

SILENT DEATH™

ANNEX

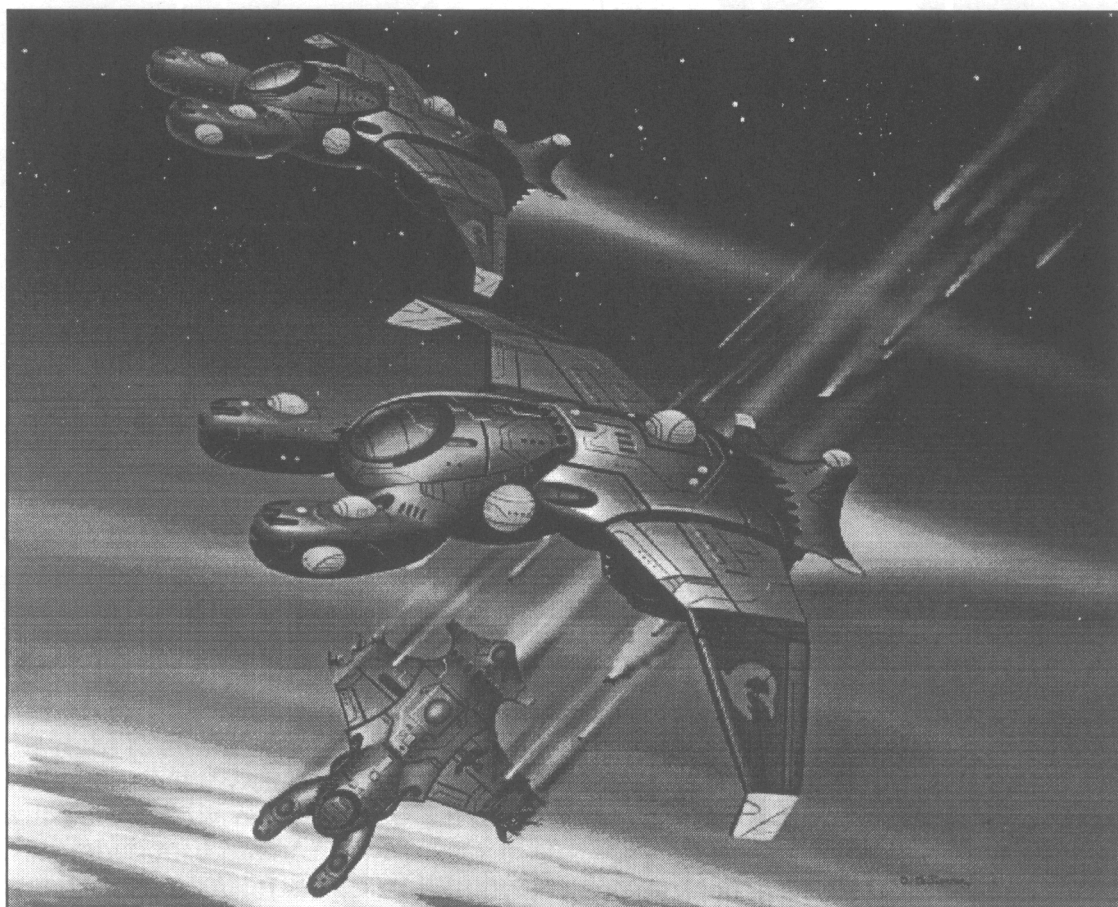


RULES OF WARFARE™



A competitive play sourcebook
for Silent Death

Rules of Warfare™



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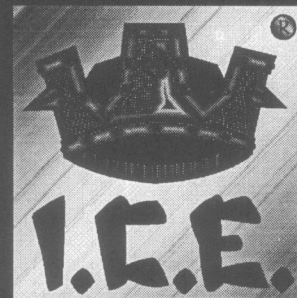
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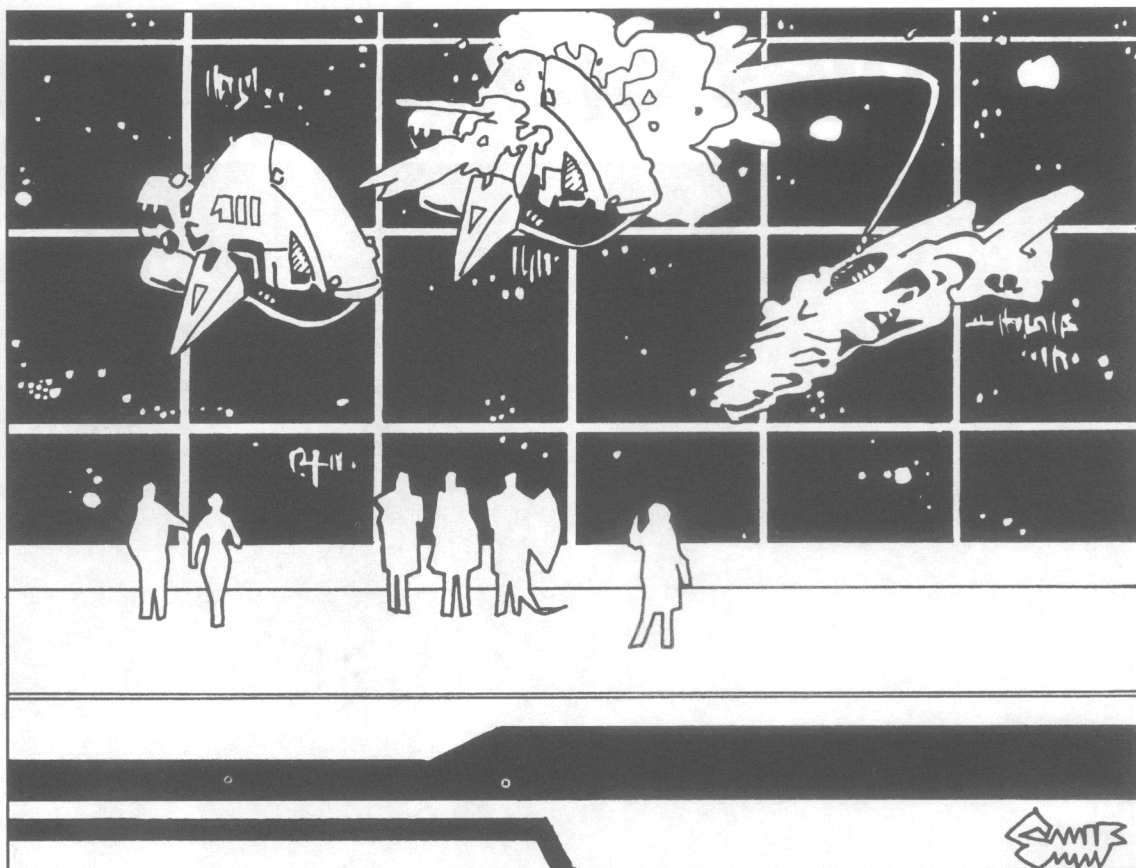
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The Next Millennium



