)
- Shipyards
- Site of a diplomatic mission
- Military base
- Agricultural world (if environment permits)
- Seat of government
- Local wormhole or other anomalous space phenomenon
- Caches or arms, fuel, money, etc., stashed and long forgotten
- Secret toxic waste dumps
- Site of a major (secret?) archive
- Data haven or “Swiss-style” bank
- Interstellar “truck stop” along a long leg of a hyperspace route

Some items can be combined or added together. For example, a planet may have been laid waste by the Grubs, who then secreted a clutch there. You can then have abandoned ruins, plus a clutchworld. Write these things down on the sheets for each planet. Take your time and review everything as you go. Think about who the major players are likely to be, and who is established there. Start asking questions and inventing answers to them. Who are the major players? What are their aims and loyalties? Write down what you come up with as you did with the planets; start with a sheet of paper for each entity if it isn’t already covered in a house book. Don’t restrict yourself to military organizations. Remember to include commercial interests, the criminal underworld, humanitarian organizations, nomads, pilgrims... try to add as much color and texture to your worlds as you can. Consider using the country descriptions listed in the World Almanac as a source of inspiration.

Remember, as GM you are not obligated to tell the players everything about the worlds in the system. That Andrite reserve may be a hidden reserve, only to be discovered when you, the GM, see fit. Such tidbits can be released during the aftermath phase, but be judicious. Try to orchestrate events so that players will stumble across hidden surprises. Maintain the feeling among the players that they don’t always know the whole score.

### Furnishing the Play Areas

So far we have been working to develop background for the games. But the scenarios that make up the campaigns themselves will be fought out in the Play Areas, not on or above the planets. For each system, decide in advance what the board is going to look like and what the features will be. Is there a wormhole? An asteroid field? The tables for generating terrain on p. 31 of *Silent Death: Space Junk* are a helpful source of ideas. Make a copy of a hex map and chart it out so that if a battle erupts there, you can set it up quickly and easily.

### Summary

Once you’ve been through the exercise of creating your worlds, you should have the following:

1. A map showing all the worlds, with distances and hyperspace routes
2. At least one page for each star system with a written description of its significance and features.
3. One hex sheet showing terrain and orientation for each Play Area
4. At least one page for each significant group that is involved in the ebb and flow of events in your campaigns. Include their assets, goals, allies, etc.

A well-crafted set of star systems can provide for several campaigns, each with new surprises. You might even play out a series of campaigns that gradually reflect the larger history of a sector, letting your systems evolve as events dictate. Do your homework beforehand, do it very well, and it will reward you and those players fortunate enough to play your campaigns.

### Creating Player Objectives

After all the work we've done so far, we still don't have a campaign yet! Not a problem; we have the canvas and the colors. Creating the picture itself is much easier with our background in place. Take a look at the worlds you've created. Look at the groups that are (or might be) in conflict. How many people will be playing your campaign? Start matching up players with fictional entities in your files. Tell them what they need to know to "play the part," and specify in writing what they need to accomplish in order to "win." As before, what follows is a list of possible objectives for various kinds of campaigns. Match objectives with the appropriate entities. Objectives don't have to be opposing or exclusive. They just have to be interesting and somewhat difficult. As a nudge to your imagination, here is a list of possible objectives to get you thinking:

1. Rebellion in the extremities. The ruling force must put it down. Others may support the rebels... or not.
2. Conquest! Expansion! *Lebensraum!* Other squabbling systems must unite or perish.
3. A system, cut off from its former government, seeks to maintain its independence but needs supplies (cf. The Berlin Airlift)
4. System(s) is under siege. One side seeks victory, the other seeks to break the siege.
5. One side is trying to carry out ongoing stealthy reconnaissance of the other, sending ships into enemy territory without getting caught.
6. Peacekeeper. One side must try to keep two implacable enemies from discarding their carefully wrought peace treaty. The problem is that the two sides' systems are intermixed, and both are armed to the teeth.
7. Humanitarian relief into a multi-sided low-intensity conflict area (cf. Somalia).
8. One side seeks to undermine another by cutting off supplies to a main capital system ("unrestricted submarine warfare").
9. Two rival corporations seek resources, then when they find them, they must protect them. A third player is the local government trying to enforce legitimate claims and laws against over-exploitation.
10. Evacuation of refugees from a doomed system. Refugees from two or more systems hostile to each other.
11. Find and destroy a terrorist organization. Overthrow the hated oppressors against all odds.
12. Hostage rescue! Find them, get your rescue team in, and bring 'em back alive.
13. Spread a dragnet for a fleeing criminal; evade the cops.
14. Execute a successful kidnapping/assassination attempt or prevent it.
15. Choke off the supply line of a smuggling cartel (if you can find them).
16. Establish and maintain a secret network of spy satellites or pirate broadcast commsats.

17. Catch a band of data thieves who like to tap into commercial commsats and steal entertainment signals for redistribution on black-market nets.
18. Intimidate another system into joining your forces.
19. Oversee the safety of a road act on their interstellar concert tour.
20. Observe and study the habits of the Solar Worm, or protect some scientists who tend to get a little too close.
21. An arms dealer who sells to local mercenaries and pirates is running low on stock. How to get more? Steal it!
22. Antiquities dealers prospecting for worlds with untapped finds. Treasure hunters!
23. Legitimate archaeologists are trying to dig where some would rather they didn't.
24. Secretly prospecting for unknown clutchworlds

Now sit back, pull strings when appropriate, and enjoy the ride.

## FTL Tugs, Tenders, and Ships

### Rules for FTL Tugs

Tugs are needed to move derelict ships between star systems and around salvage areas. They are mostly engine, plus other tools needed for their work. Here are the rules for constructing an FTL tug:

1. Tugs are restricted to corvette hulls (4000/5000 tons).
2. FTL tugs must have two FTL drives (one for themselves and one for their load).
3. Tugs must have at least one towing grapple (5 slots/5 points) mounted on the stern and/or bow.
4. Salvage claws are recommended but not required.
5. The damage control team on a tug can be used to do damage control on any ship to which they are attached.
6. Salvage claws can be used to "tow" anything lighter than 1000 tons.

Adding cargo space to a tug is recommended as a way to extend the repair capacity and operational range of a tug. A docking port on either or both sides is also recommended (use the rules for the FTL tenders).

Military tugs should be equipped with at least one minesweeper. They should also have at least a nominal damage reduction. However, owing to the nature of their jobs, they cannot have a point defense system.

### Using Tugs

Tugs have the unique ability to move at the same speed both forwards or backwards. To rig for towing, the tug must move until its towing grapple is adjacent to the bow or stern of the ship to be towed. The towed ship must be unpowered (voluntarily or otherwise). Once it is hooked up, full control of the towed ship passes to the tug. The towed ship cannot be re-powered up until the tug releases the vessel.

#### Towing speed (normal space)

Tugs tow fighters at their rated Drive

Tugs tow gunboats at their rated Drive x 2/3 rounded up

Tugs tow warhound-sized ships at their rated Drive x 1/3 rounded up

**Example:** A tug with a normal drive of 12 will tow a gunboat at a drive of 8, and a warhound at a drive of 4.

**Towing speed (hyperspace)**

Calculate the FTL speed (Light Years/Day) by multiplying the modified normal space drive x 2. Example: A tug with a drive of 10 is towing a Megafortress. It's normal space towing speed is 3.33 rounded up to 4. The FTL speed will be 4 x 2 or 8 light years per day.

**FTL Tender Design Rules**

FTL tenders range in size from 4,000 tons to 10,000 tons. To design an FTL tender you players will need a copy of *Warhounds*. As military FTL tenders are designed from the keel up as military warcraft, all the standard rules governing escort vessels apply. The only major difference between an FTL tender and another escort vessel of the same tonnage is the mission they are designed to fulfill. While a destroyer will emphasize weaponry, speed, and defensive systems, a military FTL tender will emphasize Replenishment Points, fighter or gunboat crew accommodations, and docking rigs.

**Docking Rigs**

Docking Rigs are sophisticated constructs of movable booms, grappling claws, and umbilical lines that can be extended to dock any size craft whose tonnage does not exceed the docking rig's tonnage rating. While a ship as small as a Pit Viper could easily be accommodated by a 2000 ton docking rig, such an action would not be a typical use of so large an array. More typically, a gunboat or heavy fighter too large to fit in the hanger bays of an escort carrier would be transported by an FTL tender. Each docking rig is a separate independent system, so an FTL tender cannot act like an FTL tug and combine the capacity of its docking rigs to grapple and move a larger vessel.

FTL tenders are not only popular with the military forces of the various Houses, but have also proven popular with pirate gangs as a way of transporting their own heavy warcraft to raid commercial shipping. They are also often used as a way of carrying off disabled cargo shuttles and small freighters.

The following new ships systems and their point and slot costs are listed below:

| Ship System                  | BPV | Slots | Crew |
|------------------------------|-----|-------|------|
| 1000 ton Replenishment Point | 40  | 12    | ---  |
| 1500 ton Replenishment Point | 45  | 15    | ---  |
| 2000 ton Replenishment Point | 50  | 18    | ---  |
| 1000 ton rated Docking Rig   | 15  | 90    | 4*   |
| 1500 ton rated Docking Rig   | 20  | 110   | 6*   |
| 2000 ton rated Docking Rig   | 25  | 130   | 8*   |

\*Note: Maximum possible docking rig crew. One (1) crew member is the minimum necessary to operate one Docking Rig.

**Using FTL Tenders**

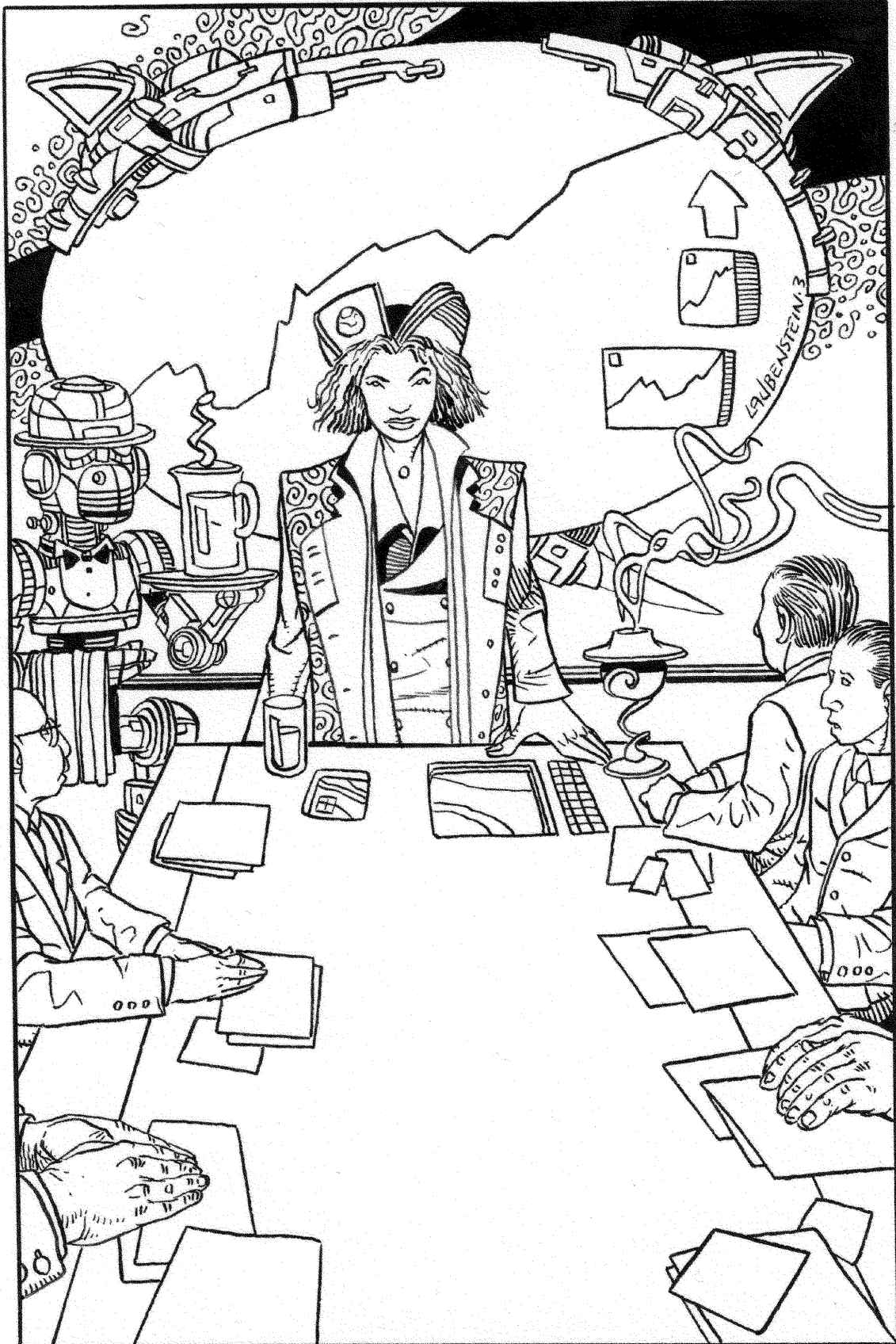
To dock a ship with an FTL tender, move the ship to a hex adjacent to the tender. Once the ship is declared docked, it is inert. It cannot shoot, launch warheads, move, employ decoys or point defenses. In a word, it is cargo. A ship and the tender it is docked with must move together as one ship. The docked ship must remain in the same position relative to the tender, adjacent to the same hex face until it undocks.

**Warheads and Ships Docked with Tenders**

Torpedoes that head toward a tender and move through an adjacent hex containing a docked ship hit the ship occupying that hex. Docked ships cannot use their point defenses, however, a tender's point defenses can cover quadrants that do not contain docked ships. If a docked ship absorbed a lethal amount of damage, the ship is removed from play and the docking port is considered unusable until it can be repaired.

Missiles are handled slightly differently. Usually, the inbound missiles impact the hex side facing the ship that launched them, but if that hex also faces a docked ship, the attacking player rolls 1D10 for each 10 missile salvo that will impact that turn. The number of the roll is the number of missiles that miss the docked ship and impact on the tender. However, for the purposes of this roll only, the result of a "0" on the D10 is read as "zero", meaning that all of the missiles in the salvo hit the tender.

# FORMS



# Silent Death Campaign Supply Ledger

Player: \_\_\_\_\_

Supplies measured in Cargo Units

| Supply Source | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 |
|---------------|-------|-------|-------|-------|-------|-------|-------|
| Source        |       |       |       |       |       |       |       |
| Supplies Used |       |       |       |       |       |       |       |
| Balance       |       |       |       |       |       |       |       |
| Source        |       |       |       |       |       |       |       |
| Supplies Used |       |       |       |       |       |       |       |
| Balance       |       |       |       |       |       |       |       |
| Source        |       |       |       |       |       |       |       |
| Supplies Used |       |       |       |       |       |       |       |
| Balance       |       |       |       |       |       |       |       |
| Source        |       |       |       |       |       |       |       |
| Supplies Use  |       |       |       |       |       |       |       |
| Balance       |       |       |       |       |       |       |       |
| Source        |       |       |       |       |       |       |       |
| Supplies Use  |       |       |       |       |       |       |       |
| Balance       |       |       |       |       |       |       |       |

1. Write the supply sources and the amount of supplies in the blank spaces the far left column.
2. Subtract the amount used each day and put the balance at the top for the next day as shown in the example below:

|                     |           |           |  |  |  |  |  |
|---------------------|-----------|-----------|--|--|--|--|--|
| <b>Ushas #5</b>     | <b>80</b> | <b>78</b> |  |  |  |  |  |
| <b>Supplies Use</b> | <b>12</b> |           |  |  |  |  |  |
| <b>Balance</b>      | <b>78</b> |           |  |  |  |  |  |





# Player Movement Sheet

## All Movement Orders for Day

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day\* \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

Unit(s): \_\_\_\_\_

Departing: \_\_\_\_\_ Speed: \_\_\_\_\_

Destination: \_\_\_\_\_ Distance: \_\_\_\_\_

Arrives on Day \_\_\_\_\_

---

\*Arrival Day = current Day number + (Speed/Distance, rounded up)