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Introduction

This *Rules of Warfare* event book is your guide to official star fighter engagements in the *Silent Death: The Next Millennium* universe. Inside this book you'll find:

- the complete tournament rules for running an official, sanctioned, *Silent Death: Rules of Warfare* tournament (page 10)
- complete rules for running Astro Smash, the official *Silent Death* introductory event (page 24)
- two variants of the original Astro Smash rules: Red Shirt Smash and Wingman Smash (page 26)
- Astro Smash table tents, listing tiers, ships, and other information for players (center section)
- ship displays and nomenclature for all the current *Silent Death* prize ships: Dolphin, Orca, Piranha, Executioner, and Snarling Badger
- official tournament forms and such
- “you-fill-in” flyers for Astro Smash and *Rules of Warfare*, to advertise your own events
- two sets of play counters—one green, one blue—in case you need to play without miniatures. Each counter sheet includes four copies of all the standard ships used in *Rules of Warfare* (those appearing in *Wings of Death*, or the *Silent Death* Deluxe Set); a slew of torp and missile counters; and a set of entry/exit point counters, numbered 1 through 12
- two hex-grid, star map sheets to create your playing surface

With just this product and a *Silent Death: The Next Millennium* rulebook, you can set up and run your own *Silent Death* events; prepare for official, sanctioned play in national *Silent Death* events; or simply play for fun with a bunch of friends. Welcome to the Next Millennium!



Millennium Warrior Official Rules

As of July 1, 1997, the following policy is in place for official Sanctioned and Qualifier Millennium Warrior tournaments. A Sanctioned Millennium Warrior tournament is a *Silent Death* Event that requires advance approval for sanction status and use of this *Rules of Warfare* package for running the event, awarding Millennium Warrior prizes, and reporting results to I.C.E. to rank the players. Winners of Sanctioned Millennium Warrior Events may qualify to participate in that year's Millennium Warrior National tournament. A Qualifier Millennium Warrior tournament is a special type of sanctioned Millennium Warrior tournament that I.C.E. determines in advance to guarantee the winner(s) participation in that year's Millennium Warrior National tournament. I.C.E. reserves the right to award Sanctioned or Qualifier status on *Silent Death* tournaments and will periodically review its award policy. Non-sanctioned *Silent Death* events may receive promo material and prize support from I.C.E., but winner(s) will not be ranked, and are not qualified to participate in that year's Millennium Warrior National tournament.

Each Sanctioned or Qualifier tournament has a tournament coordinator. This is the person in charge of running the tournament. In the text below, "tournament coordinator" means the coordinator or any staff member assigned by the coordinator to assist him or her. Tournament coordinators are responsible for seeing that the Millennium Warrior guidelines are kept, prizes are properly awarded, and that the tournament is run in a fair and impartial manner. Tournament coordinators need to make sure that all results (including the individual score sheets of each player) are returned to the Millennium Warrior within two weeks after the tournament so that they can be properly recorded. Failure to report the results of a Sanctioned or Qualifier event may mean that I.C.E. will not Sanction or Qualify future events run by said coordinator.

1) Participation

Anyone is welcome to participate in a Millennium Warrior sanctioned tournament except:

- a) I.C.E. employees, their spouses, and their immediate family. Free-lance contractors and artists are eligible to compete.
- b) Official representatives of Iron Crown Enterprises in an ongoing agency status such as on-line representatives.
- c) Show staff who are working for I.C.E. in any capacity at the event where the tournament is run. This status includes people who wish to volunteer time running demos at an I.C.E. booth, sanctioned demo, or sanctioned tournament area. This also includes any staff working a sales booth and anyone receiving a badge from I.C.E.

2) Acceptable Formats

All Millennium Warrior events must use one of the formats found in this book. These currently include *Rules of Warfare* and *Astro Smash* (including the variants *Wingman Smash* and *Red Shirt Smash*). Permission for other events must be obtained prior to the running of the event. To obtain permission, the event coordinator must submit a written proposal for the event structure he proposes to use. All such submissions become the property of Iron Crown Enterprises, which may choose to publish them (with credit to the original designer).

3) Accommodations

Players must be provided with reasonably comfortable accommodations. The playing environment must be clean and reasonably free of elements that pose a threat to the physical integrity of each player's game components.

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Setting Up Events

Want to set up your own cool *Silent Death* event, but not sure how? Here are some tips to get you started:

1) Get this *Rules of Warfare* packet. (You've done that already! See, this is easy.)

2) Bug your local game stores. Find out if they have space to run a *Silent Death* tournament. See if you can get them to help with prizes, advertising, and such. Explain to them that people would buy LOTS of miniatures and rulebooks if they saw *Silent Death* in action in the store.

3) Advertise. Put up posters all over town, especially in places you know gamers congregate. *Rules of Warfare* and *Astro*



Silent Death

Smash poster templates have been included in this packet. Just make a copy of the one you need, fill in your information, and run off a bunch on some bright (preferably not too obnoxious) color.

4) Post on the Usenet, or on online services' gaming areas. Lots of gamers in your area or within driving distance can find out about your tournament if they miss your posters or don't frequent your local stores.

5) Word of mouth also works great. Get your friends to talk it up to their friends, to talk it up to their friends, and so on, and so on...



4) Conventions of Play

Each player and opponent should make sure that any conventions used for play (reroll cocked dice, players cannot redo movement once their hand has let go of the ship, etc.) are clear and agreed upon by both parties.

5) Finishing Games

When a game is finished, both players should leave their materials on the playing surface and notify the tournament coordinator that their game is finished. Players do not pick up their ships or displays until the tournament coordinator says so. The tournament coordinator has the option of observing the game's final position and tallying the game's score and tournament points to be awarded. The tournament coordinator may announce that, if both players agree on their game, they can pick up their materials and report their game's results to the coordinator without inspection.

6) Players that Stall

All official *Silent Death* tournaments use the Time Limit optional rule (players have 30 seconds to move each ship), so stalling should not generally occur. However, if an opponent is believed to be stalling for purposeful gain, or if an opponent is believed to be stalling through a lack of respect for or sensitivity to the time limit, the player can petition the tournament coordinator to observe the game. If the coordinator observes that the opponent is stalling more than what is reasonable and necessary, the coordinator can call the game in favor of the non-stalling player. In a Swiss System format (see below), the non-stalling player receives the maximum tournament points—8.

7) Players Dropping Out

A player should be discouraged from dropping out of a game before the game has reached its natural conclusion. A player is expected to drop out of the tournament between rounds if he believes he will be unable to complete the following round's game. Certain emergencies cannot be avoided though, and a player may be forced to drop out of a game. If a player drops out of a game, he drops out of the tournament, cannot reenter the tournament in a later round, and receives no

consideration for prizes or tournament ranking. If a player drops out of a game, the player concedes the game and the opponent receives the win. In a Swiss System format (see below), the opponent receives the maximum tournament points—8.