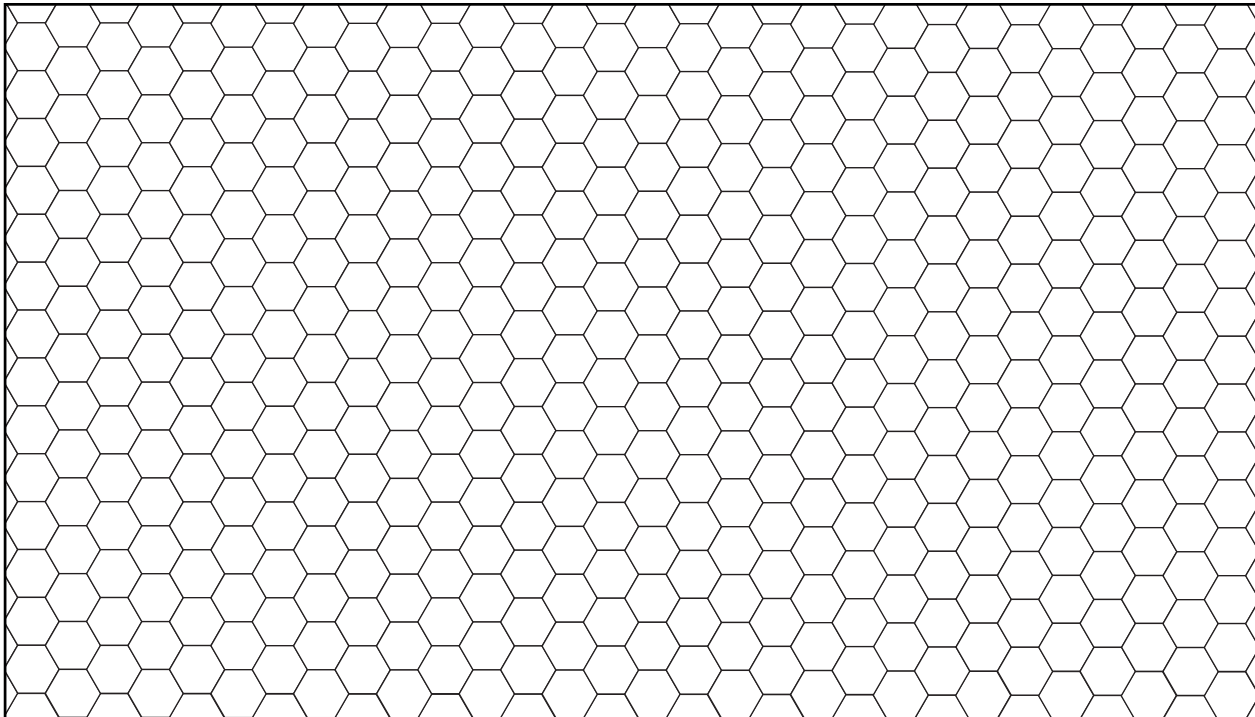
# Campaign System Planet Worksheet

**Planet Name:** \_\_\_\_\_

**Planet/System Type:** \_\_\_\_\_

**Adjacent Systems:** \_\_\_\_\_

**Play Area Layout:** \_\_\_\_\_



**Notable Features:** \_\_\_\_\_

\_\_\_\_\_

**Resources:** \_\_\_\_\_

\_\_\_\_\_

**Residents:** \_\_\_\_\_

\_\_\_\_\_

**Other Features:** \_\_\_\_\_

\_\_\_\_\_

# SHIPS





**TPV**

**Gunner A**

**2 Blatguns**  
 (BRQL) (BFQL) (F)  
 (BFQR) (BRQR)  
 To Hit: 2D6+ADB+1  
 Damage: High+2  
 Range: 4/10/15  
 Target SR ≤13

**Gunner A**

⊗

**Gunner A**

**Missile Launcher**  
 (BRQL) (BFQL) (F)  
 (BFQR) (BRQR)  
 Lock-on < \_\_\_

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

**Gun Crew A**

**Repeating Blasters** ⊗ ⊗  
 (F)  
 To Hit: 2D6+ADB  
 Damage: High x 2  
 Range: 3/8/15

**Gunner B**

**Missile Launcher**  
 (SFQL) (SRQL) (R)  
 (SRQR) (SFQR)  
 Lock-on < \_\_\_

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

**Gunner B**

**2 Blatguns**  
 (SFQL) (SRQL) (R)  
 (SRQR) (SFQR)  
 To Hit: 2D6+ADB+1  
 Damage: High+2  
 Range: 4/10/15  
 Target SR ≤13

**Gunner B**

⊗

**Crew**

**CAPTAIN**  
 Cpn: \_\_\_\_\_

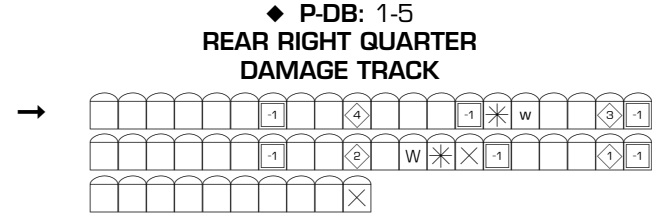
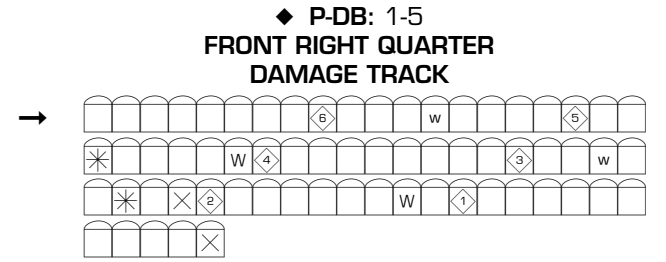
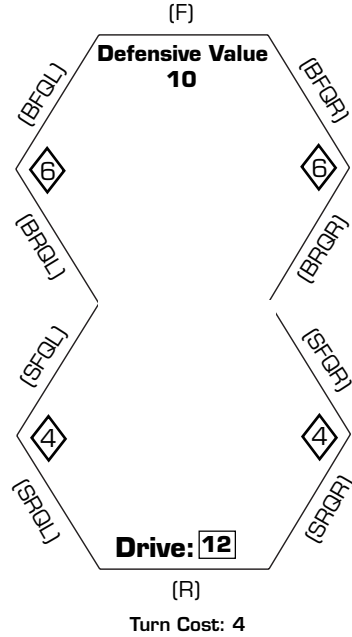
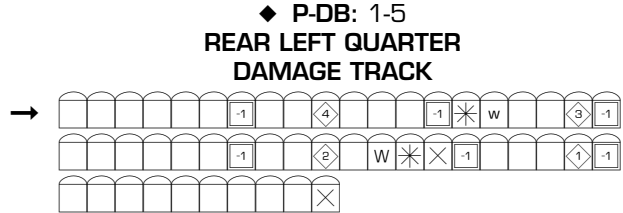
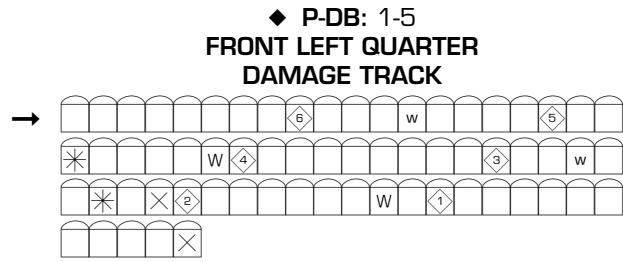
**PILOT**  
 Plt: \_\_\_\_\_

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

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

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

**CREW A**  
 Gnr: \_\_\_\_\_



**Gunner C**

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

○ ○ ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○ ○ ○

**Bay 1 Cargo**

□ □ □ □ □ □ □ □ □ □

## FRONT LEFT CRITICAL HITS

- 2 — **Screening damaged.** Reduce Defensive Value by 2.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Hyperdrive controls damaged.** Constable may no longer use FTL drive.
- 5 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 6 — **Missile Launcher malfunction.** Gunner A's missile launcher loses 1D10 of remaining missiles.
- 7 — **Weapon jams.** One random weapon may not fire next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Crew killed.** One random weapon loses gunner.
- 10 — **Gunner C killed.** This gunner's weapon may not be fired.
- 11 — **Gunner B killed.** This gunner's weapons may not be fired.
- 12 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.

## REAR LEFT CRITICAL HITS

- 2 — **Engine power loss.** Reduce drive by 1 next turn.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Maneuvering thruster damage.** All turns now cost 1 additional point.
- 5 — **Crew killed.** One random weapon loses gunner.
- 6 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 7 — **Hyperdrive malfunction.** Ship may not go to FTL until after next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Maneuvering thrusters jammed.** Ship may not turn next turn.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.
- 12 — **Reactor explosion.** Constable becomes a field of debris.

# CONSTABLE

Tons: 4000

### Extra Crew



### Electronics

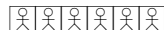
Jam: 1-2 on 1D4  
ECM: none

### Bridge

Captain: \_\_\_\_\_  
Pilot: \_\_\_\_\_  
TOC: None

### Engineering

Damage Control 1-6



## FRONT RIGHT CRITICAL HITS

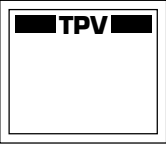
- 2 — **Screening damaged.** Reduce Defensive Value by 2.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Hyperdrive controls damaged.** Constable may no longer use FTL drive.
- 5 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 6 — **Salvage claw jams.** One random forward Salvage claw mount cannot function until after next game turn.
- 7 — **Weapon jams.** One random weapon may not fire next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Crew killed.** One random weapon loses gunner.
- 10 — **Gunner killed.** Lose one of the gunner's weapons.
- 11 — **Gunner A killed.** This gunner's weapons may not be fired.
- 12 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.

## REAR RIGHT CRITICAL HITS

- 2 — **Engine power loss.** Reduce drive by 1 next turn.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 5 — **Crew killed.** One random weapon loses gunner.
- 6 — **Drives sputter.** Reduce Drive by 2 until after next turn.
- 7 — **Hyperdrive malfunction.** Ship may not go to FTL until after next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Maneuvering thrusters jammed.** Ship may not turn next turn.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.
- 12 — **Reactor explosion.** Constable becomes a field of debris.







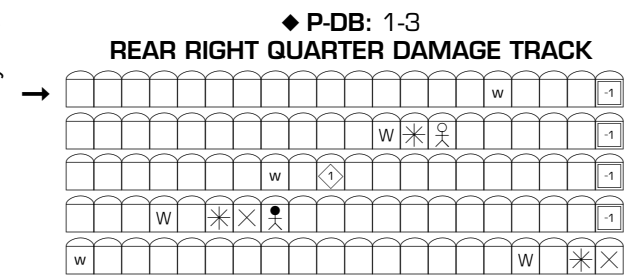
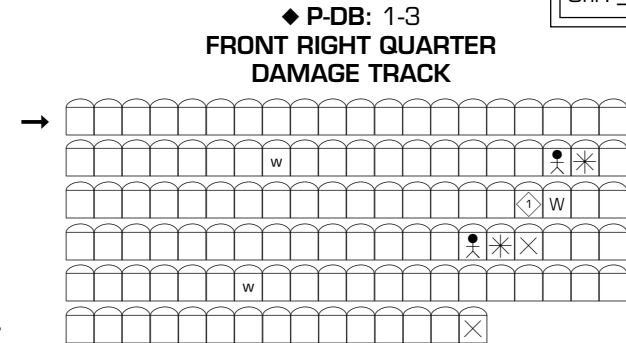
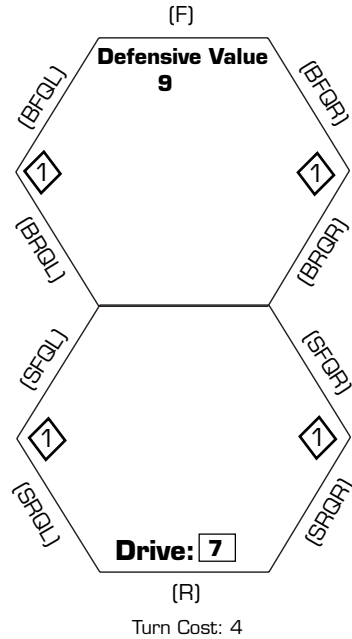
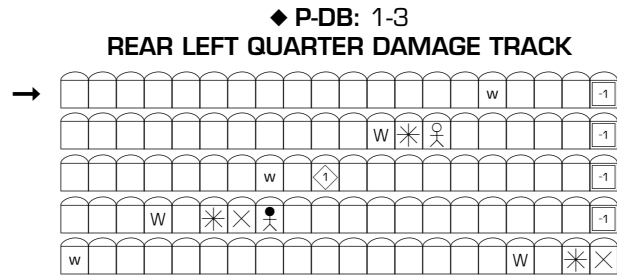
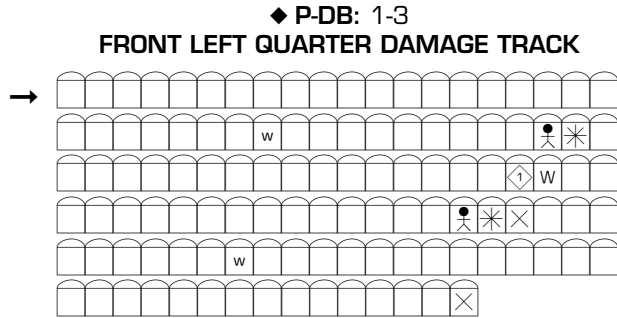
**Gunner A**  
**2 Splatterguns**  
 (BRQR) (BFQL) (F)  
 (BFQR) (BRQR)  
**To Hit: 2D6+ADB+1**  
**Damage: Medium+2**  
**Range: 2/6/10**

**Gun Crew A**  
**3 Repeating Blasters** (R) (R)  
 (BRQL) (BFQL) (F)  
 [BFQR] [BRQR]  
**To Hit: 2D6+ADB+3**  
**Damage: (High+6) x 2**  
**Range: 3/8/15**

**Gun Crew B**  
**3 Repeating Blasters** (R) (R)  
 (SFQL) (SRQL) (R)  
 [SRQR] [SFQR]  
**To Hit: 2D6+ADB+3**  
**Damage: (High+6) x 2**  
**Range: 3/8/15**

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

**Crew**  
**CAPTAIN**  
 Cpn: \_\_\_\_\_  
**PILOT**  
 Plt: \_\_\_\_\_  
**GUNNER A**  
 Gnr: \_\_\_\_\_  
**GUNNER B**  
 Gnr: \_\_\_\_\_  
**GUNNER C**  
 Gnr: \_\_\_\_\_  
**GUNNER D**  
 Gnr: \_\_\_\_\_  
**GUNNER CREW A**  
 Gnr: \_\_\_\_\_  
**GUNNER CREW B**  
 Gnr: \_\_\_\_\_



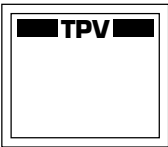
**Gunner C**  
**2 Splatterguns**  
 (SFQL) (SRQL) (R)  
 (SRQR) (SFQR)  
**To Hit: 2D6+ADB+1**  
**Damage: Medium+2**  
**Range: 2/6/10**