8) Rules Violations during Play

Rules violations sometimes occur in tournaments. While tournament coordinators should not aggressively police for rules violations, they should immediately correct any rules violations brought to their attention.

9) Cheating

If a player cheats, he is immediately ejected from the event. In a Swiss System format (see below), that player's opponent receives the maximum tournament points—8.

The Swiss System Format

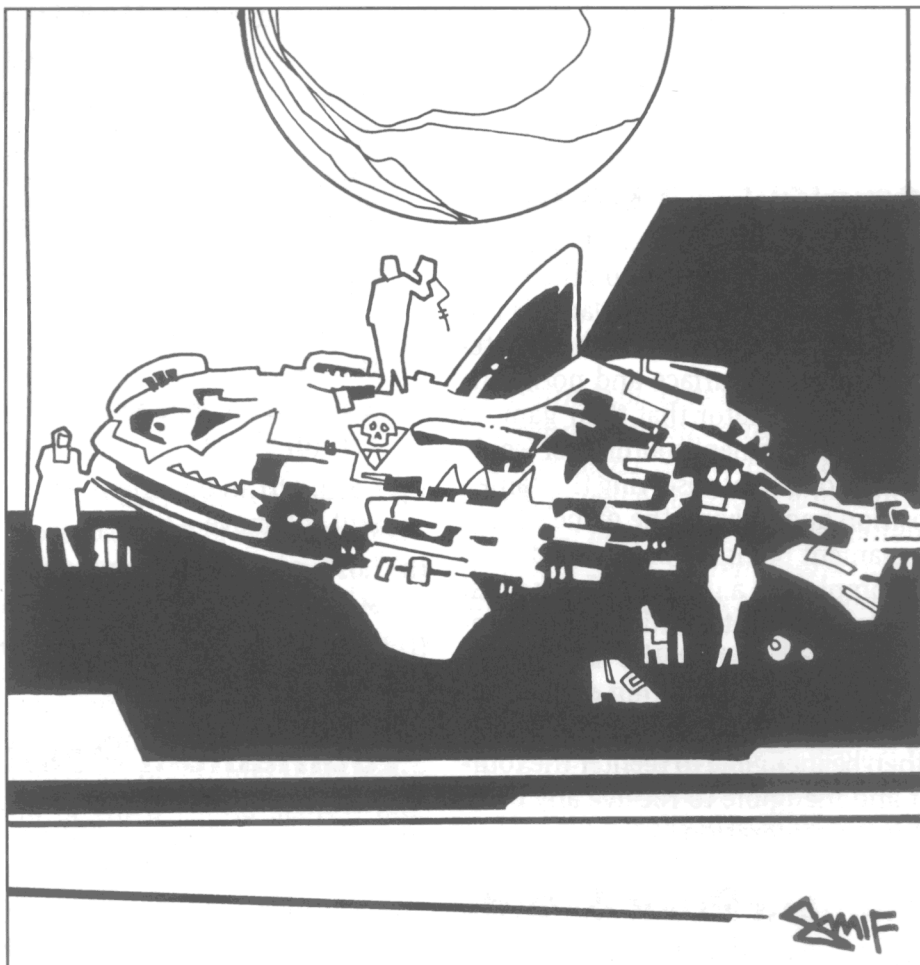
As of July 1, 1997, the Millennium Warrior has adopted a Swiss System official tournament format for *Rules of Warfare*. This tournament format allows the success of each player to be determined by a total of tournament points awarded from the play of several games, thereby decreasing the deterministic role of luck in each game. (Astro Smash and its variants follow a different event structure. See the Astro Smash Section below for details.

Here are the basics of the Swiss System tournament structure:

Number of rounds

A Swiss System tournament is comprised of a certain number of rounds as dictated by the number of participants in the tournament.

2 players	1 round
<i>[cannot be an official Millennium Warrior event]</i>	
3 - 4 players	2 rounds
<i>[cannot be an official Millennium Warrior event]</i>	
5 - 12 players	3 rounds
13 - 32 players	4 rounds
33 - 64 players	5 rounds
65 - 128 players	6 rounds
129 + players	7 rounds



Each player must participate and play (unless a bye is given) in each round. Any player that skips any round of the tournament is considered to have dropped out of the entire tournament (see Players Dropping Out above).

Awarding Byes

If an odd number are participating, one player is given a "bye" each round. The player given the bye does not play a game that round. If a bye needs to be given for the first round, the tournament coordinator randomly chooses a player from all players. This player is given a number of tournament points reflecting a win (8 tournament points, see below). If a bye needs to be given for any later rounds, the tournament coordinator randomly chooses one player from the group of players having the lowest tournament point totals. This player is given a number of tournament points reflecting a tie (4 tournament points, see below). After awarding one player a bye, an even number of players will remain to play in the round.

Pairing Players

With an even number of players participating in a round, players are paired off. Paired players play one game within the *Rules of Warfare* 1-hour, 45-minute time limit (other events may have different time limits).

For the first round only, players are paired off randomly (as each player has zero tournament points).

For each round after the first round, each player is paired off with another player with the exact same total of tournament points. A tournament coordinator begins pairing each round with the group of players who have the highest total tournament points. When pairings are being determined, choose a player at random from the pool of available players with the same total of tournament points, and then choose the player with whom he is paired in the same way. If no eligible players exist with whom a player may be paired, the player is paired with a randomly chosen player with the next lowest total tournament points.

In all cases, tournament coordinators should avoid having the same players play each other more than once. If two players paired together

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6) Contact ICE for information on running tournaments, new official rulings, and the prize support program.

7) Most of all, have fun. Tournament coordination is work, but it's a great time too. So get out there, find some friends, grab some dice, and blast into *Silent Death: The Next Millennium*!



have already played each other, redo the pairings so they play new opponents. It is better to pair players with different scores than to pair players who have already played each other.

Completing a Game

Each player is awarded a certain number of tournament points based upon the result of each game he plays. When a game is finished, both players should leave their materials on the playing surface and notify the tournament coordinator that their game is finished. The tournament coordinator would then have the option of observing the game's final position and tallying the game's score and tournament points to be awarded.

Upon completing a game, a player must notify the tournament coordinator if he intends **not** to participate in the next round. A player can feel free to drop out of the tournament after any round, but the player would then be ineligible to reenter the tournament and ineligible to receive any prize or ranking consideration.

Tournament Point Awards

A player is awarded a number of tournament points for the following game results (only one result can apply to each player at the conclusion of each of his games). The letter preceding each result denotes the result type (and is used to break tournament ties). Note that tournament points (points used to determine the ranking of players within a tournament) are different from tournament ranking points (or Player Points), those points used to determine a player's national ranking. See the section on Tournament Ranking below for more details.