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

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

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

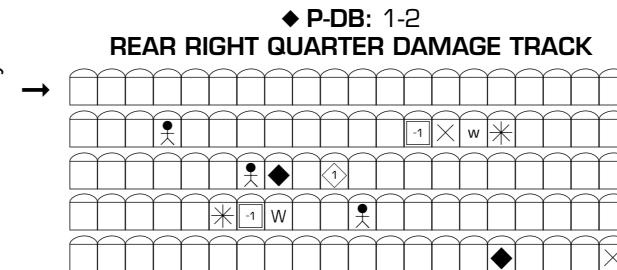
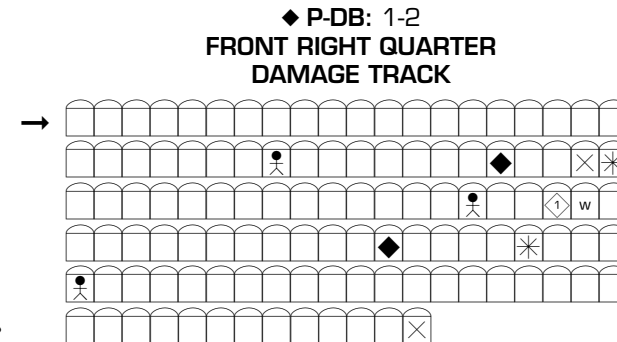
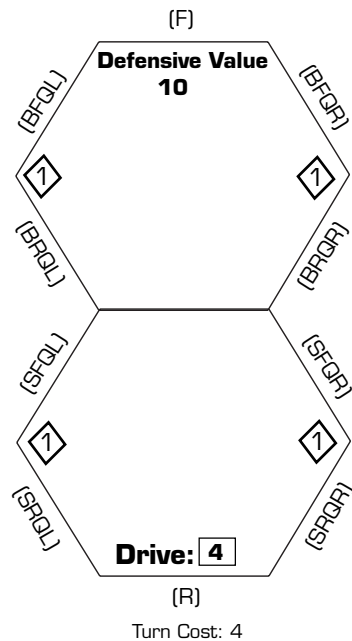
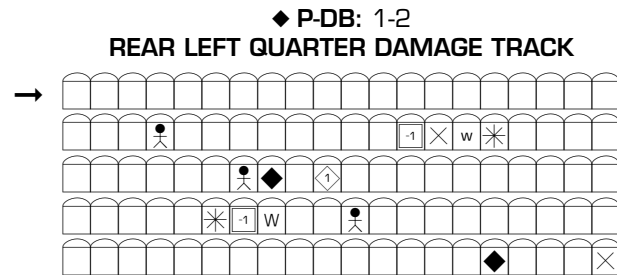
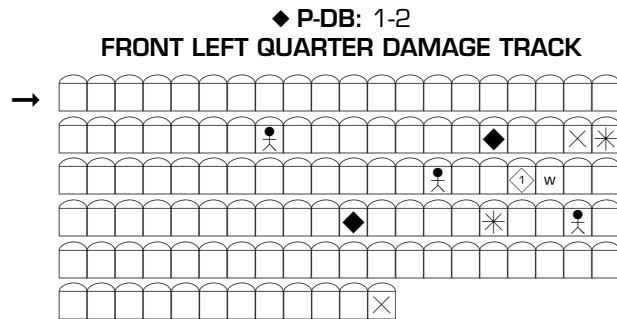




**Gun Crew A**  
2 Repeating Blasters

(BRQL) (BFQL) (F)  
(BFQR) (SRQR)  
To Hit: 2D6+ADB+1  
Damage: (High+2) x 2  
Range: 3/8/15

**Crew**  
CAPTAIN Cpn: \_\_\_\_\_  
PILOT Plt: \_\_\_\_\_  
GUN CREW A Gnr: \_\_\_\_\_  
GUN CREW B Gnr: \_\_\_\_\_  
GUNNER C Gnr: \_\_\_\_\_



**Gun Crew B**  
2 Repeating Blasters

(SRQL) (SFQL) (R)  
(SRQR) (SFQR)  
To Hit: 2D6+ADB+1  
Damage: (High+2) x 2  
Range: 3/8/15

**Gunner C**  
2 Blatguns

(SRQL) (SFQL) (R)  
(SRQR) (SFQR)  
To Hit: 2D6+ADB+1  
Damage: High+2  
Range: 4/10/15  
Target SR ≤13

## FRONT LEFT CRITICAL HITS

- 2— **Electronic Warfare gone.** Manatee may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Life support malfunction.** 1D4 crew killed.
- 4— **Structural Damage.** Take 10 more hits on this damage track.
- 5— **Docking Rig destroyed.**
- 6— **Turret Damaged.** Turret of Gun Crew A reduced to arcs (BFQL)(F)(BRQR).
- 7— **Repeating Blaster of Gun Crew A loses power.** Weapon may not fire next turn.
- 8— **Shields damaged.** Reduce Defensive Value by 2.
- 9— **Docking Rig destroyed.**
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Manatee may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

## REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Manatee may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Turret Damaged.** Turret of Gun Crew b reduced to arcs (SRQL)(R)(SRQR).
- 6— **Docking Rig Destroyed.**
- 7— **Blatgun power disrupted.** Can not fire for a turn.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Manatee becomes a gaseous cloud.

# MANATEE

10,000 tons

**Docking Rig**  
1000-ton

○ ○     ID: \_\_\_\_\_

Type: \_\_\_\_\_

**Docking Rig**  
1000-ton

○ ○     ID: \_\_\_\_\_

Type: \_\_\_\_\_

**Docking Rig**  
1500-ton

○ ○     ID: \_\_\_\_\_

Type: \_\_\_\_\_

**Docking Rig**  
1500-ton

○ ○     ID: \_\_\_\_\_

Type: \_\_\_\_\_

**Electronics**

Jam: 1-2 on 1D4  
ECM:

**Bridge**

Captain: \_\_\_\_\_  
Pilot: \_\_\_\_\_  
TOC: None

**Engineering**  
Damage Control 1-4

## FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Manatee may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Life support malfunction.** 1D4 crew killed.
- 4— **Structural Damage.** take 10 more hits on this damage track.
- 5— **Docking Rig destroyed.**
- 6— **Turret Damaged.** Turret of Gun Crew A reduced to arcs (BFQL)(F)(BRQR).
- 7— **Repeating Blaster of Gun Crew A loses power.** Weapon may not fire next turn.
- 8— **Shields damaged.** reduce Defensive Value by 2.
- 9— **Docking Rig destroyed.**
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Manatee may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

## REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Manatee may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Turret Damaged.** Turret of Gun Crew b reduced to arcs (SRQL)(R)(SRQR).
- 6— **Docking Rig Destroyed.**
- 7— **Blatgun power disrupted.** COan not fire for a turn.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner D killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Manatee becomes a gaseous cloud.

**TPV**

**Gunner A**  
**Salvage Claw (F)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

**Gunner B**  
**Salvage Claw (BFQL)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

**Gunner C**  
**Salvage Claw (BFQR)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

**Gunner D**  
**Salvage Claw (BRQL)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

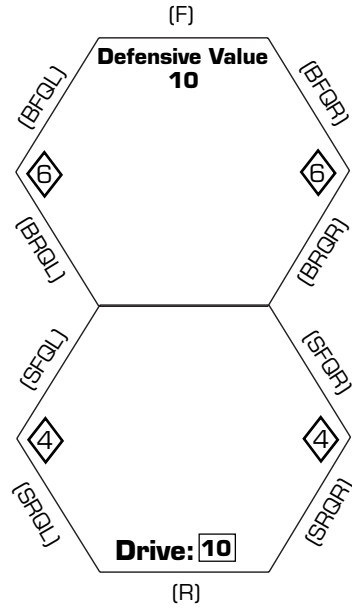
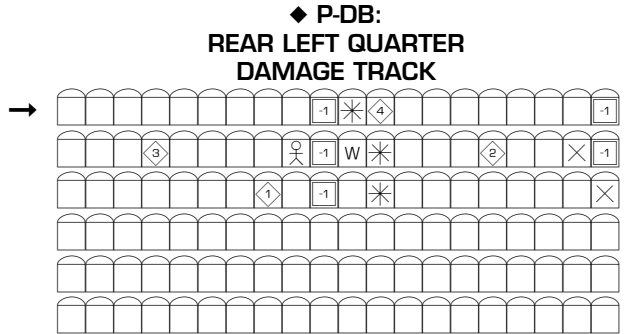
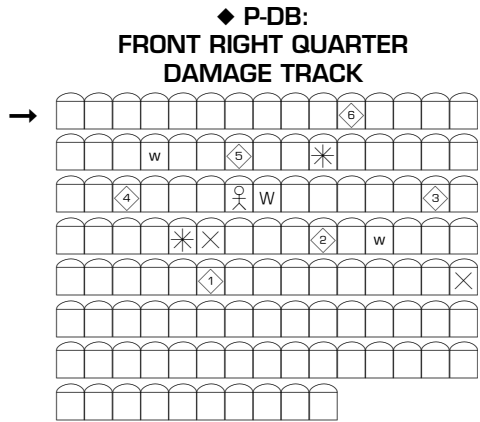
**Gunner E**  
**Salvage Claw (BRQR)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

**Gunner F**  
**Salvage Claw (SFQR)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

**Gunner G**  
**Salvage Claw (SFQL)**  
 To Hit: 2D6+ADB+1  
 To Hit: 2D6+ADB+1  
 Damage: Low+5

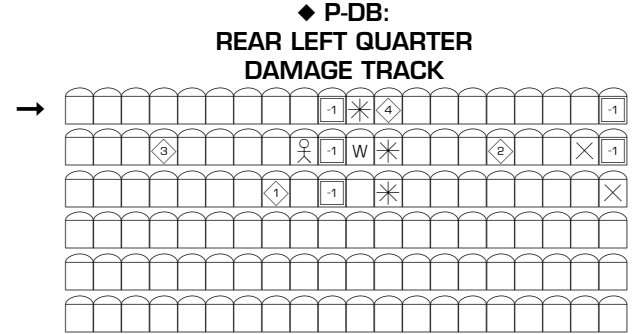
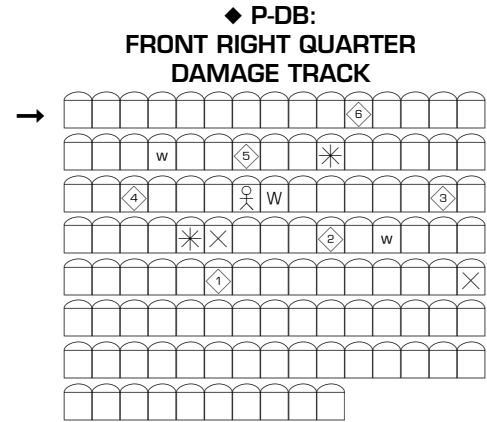
**Gunner H**  
**Mine Sweeper**  
 (BFQL) (F) (BFQR)  
 To Hit: 2D8+ADB  
 Damage: High+2  
 Range: 2/5/6  
 Target SR≤5

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



**Bay 1 Cargo**

□ □ □ □



## FRONT LEFT CRITICAL HITS

- 2 — **Screening damaged.** Reduce Defensive Value by 2.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Hyperdrive controls damaged.** Mukade may no longer use FTL drive.
- 5 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 6 — **Salvage claw jams.** One random forward Salvage claw mount cannot function until after next game turn.
- 7 — **Weapon jams.** One random weapon may not fire next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Crew killed.** One random weapon loses gunner.
- 10 — **Gunner killed.** Lose one of the gunner's weapons.
- 11 — **Gunner A killed.** This gunner's weapons may not be fired.
- 12 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.

## REAR LEFT CRITICAL HITS

- 2 — **Engine power loss.** Reduce drive by 1.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 5 — **Crew killed.** One random weapon loses gunner.
- 6 — **Drives sputter.** Reduce drive to 2 until after next turn.
- 7 — **Weapon jams.** Hyperdrive malfunction. Ship may not go to FTL until after next game turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Maneuvering thrusters jammed.** Ship may not turn next turn.
- 10 — **Gunner D killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.
- 12 — **Reactor explosion.** Mukade becomes a field of debris.

# MUKADE

Tons: 5000

### Electronics

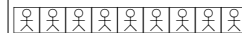
Jam: 1-2 on 1D4  
ECM: none

### Bridge

Captain: \_\_\_\_\_  
Pilot: \_\_\_\_\_  
TOC: None

### Engineering

Damage Control: 1-9



## FRONT RIGHT CRITICAL HITS

- 2 — **Screening damaged.** Reduce Defensive Value by 2.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Hyperdrive controls damaged.** Mukade may no longer use FTL drive.
- 5 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 6 — **Salvage claw jams.** One random forward Salvage claw mount cannot function until after next game turn.
- 7 — **Weapon jams.** One random weapon may not fire next turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Crew killed.** One random weapon loses gunner.
- 10 — **Gunner killed.** Lose one of the gunner's weapons.
- 11 — **Gunner A killed.** This gunner's weapons may not be fired.
- 12 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.

## REAR RIGHT CRITICAL HITS

- 2 — **Engine power loss.** Reduce drive by 1.
- 3 — **Major structural damage.** Take 10 more hits on this damage track.
- 4 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 5 — **Crew killed.** One random weapon loses gunner.
- 6 — **Drives sputter.** Reduce drive to 2 until after next turn.
- 7 — **Weapon jams.** Hyperdrive malfunction. Ship may not go to FTL until after next game turn.
- 8 — **Cargo bay hit.** Lose 1D4 cargo boxes.
- 9 — **Maneuvering thrusters jammed.** Ship may not turn next turn.
- 10 — **Gunner C killed.** This gunner's weapons may not be fired.
- 11 — **Engineering section hit.** Damage control not available. Lose 1D4 crew.
- 12 — **Reactor explosion.** Mukade becomes a field of debris.

# CAMPAIGN



# Campaign: Sneaking a Peek

As part of a larger effort to gather intelligence on potential targets for conquest, a small Colosian recon team has been assigned the task of infiltrating a small group of star systems and placing two discrete listening probes in two key areas to monitor commercial and military ship traffic. The probes are to be carried by the *Goshawk*, a specially adapted Predator gunboat. This ship has had its Mk. 10 torpedoes replaced by two sensor pods deployed through the torpedo launchers. The *Goshawk* is supported by the *O'Shaughnessy*, a Dumbo-class military cargo vessel which will keep the *Goshawk* resupplied as it works its way to and from its objectives.

A local force consisting of two Constellation-class warhounds, the *Ishtar* and the *Telemachus*, are assigned to patrol the region. They have a permanent base at Gamma Crossing, where a planetside facility provides all necessary maintenance and resupply.

The map for this campaign is the example map, *Figure 1* of the *Campaign Rules*. All "secret" areas are considered as normal areas.

## Objectives

Colosian player must navigate the *Goshawk* undetected and deploy one sensor pod each in the Clio Sector and at Farbase Alpha. The *Goshawk* and its support cargo ship the *O'Shaughnessy*, must then egress and exit the area without being caught by the local warhounds. The ship movement information generated by these sensor units becomes available to the Colosian player in the periodic intelligence reports.

The Colosian player by ingress through the Epsilon, Ishtar, or Bogart 125 sectors. If either ship is discovered, they should attempt to escape. If this is not possible, it is expected that they will acquit themselves in a manner befitting a good Colosian. They are not to be taken alive if possible.

Both defending warhounds begin the campaign from Gamma Crossing. The local defenders must patrol the various areas looking for potentially hostile ships. Recent diplomatic tensions and some nasty border incidents in other nearby enclaves have prompted the local magistrate to issue "shoot on sight" orders against any unauthorized (i.e., "still functioning") Colosian vessels. The defending player's objective is to locate and destroy any Colosian vessels it finds in any of the nine local systems.

## Conditions and Considerations:

The locals depend entirely on intelligence gathered through patrols and monitoring of the space in the Gamma Crossing sector where the planetary supply base is located. The

base does not have local fighters or gunboats, but ground based-systems will destroy any atmosphere-capable ships attempting to land without permission.

The *Goshawk* is a 1000-ton gunboat which requires 12 BPV of resupply every three days. The *O'Shaughnessy* can go for fourteen days without resupply but at the end of that time will need 25 BPV to maintain full operational status. It carries 33 cargo units, which translates into 165 BPV, so it can keep the *Goshawk* and itself going for quite some time. However, while the *O'Shaughnessy* moves at 20 LY/day, the *Goshawk* can only do 10 LY/day. So it may not be practical for the ships to travel together.

Since the *Goshawk* is carrying sensor pods in the torpedo bays, any hit that affects a torpedo (including critical hits) damages a sensor pod. If two torpedos "T"s are crossed off the damage track before the pods are deployed, the pods are no longer operational and the Colosian player cannot complete his or her mission and should try to escape.