A total of accumulated tournament points is kept for each player. The winner of the tournament is the player with the most tournament points when all rounds of the tournament are completed. Runners-up can also be determined at that time by the ranks of their tournament point totals.

The tournament point awards for each round of a *Rules of Warfare* tournament are listed below. KV (Kill Value) is equal to the Total Point Value (TPV) of an opponent's ships destroyed by a player.

- (a) Completely destroying the opponent's fleet—8;
- (b) Defeating opponent with a KV Ratio of

2 or greater (e.g., 150 KV to 75 KV)—7

- (c) Defeating opponent with a KV Ratio less than 2 but greater than or equal to 1.5 (e.g., 100 KV to 65 KV)—6;
- (d) Defeating opponent with a KV less than 1.5 but greater than one (e.g., 60 KV to 50 KV)—5;
- (e) Achieving a tie—4; **or** receiving a bye—8 for the first round, —4 for a later round;
- (f) Losing to an opponent who wins by result (d) above—3;
- (g) Losing to an opponent who wins by result (c) above—2;
- (h) Losing to an opponent who wins by result (b) above—1;
- (i) Losing to an opponent who wins by result (a) above—0.

Tournament Point Ties

When all rounds are completed, it is possible that more than one player will have the same tournament point total (i.e., the players will be tied). Before the tournament begins, the tournament coordinator posts how this situation will be resolved. The three options are:

1) Tie Breakers

The following list of **tie-breakers** is used. Each tied participant is in contention until a criterion is resolved that takes him or her out of contention. Those leading participants removed from contention are relegated to the tier of runners-up (and possibly could face another series of tie-breaking criteria—see below). The coordinator resolves the list of criteria in the order given, establishing each player removed from contention, until one player is left in contention, **or** until the entire list of criteria is resolved and a tie still exists (see below for this case).

A) TOTAL KILL VALUE

For each tied player, add KVs dealt by that player in each round. Subtract KVs dealt to that player in each round to determine that player's net KV. The player with the highest net KV wins the tie breaker. If the player received a bye, consider his net KV for the bye round to be 150 if the first round, and 0 for any later rounds.



B) SUM OF OPPONENT'S SCORES

For each tied player, total the final tournament point scores of all his opponents. The player with the highest total wins the tie breaker.

If a player's opponent dropped out of the tournament before the final round, consider the opponent to have earned 4 tournament points for each unplayed game. These points are used only for calculating an opponent's score for this tie breaker. They are not included in that opponent's tournament score.

C) CUMULATIVE SCORE

For each tied player, calculate their cumulative score. The player with the highest cumulative score wins the tie-breaker.

Cumulative score is the sum of a player's end-of-round total scores. Example: A player has the following scores for a four-round tournament: 5, 2, 6, 5. His cumulative score is 5 (end of first round score), plus 5+2 (end of second round score), plus 5+2+6 (end of third round score), plus 5+2+6+5 (end of fourth round score), for a total of 43 $[5+(5+2)+(5+2+6)+(5+2+6+5)]$.

If more than one player is still in contention after tie-breaker (c) is resolved, these players are considered tied once again. The tournament coordinator either invokes option (2) or (3), as he has posted.

Note that in the future, when a national ranking system is established, one of the tie-breaking criteria will be the collective strength of opponents faced.

2) Playoff rounds

The playoff rounds are formatted in the same manner as the tournament. See the *Number of Rounds* note above regarding the number of rounds to be played.

3) No Action

No tie breaker actions are taken, and each tied participant is recognized as co-champion. The pre-determined prizes for the number of top finishers equal to the number of co-champions should be divided up and awarded evenly amongst the co-champions.

It is recommended that the following exact policy for breaking ties be used, and, thus, declared before the tournament starts:

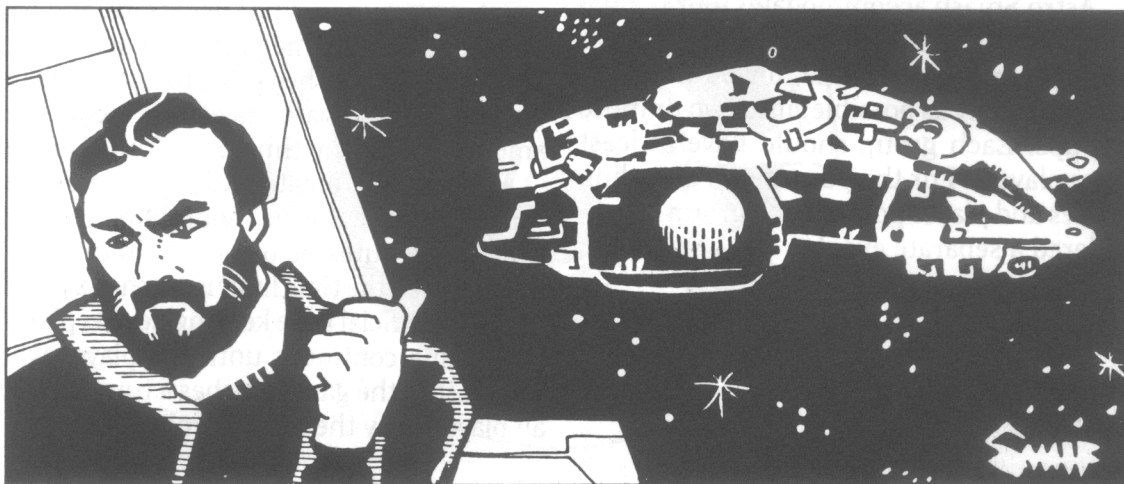
"If multiple players are tied with the most tournament points after all rounds of the regular Swiss System are complete, tie-breakers will be invoked. After this, if more than one player remains in contention, a playoff of Swiss System rounds will be held amongst the players still in contention."

If multiple players are tied in a lower tier, the previously mentioned guidelines also apply. Replace the concept of players carrying the most points with players tied carrying the same number of points.

The tie-breaking policy requires that tournament coordinators keep a running record of each player's opponent each round, player's and opponent's KV each round, result types each round, as well as tournament point results each round. See player's tournament card included with this tournament packet.

Time Limits

The time limit is the designated length of time players have to complete one game. All *Rules of Warfare* tournaments have a 1-hour, 45-minute time limit. A tournament coordinator should set aside an additional 10 minutes or so between rounds for administrative tasks, and 20 minutes or so to start up the tournament.



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A tournament coordinator will have an official time keeping device. he should announce the time 10 minutes before final time will be called. When the time limit is reached according to the official time keeping device, play of each game continues until the player who went second in the game finishes a turn (so that both players play the same number of turns).

KV Ratios

If, after the final KV totals have been tallied, one player has more KVs (more TPV of ships destroyed) than his opponent, that player wins. The winner receives either 5, 6, 7, or 8 tournament points depending upon the ratio of his KV total to the opponent's (see above). The loser receives 3, 2, 1, or 0 points respectively. To determine a winner's KV ratio, divide the winner's total KVs by the loser's KVs. A loser with zero or negative KVs automatically gives the winner 6 tournament points (and a method b win).