## Notes for the Gamemaster

The defending player should not know how many Colosian ships he/she is dealing with. The defenders also ought not to know the target sectors where the pods are to be deployed unless a lucky roll in the Aftermath Phase reveals that information.

Note that two ships passing in opposite directions in the same hyperspace lane will not be aware of the other's presence.

During this test, feel free to alter the objectives by asking the Colosian player to put sensor pods in different sectors, or by reducing the number of pods to one (or expanding them to three).

Please note the following information for evaluation purposes:

Out of the total number of campaigns how often did the Colosian succeed?

Out of the total number of campaigns, how often did the local defenders succeed?

Were there any campaigns in which the sensors were successfully placed, but one or more of the Colosian ships failed to get out?

How many campaign turns did each campaign require?

Please note any other comments, suggestions, or complaints.



# Mini Campaign: Aggressive Acquisitions

## That's Business

Sanjay Bhattacharjee is alive today because of a bad business decision. Because he needed money, he accepted a less-than-perfect contract with a client known for predatory methods. Because the contract put him deeply in debt, he could not afford battle pods for his small fleet of four Ushas bulk freighters. And because he did not have battle pods, instead of joining the local militia during the Second Hatchling War, he stayed behind while his neighbors and business associates went off to be slaughtered. Among the wrack and flotsam that remained were the ruined offices of his erstwhile client and creditors, so perhaps it wasn't such a bad business decision after all.

The CEO of the Bhattacharjee Line shipping company capped his newly acquired solvency by acquiring two slightly battered but repairable Liberty cargo ships from Falstaff Salvage, bringing his fleet to six vessels. They now work a small sector of space not far from the Kashmere Commonwealth. A collection of small colonies on a scattering of planets, Bhattacharjee Line is their only means of resupply. Once a week, a freighter calls at these forlorn outposts consisting mostly of tiny settlements of refugees working to pick up the pieces in the Grubs' aftermath. The profits were modest, but steady. Mr. Bhattacharjee had lost whatever zest he once had for riskier ventures.

All was well until a new set of players came into the sector. A former Imperial captain known only as "Norne" began shadowing, then menacing Bhattacharjee's ships. Then the demands started. Protection money; demanded from the ships to be allowed to make their deliveries. Payoffs extorted from the colonists for exactly the same reason. If you couldn't pay cash, that was okay. Captain Norne was happy to take cargo. And the cost of being left in peace was starting to get steep.

Worse, Captain Norne seemed to have some strange advantage over his prey. His ships had a habit of showing up in ways that could not be explained by conventional hyperspace routes. Rumors included some new star-drive, or assistance from the Colosians or Prometheans. But no one knew for sure.

## Enough is Enough

Mr. Bhattacharjee never thought of himself as a fighter. He didn't even like to make freight runs—that's why he went into management. But he knew when something was impacting his bottom line. His desire to fight back was not so much an act of defiance as one more business decision. With his faithful accountant at his side, he extrapolated the current costs of paying off the Norne Gang, balancing it against his own assets and estimates of what the colonies had to work with. By projecting the rate of increase in the sums being extorted from his company and his clients, the numbers said that he would be bankrupt in another two months, three at the outside. Bhattacharjee's disgust at the pirates went beyond that of an outraged victim. This petty bushwhacking parasite couldn't

even confine his take to an amount that would preserve the hosts on which he fed. Infuriating! He wouldn't even make a good middleman.

So, at a private meeting of his executive staff, Mr. Bhattacharjee and Co. decided to go shopping for some outsourced help.

Eventually, the committee assigned to find a suitable contractor sifted their way through a catalog of Imperial wash-outs, psychos, wannabes, bandits-for-hire, and military reenactment societies gone bad, and came up with a short list of solid mercenary units who were reasonably priced, but experienced in anti-pirate operations. The first to return his inquiry was a Yoka-Shan Warworld outfit with the unlikely name of the Hooligans, led by a battle-hardened veteran with the even more unlikely name of Kumbaba McGee. McGee was the offspring of a liaison between a Warworlder warrior maiden and a Hibernian anthropologist who happened to be vacationing in the Unkulunkulu Archipelago. Kumbaba took his father's last name, but remained in his mother's house and learned the trade of battle, serving in many campaigns until he decided to form his own mercenary unit.

Kumbaba found himself feeling distinctly uneasy sitting in the dimly lit, cramped office of his perspective client. The air was thick with a heavy, floral incense that kept him on the verge of sneezing. But even more unsettling was the detailed, clinical way Mr. Bhattacharjee presented his proposal. There was even a damned business plan, showing anticipated costs, current assets available for expenditure on this project, and how this would impact his bottom line over the coming year. There was an exhausting and exhaustive list of acceptable and unacceptable items for claimed expenses. At this point, McGee could hardly keep from chuckling until he saw the information collected on the Norne Gang and their assets. If this irritating little paper-pusher could combine such planning and management ability with the skills of a warrior, he wouldn't need McGee or anyone else. But he wasn't going to tell *him* that.

A price was agreed upon; Bhattacharjee would obtain the services of the Hooligans for fourteen standard days. Bhattacharjee Line would provide cargo resupply and carry out repairs for the Hooligan ships. The Hooligans were to destroy all ships belonging to the Norne gang. If any were rendered derelict, they would be sold off as salvage and the proceeds split between Bhattacharjee and McGee. Surviving pirate crew members would be deposited into the "care" of the nearest colonial outpost. The freighters would fight alongside the mercenaries as needed, but they were to give priority to the completion of their rounds.

Ever the businessman, Bhattacharjee had planned to transmit a Writ of Non-Compliance to Captain Norne, but McGee discouraged him. "In my business," he growled, "the only thing you tell your opponent is when he's about to die." Sanjay broke a rare smile at the thought that he might actually enjoy this.

Fourteen days. Two weeks or less would decide the fate of eight struggling outposts in hostile space.

## Player's Notes: Objectives and Assets

The objectives and available ships are listed below. Ships are numbered individually in order to facilitate movement notations. Each ship should have a stand with the corresponding number on it to further simplify play.

### Player One: Bhattacharjee Lines

**Objectives:** Over the course of the next fourteen days, you must continue to make your deliveries. That means that each outpost must be visited once each week. "Visiting" a planet means one of your cargo ships must pass through the system for at least the minimal time required by the rules for transitioning from hyperspace to normal space (see the Campaign System rules). If a system has not been visited that week, 30 cargo units are deducted from the visiting ship's cargo.

Your primary objective is to make your deliveries on time. You may be forced to engage in combat or you may assist the Hooligans as you see fit. However, fighting the pirates is not your job, even though it is in your interests to see them eradicated.

#### Assets:

1. Ushas
2. Ushas
3. Ushas
4. Ushas
5. Liberty
6. Liberty
7. Tachanah supply platform located at Pratiksha.

**Cargo:** Bhattacharjee Lines is headquartered at Pratiksha where they have a planet-side supply depot. At the start of this campaign, they have 600 cargo units.

### Player Two: The Norne Gang

**Objectives:** Since the payoffs have suddenly stopped coming, you suspect correctly that Bhattacharjee is engineering an organized effort to undermine your position. You must keep your force intact while countering this new threat. You can claim victory by:

Destroying two or more of Bhattacharjee Lines ships or  
Destroying two or more of the Hooligan warhound class vessels (2 Clippers equals one warhound)

Your supply situation is limited, however, if you can capture any Bhattacharjee cargo you weaken their ability to meet their objectives while strengthening your own force.