If after the final KV totals have been tallied, both players have the same number of KVs destroyed (i.e., they are tied), each receives 4 tournament points.

Astro Smash Event Structure

Astro Smash is the official introductory event for *Silent Death*. Astro Smash provides an opportunity for novice players to enter their first *Silent Death* event, and to learn the basics of the game in an atmosphere of friendly competition.

Event Format

Astro Smash accommodates four to nine players per game. If event participants number more than nine, divide the players (as evenly as possible) into two or more groups. Each group should have at least four players. For the purposes of awarding prizes and player points, each group is considered a separate event.



Player Point Award

The winner of any Astro Smash event receives a **one-time** award of 5 Player Points to add to his total for national ranking (see the section on *The Silent Death National Tournament Ranking System* below).

Time Limit

The time limit is the amount of time allowed for the play of games. All Smash events (any version) have a two-hour time limit. Due to Astro Smash's unique format, the concept of rounds is not necessary, and the event coordinator may run as many games simultaneously as he is able to and has players for. A coordinator needs to include an amount of start-up time (20 minutes or so).

An event coordinator will have an official time keeping device. he should announce the time 10 minutes before final time will be called. When the time limit is reached according to the official time keeping device, play of each game continues until the player who went last in the game finishes a turn (so that all players play the same number of turns).

Silent Death Ranking System

Player Points

All players in officially sanctioned tournaments will have a number of points that will be referred to as their Player Points (PPs). Players will gain (and sometimes lose) points by playing in tournaments. The list ranking all players (and showing their PPs) will be published quarterly. All players begin with 500 PPs (which will be assigned the first time they play in an officially sanctioned tournament).

Gaining Points

At the start of each tournament, all players will contribute 10 points to a pool. Tournament coordinators should have a master sign up sheet. At the end of the tournament, this pool of points will be redistributed to all players in the tournament, with the winners receiving more points than they contributed, and the last place finishers receiving few or no points back. All point manipulation will occur when the tournament results are posted to the rank-

ing system. The actual redistribution of points will be handled by the ranking system administrator.

In addition to the ranking points players receive based on the place they finished in the tournament, each player will receive bonus based upon each opponent they play. When a low-rated player meets a high-rated player in competition, the low-rated player can win extra points by defeating the high-rated player. See the table below for details.

Awarding Player Points

In order for Player Points to be awarded to tournament participants, the tournament coordinator must **determine the ranking of players for the tournament, and submit complete tournament information to I.C.E.**

For *Rules of Warfare*, all players in the tournament **must** be assigned a ranking, down to the last-place finisher.

For Astro Smash and its variants, only the first-place finisher must be reported.

The national ranking of all players is published each quarter.

BONUS PPs FOR PLAYING RANKED OPPONENTS

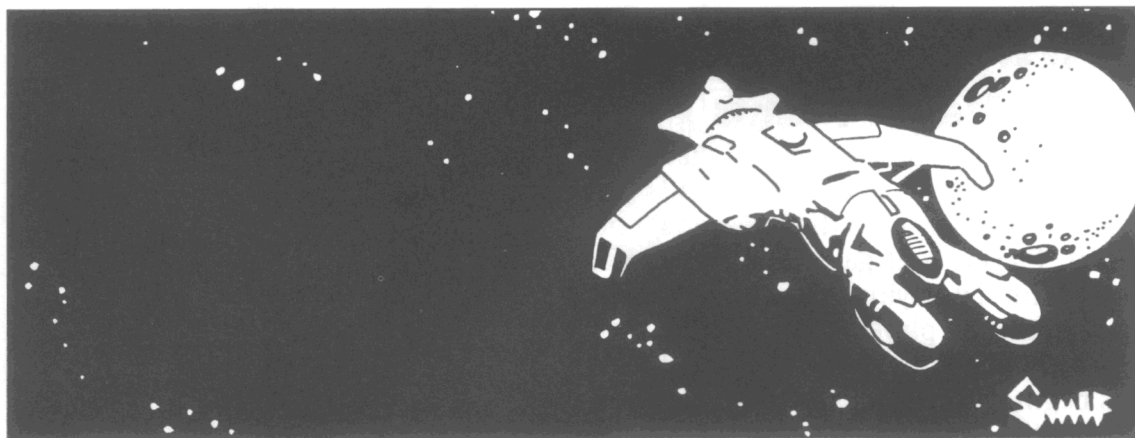
Difference Between Your PPs and Opponent's PPs

Result	-251 or less	-250 to -151	-150 to -51	-50 to 50	51 to 150	151 to 250	251 or more
Win	+4	+3	+2	+1	+1	+1	+1
Loss	-1	-1	-1	-1	-2	-3	-4



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Rules of Warfare Year 1

Difficulty: Intermediate

Format: Two-players per table

Time Limit: 1 hour 45 minutes per round

Introduction

Rules of Warfare is the official, sanctioned *Silent Death* tournament.

Overview

The rules of *Rules* are simple: design your own 300-point fleet using the guidelines below, or fly one of the pre-designed fleets provided. Then *Fly Til You Die!* or until your time is (literally) up.

Objectives

Your objectives in *Rules of Warfare* are simple as well: destroy as much of your opponent's fleet as you can while keeping your opponent from destroying yours.

Specific Rules

Map Setup:

Use the normal map setup found in the *Silent Death* rulebook. One player sets up anywhere along Edge 2, the other anywhere along Edge 4.

Fleet Composition

The following guidelines should be used when creating your own 300-point fleet:

- Your 300 points includes all ships and crew.
- Ships should be from the standard twelve miniatures from *Wings of Death* or the *Silent Death Deluxe Set*. These include: Blizzard, Dart, Hell Bender, Kosmos,

Lance Electra, Night Hawk, Pit Viper, Salamander, Spirit Rider, Talon, Teal Hawk, Thunder Bird. Refit versions of any ship listed above (as appearing in *Operation: Dry Dock*) may also be used.

- No more than four of any **miniature** may be in a fleet (for example, you can only have four Night Hawks in your fleet, regardless of whether they are standard Night Hawks, refit Night Hawks, or a combination).

Victory

At the end of the time limit, the player with the higher Kill Value (KV) is the winner. A player's Kill Value is equal to the TPV of all his opponent's ships that were destroyed by the player in the round. Alternatively, if a player completely destroys his opponent's fleet, he wins.

Optional Rules:

The following optional rules from the *Silent Death: The Next Millennium Rulebook* are used in *Rules of Warfare*. A complete description of these optional rules appears in the next section.

Rules of Warfare Optional Rules:

- Automatic Misses
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restrictions
- Firing Multiple Weapon Systems
- Point Defense Anti-Torp Weapon System
- Point Defense Weapon System vs. Missiles
- Sequential Resolution of Torp Attacks
- Side Slips
- Time Limit



EVENT CODE



Player's Name & Address (please print):

Player's Signature:

Result type key (tournament points): a—Completely destroying opponent's fleet (8); b—TKV ratio of 2 or greater win (7); c—TKV ratio less than 2 but greater than or equal to 1.5 win; d—TKV less than 1.5 but greater than 1 win; e—Receiving a bye (8 for first round, 4 for a later round) or Tying (4); f—opponent wins by result d (3); g—opponent wins by result c (2); h—opponent wins by result b (1); i—opponent wins by result a, or losing otherwise (0).

Name and Date of Tournament (please print):

Player Number	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6		
Opponent's Player Number								
Player's Kill Value								
Opponent's Kill Value								
Result Type								
Tournament Points								
Running Tournament Point Total								

EVENT CODE



Player's Name & Address (please print):

Player's Signature:

Result type key (tournament points): a—Completely destroying opponent's fleet (8); b—TKV ratio of 2 or greater win (7); c—TKV ratio less than 2 but greater than or equal to 1.5 win; d—TKV less than 1.5 but greater than 1 win; e—Receiving a bye (8 for first round, 4 for a later round) or Tying (4); f—opponent wins by result d (3); g—opponent wins by result c (2); h—opponent wins by result b (1); i—opponent wins by result a, or losing otherwise (0).

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Player Number	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6		
Opponent's Player Number								
Player's Kill Value								
Opponent's Kill Value								
Result Type								
Tournament Points								
Running Tournament Point Total								

BPV: 50

fterg

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

ftery

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Armored Cockpit Kitar

- 2 — **Armored Cockpit.** Krank! Nothing's getting through this armor!
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Dolphin may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Spatterguns short.** Spatterguns may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Spattergun Targets** damaged. Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
- 9 — **Forward Hull cracks.** Reduce Defensive Value by 3 and mark off 3 more hits.
- 10 — **One Engine sputters.** Reduce current Drive value by 3 until after next game turn.
- 11 — **Pilot dazed.** Dolphin may not move or fire until after the next game turn.
- 12 — **Reactor detonates.** The Dolphin turns into mist.

■ SPLATTERGUN SPECS ■

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

BPV: 50

ftery

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

Armored Cockpit Kitar

- 2 — **Armored Cockpit.** Krank! Nothing's getting through this armor!
- 3 — **One Engine destroyed.** Reduce current Drive value by half, ignore fractions. Reduce Defensive Value by 3.
- 4 — **Electronic Warfare knocked out.** Dolphin may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Spatterguns short.** Spatterguns may not be fired until after next game turn.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Spattergun Targets** damaged. Reduce chance To Hit by 1.
- 8 — **Missile Launcher jams momentarily.** Missiles may not be fired until after next game turn.
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fterg

Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____

ftery

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BPV: 50

ftery

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

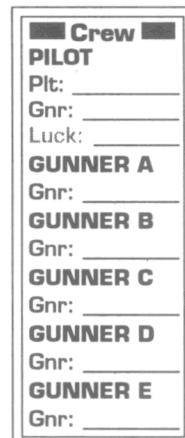
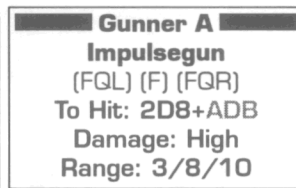
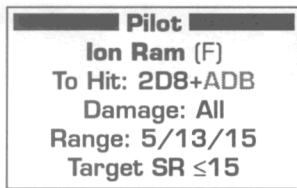
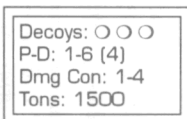
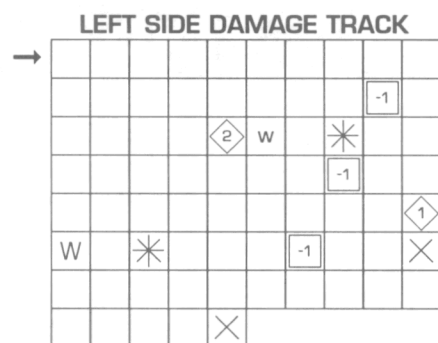
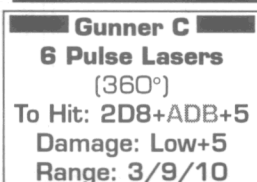
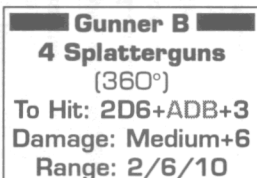
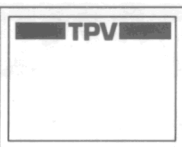
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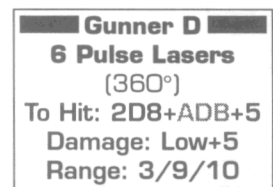
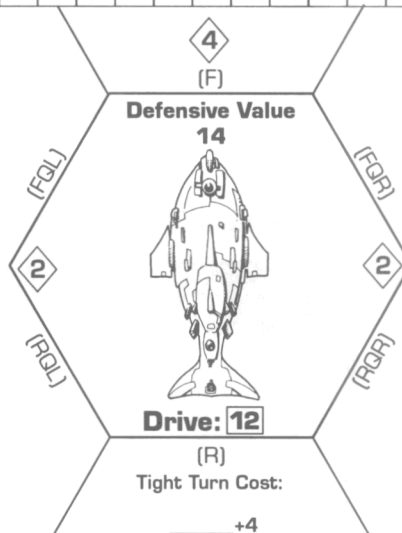
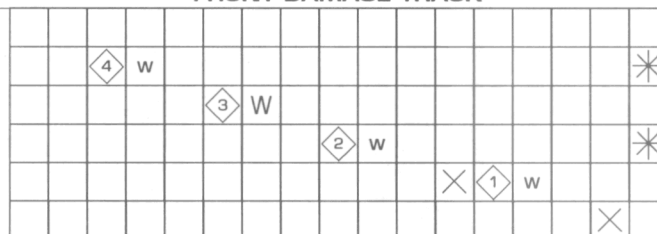
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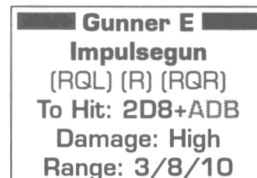
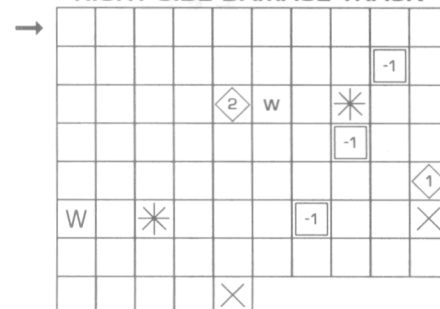
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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FRONT DAMAGE TRACK



RIGHT SIDE DAMAGE TRACK



REAR DAMAGE TRACK



FRONT CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Ion Ram loses power. It may not fire until after next turn.
- 4 — Armor compromised. Reduce Damage Reduction by 1.
- 5 — Splatterguns damaged. Penalize To Hit attempts by -2 and reduce Damage rating to Medium+2.
- 6 — Impulsegun A loses power. It may not fire until after next game turn.
- 7 — Missile Launcher A malfunctions. Lose 1D10 of remaining missiles.
- 8 — Pilot Dazed. Orca may not move nor fire Pilot weapons until after next game turn.