#### Assets:

8. Manatee
9. Revenge II
10. Revenge II
11. Seraph II
12. Seraph II
13. Manatee
14. Pharsii II
15. Pharsii II
16. Pharsii II
17. Pharsii II
18. Aosho
19. Night Hawk
20. Night Hawk
21. Night Hawk
22. Night Hawk
23. Shark
24. Shark
25. Liberty
26. Clipper
27. Clipper
28. Tachanah supply station located in clandestine play area "Dark Post 1"

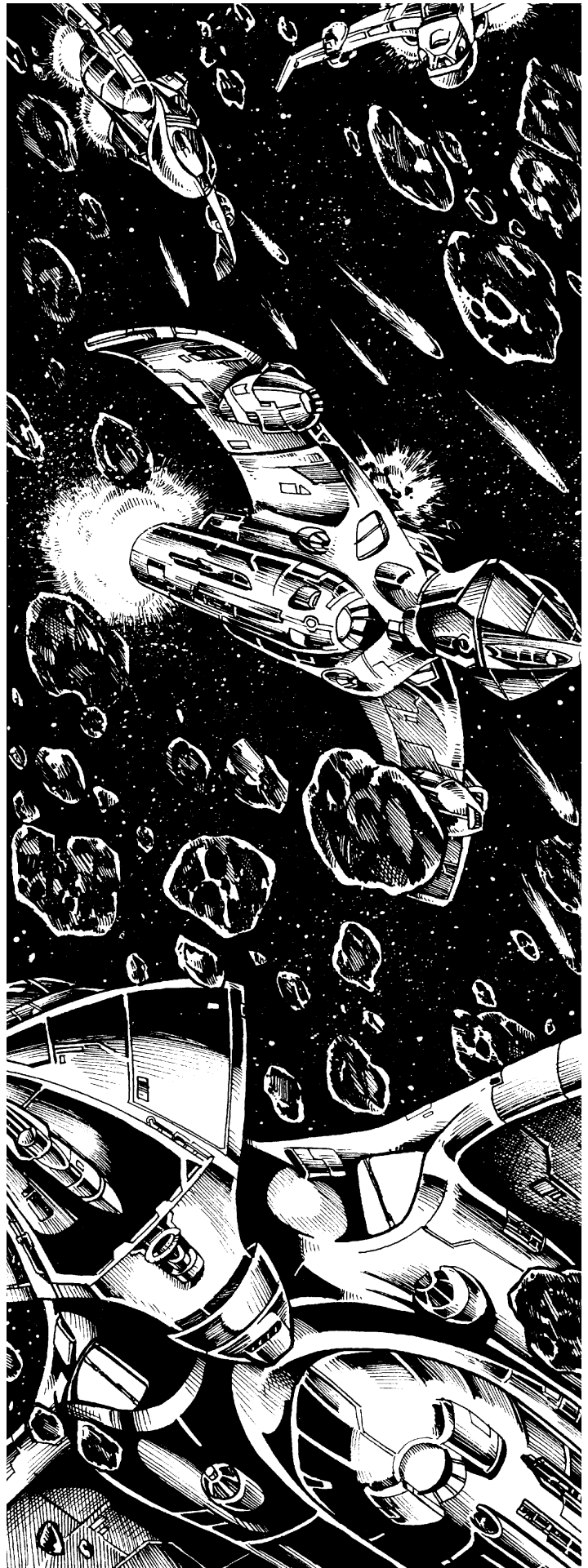
### Player 3: The Hooligans of Kumbaba McGee

**Objectives:** Destroy the pirate gang. You aren't going for capture, but if you render a hostile ship helpless, you may opt to leave it for salvage after the campaign. In order to claim victory, you must destroy no less than four of the major vessels of the Norne Gang. Destroying two Clippers or the fighter compliment of a single Manatee will each count as destroying one warhound for determining victory.

#### Assets:

29. Constable
30. Constable
31. Aosho
32. Death Wind II
33. Death Wind II
34. Death Wind II
35. Death Wind II
36. Death Wind II
37. Death Wind II
38. Clipper
39. Clipper
40. Clipper
41. Clipper

| <b>System Name</b> | <b>Remarks</b>   |
|--------------------|--|
| Pratiksha          | Bhattacharjee base of operations. Tachanah cargo storage outpost is located here.  |
| Achal Beta         | Major transit point  |
| Praveen            | Secondary transit point to the so-called "rim worlds"  |
| Ninkashi 7         | Site of a black hole, the only one in this sector  |
| Mandara 3          | A small colony in a system with a sinister reputation. Site of a major battle during the Grub War.   |
| Mallory's World    | Unremarkable world still in need of some terraforming  |
| Bravyck            | Site of the two most recent sightings of Norne ships   |
| Lorelai Vida Gamma | No colony, just an asteroid field. The sector is believed to be haunted since the end of the Grub War. Bhattacharjee freighters passing through do not deduct cargo. |
| Wakan Nizhoni      | Far transit point for rim worlds.  |
| Pistis Sophia      | The end of the sector. Site of a settlement of religious mystics and their acolytes.   |



# Game Master Notes

## FOR THE GAME MASTER S EYES ONLY

[Insert Map: Bhattacharjee Player, Hooligans Player]

[Insert Map: Norne Player (includes location of secret base “Dark Post 1”)]

### System Notes

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

| System Name        | Special Features   |
|--------------------|--|
| Pratiksha          | 1x Tachanah (QVP) cargo platform located in Sector B   |
| Achal Beta         | No additional features.  |
| Praveen            | No additional features.  |
| Ninkashi 7         | Contains one black hole with radius of 4 in Sector D. Use black hole rules on page 80 of <i>Silent Death: The Next Millennium</i> .  |
| Mandara 3          | Unidentified clutch world. See rules for awakening clutch worlds below and Hatchling assets for this system.   |
| Mallory’s World    | No additional features.  |
| Bravyck            | No additional features.  |
| Lorelai Vida Gamma | Derelict Stingray warship, non-functioning, is in an eccentric local orbit. Ships that pass through the system on Day 5 or 10 <i>only</i> will see the ship drifting at two hexes per game turn from Sector E through F (exact placement on the mat is at GM’s discretion). Total of 30 stationary asteroids are evenly distributed in Sectors D and H (15 in each). |
| Wakan Nizhoni      | No additional features.  |
| Pistis Sophia      | Unidentified clutch world. See rules for awakening clutch worlds below and Hatchling assets for this system.   |
| Dark Post 1        | Covert base for Norne Gang. 1x Tachanah cargo platform located in Sector C.  |

### Assets:

42. Stingray derelict “ghost ship”. Half of all hit boxes are marked off (GM’s discretion).

### Mandara 3 Clutch World

Assets:

- 43. Manta
- 44. Manta
- 45. Thistle
- 46. Thistle
- 47. Thistle
- 48. Thistle

### Pistis Sophia Clutch World

Assets:

- 49. Muskellunge
- 50. Shaggai
- 51. Shaggai
- 52. Shaggai
- 53. Shaggai
- 54. Shaggai
- 55. Shaggai

### Special Rules: Awakening Clutch Worlds

**Note:** The clutch world option is not necessary to this mini-campaign.

1. Clutch worlds will awaken if two or more warhound-sized ships are in the system and one or more of them opens fire.
2. Hatchlings will enter the board at the point closest to the ship that fired first on the turn following the start of the battle. They will attack the ship that fired first to the exclusion of any other ships. If fired upon by another ship, they will turn and attack that ship.
3. Unless diverted by an attack from another ship, Hatchlings will press the attack against their target ship until they or it are destroyed. Any surviving Hatchlings will attack the nearest Terran ship, regardless of whether it has engaged them or not.
4. If Terran forces are destroyed or escape before the Hatchlings are destroyed, they will remain active in the play area and attack any Terran vessel that enters the play area until they are destroyed.

## General Ship Chart

| Ship          | Translight Speed | Supply Requirements |
|---------------|------------------|---------------------|
| Aosho         | 15 LY/day        | 25 BPV/14 days      |
| Clipper       | 16 LY/day        | 18 BPV/3 days       |
| Constable     | 28 LY/day        | 25 BPV/14 days      |
| Death Wind II | NA               | 5 BPV/mission       |
| Liberty       | 20 LY/day        | 25 BPV/14 days      |
| Manatee       | 24 LY/day        | 25 BPV/14 days      |
| Night Hawk    | NA               | 5 BPV/mission       |
| Pharsii II    | NA               | 10 BPV/mission      |
| Revenge II    | NA               | 11 BPV/mission      |
| Seraph II     | NA               | 10 BPV/mission      |
| Shark         | NA               | 5 BPV/mission       |
| Ushas         | 20 LY/day        | 25 BPV/14 days      |

### Optional Rules in Use

Standard SD:TNM optional rules:

Sideslips

Slingshotting around black holes

Campaign System optional rules:

Early bird

Lying in wait

Salvage

Hired help

Optional rules in use may be adjusted at the GM's discretion.