LEFT SIDE CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Armor compromised. Reduce Damage Reduction to 0.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Pulse Laser C damaged. Penalize To Hit attempts by -3 and reduce Damage rating to Low+2.
- 6 — Missile Launcher B hit. Lose 1D10 of remaining missiles.
- 7 — Minor Structural damage. Take 3 more hits on this Damage Track.
- 8 — Electronic Warfare gone. Orca cannot jam torps. Reduce Defensive Value by 2.

RIGHT SIDE CRITICAL HITS

- 2 — Too tough! No extra damage.
- 3 — Armor compromised. Reduce Damage Reduction to 0.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Pulse Laser D damaged. Penalize To Hit attempts by -3 and reduce Damage rating to Low+2.
- 6 — Missile Launcher B hit. Lose 1D10 of remaining missiles.
- 7 — Minor Structural damage. Take 3 more hits on this Damage Track.
- 8 — Electronic Warfare gone. Orca cannot jam torps. Reduce Defensive Value by 2.

REAR CRITICAL HITS

- 2 — Bulkhead collapse. Take 3 more hits on all Damage Tracks.
- 3 — Impulsegun E damaged. Reduce Damage Value to Low.
- 4 — Shields damaged. Reduce Defensive Value by 1.
- 5 — Engine chokes. Drive reduced by 2 next turn.
- 6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.
- 7 — One random Gunner killed. His or her weapons may not be fired.
- 8 — Reactor Detonates. The mighty Orca passes into the void.

BPV: 18

Tight Turn Cost:

I.D.

Tight Turn Cost

DISRUPTORGUN SPECS

completely ignore the target's Damage Reduction when resolving a hit.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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BPV: 115

[illegible]**BPV: 115**

ION RAM SPECS

Drive value must be ≤ 15 .

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

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Gunner D

FRONT LEFT CRITICAL HITS

- 2 — Electronic Warfare gone. Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — Structural Damage. Take 10 more hits on this track.
- 4 — Minor structural damage. Take 5 more hits on this track.
- 5 — Keel Cannon loses power. Weapon may not fire until after next turn.
- 6 — Repeating Blaster F loses power. Weapon may not fire until after next turn.
- 7 — Missile Launcher A malfunction. Lose 1D10 Remaining missiles.
- 8 — No Extra Damage.
- 9 — Front Left Point Defense Battery hit. It is down until after next game turn.
- 10 — Gunner A killed. This gunner's weapons may not be fired.
- 11 — ECM suite hit. ECM spread drops by 1.
- 12 — Bridge hit! Bridge crew is stunned. Badger may not move next turn.

Tons: 5000

BADGER

Bow Torpedo
Magazine

Electronics

Jam: 1-2 on 1D4
ECM: 1-5 (5)

XXXXXXXXXX

Bridge

Captain: _____
Pilot: _____
TDC: None

Engineering

Damage Control 1-5

XXXXXXXXXX

REAR LEFT CRITICAL HITS

- 2 — Bridge hit! The captain is killed. Badger may no longer use Captain points.
- 3 — Major structural damage. Take 10 more hits on this damage track.
- 4 — Engine ports hit. Reduce Drive by 2 and take 5 more hits to this track.
- 5 — Sext Splattergun C damaged. Weapon suffers -2 penalty to hit.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Missile Launcher C malfunction. Lose 1D10 missiles.
- 8 — Drives sputter. Reduce Drive by 2 until after next turn.
- 9 — Gunner C killed. This gunner's weapons may not be fired.
- 10 — Engineering hit! Damage Control not available next turn.
- 11 — Engineering section destroyed. Damage control is not available. Lose 2 engineers.
- 12 — Reactor hit. Badger becomes a gaseous cloud.

FRONT RIGHT CRITICAL HITS

- 2 — Electronic Warfare gone. Badger may no longer jam torps. Reduce Defensive Value by 2.
- 3 — Structural Damage. Take 10 more hits on this track.
- 4 — Minor structural damage. Take 5 more hits on this track.
- 5 — Repeating Blaster G loses power. Weapon may not fire until after next turn.
- 6 — Sext Blatgun loses power. Weapon may not fire until after next turn.
- 7 — Missile Launcher A malfunction. Lose 1D10 Remaining missiles.
- 8 — No Extra Damage.
- 9 — Front Right Point Defense Battery hit. It is down until after next game turn.
- 10 — Gunner A killed. This gunner's weapons may not be fired.
- 11 — ECM suite hit. ECM spread drops by 1.
- 12 — Bridge hit! Bridge crew is stunned. Badger may not move next turn.

REAR RIGHT CRITICAL HITS

- 2 — Bridge hit! The captain is killed. Badger may no longer use Captain points.
- 3 — Major structural damage. Take 10 more hits on this damage track.
- 4 — Engine ports hit. Reduce Drive by 2 and take 5 more hits to this track.
- 5 — Sext Splattergun D damaged. Weapon suffers -2 penalty to hit.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Missile Launcher D malfunction. Lose 1D10 missiles.
- 8 — Drives sputter. Reduce Drive by 2 until after next turn.
- 9 — Gunner D killed. This gunner's weapons may not be fired.
- 10 — Engineering hit! Damage Control not available next turn.
- 11 — Engineering section destroyed. Damage control is not available. Lose 2 engineers.
- 12 — Reactor hit. Badger becomes a gaseous cloud.

HSVMS

ASTRO



ORLSTV

SMASH

TIER D

Damage Required for Exit: 32
Pilot & Gunner Skills: 8

Roll 1D12
01-03 Revenge
04-05 Pharsii II
06-07 Seraph
08-09 Drakar
10-11 Star Raven
12 Beta Fortress

TIER C

Damage Required for Advancement: 16
Pilot & Gunner Skills : 7

Roll 1D12
01-03 Death Wind
04-05 Salamander
06-07 Sorenson III
08-09 Sentry
10-11 Glaive
12 Epping

TIER B

Damage Required for Advancement: 8
Pilot & Gunner Skills: 6

Roll 1D12
01-03 Hell Bender
04-05 Talon
06-07 Shryak Shuttle
08-09 Teal Hawk
10-11 Night Hawk
12 Lance Electra

TIER A

Damage Required for Advancement: 4
Pilot & Gunner Skills: 5

Roll 1D12
01-03 Pit Viper
04-05 Spirit Rider
06-07 Blizzard
08-09 Dart
10-11 Thunderbird
12 Kosmos

TIER A

Damage Required for Advancement: 4
Pilot & Gunner Skills: 5

Roll 1D12
01-03 Pit Viper
04-05 Spirit Rider
06-07 Blizzard
08-09 Dart
10-11 Thunderbird
12 Kosmos

TIER B

Damage Required for Advancement: 8
Pilot & Gunner Skills: 6

Roll 1D12
01-03 Hell Bender
04-05 Talon
06-07 Shryak Shuttle
08-09 Teal Hawk
10-11 Night Hawk
12 Lance Electra

TIER C

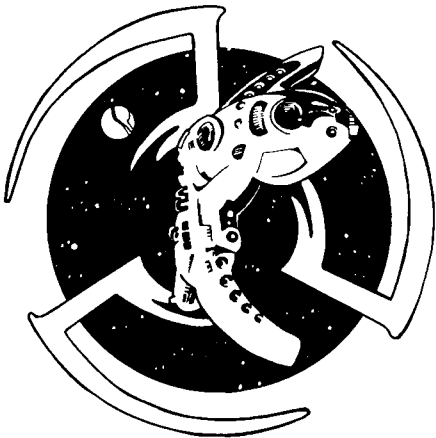
Damage Required for Advancement: 16
Pilot & Gunner Skills : 7

Roll 1D12
01-03 Death Wind
04-05 Salamander
06-07 Sorenson III
08-09 Sentry
10-11 Glaive
12 Epping

TIER D

Damage Required for Exit: 32
Pilot & Gunner Skills: 8

Roll 1D12
01-03 Revenge
04-05 Pharsii II
06-07 Seraph
08-09 Drakar
10-11 Star Raven
12 Beta Fortress



TIER C

Damage Required for Advancement: 32
Pilot & Gunner Skills : 6

Roll 1D4

- 1 Teal Hawk II
- 2 Lance Electra
- 3 Salamander II
- 4 Night Hawk

TIER B

Damage Required for Advancement: 16
Pilot & Gunner Skills: 7

Roll 1D4

- 1 Thunder Bird
- 2 Talon II
- 3 Kosmos II
- 4 Hell Bender II

TIER A

Damage Required for Advancement: 8
Pilot & Gunner Skills: 8

Roll 1D4

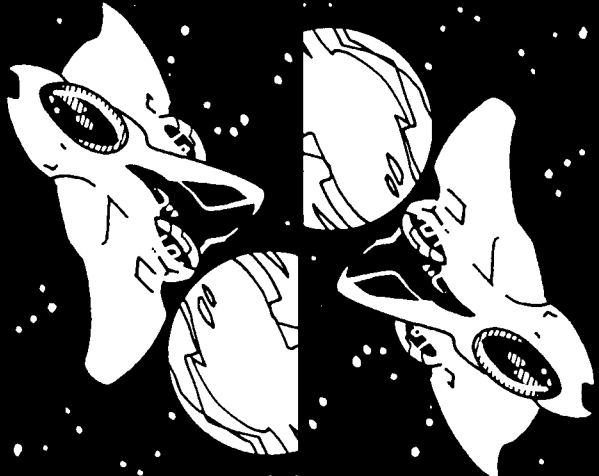
- 1 Dart
- 2 Blizzard
- 3 Pit Viper
- 4 Spirit Rider

HSYMS

LIHS DER

RED SHIRT

SMASH



TIER A

Damage Required for Advancement: 8
Pilot & Gunner Skills: 8

Roll 1D4

- 1 Dart
- 2 Blizzard
- 3 Pit Viper
- 4 Spirit Rider

TIER B

Damage Required for Advancement: 16
Pilot & Gunner Skills: 7

Roll 1D4

- 1 Thunder Bird
- 2 Talon II
- 3 Kosmos II
- 4 Hell Bender II

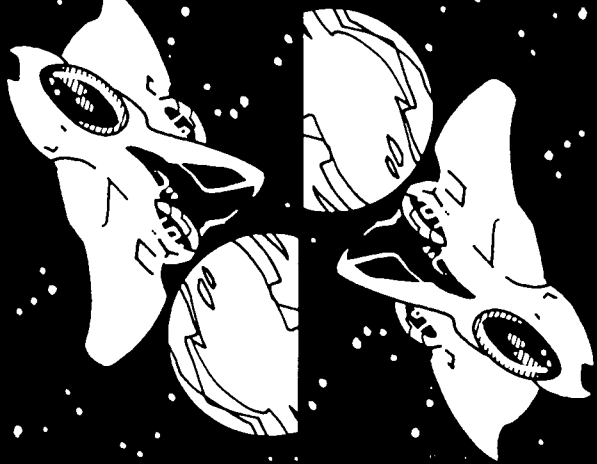
TIER C

Damage Required for Advancement: 32
Pilot & Gunner Skills : 6

Roll 1D4

- 1 Teal Hawk II
- 2 Lance Electra
- 3 Salamander II
- 4 Night Hawk





WINGMAN

SMASH

TIER A

Damage Required for Advancement: 8
Pilot & Gunner Skills (Lead Ship): 5
Pilot & Gunner Skills (Wingman Ship): 3

Roll 1D12

- 01-03 Pit Viper (2)
- 04-05 Spirit Rider (2)
- 06-07 Blizzard (2)
- 08-09 Dart (2)
- 10-11 Thunderbird (2)
- 12 Kosmos (2)

TIER B

Damage Required for Advancement: 16
Pilot & Gunner Skills (Lead Ship): 6
Pilot & Gunner Skills (Wingman Ship): 4

Roll 1D12

- 01-03 Hell Bender (2)
- 04-05 Talon (2)
- 06-07 Shryak Shuttle (2)
- 08-09 Teal Hawk (2)
- 10-11 Night Hawk (2)
- 12 Lance Electra (2)

TIER C

Damage Required for Advancement: 32
Pilot & Gunner Skills (Lead Ship): 7
Pilot & Gunner Skills (Wingman Ship): 5

Roll 1D12

- 01-03 Death Wind (2)
- 04-05 Salamander (2)
- 06-07 Sorenson III (2)
- 08-09 Sentry (2)
- 10-11 Glaive (2)
- 12 Epping (2)

TIER D

Damage Required for Exit: 64
Pilot & Gunner Skills (Lead Ship): 8
Pilot & Gunner Skills (Wingman Ship): 6

Roll 1D12

- 01-03 Revenge (2)
- 04-05 Pharsii II (2)
- 06-07 Seraph (2)
- 08-09 Drakar (2)
- 10-11 Star Raven (2)
- 12 Beta Fortress (2)

TIER D

Damage Required for Exit: 64
Pilot & Gunner Skills (Lead Ship): 8
Pilot & Gunner Skills (Wingman Ship): 6

Roll 1D12

- 01-03 Revenge (2)
- 04-05 Pharsii II (2)
- 06-07 Seraph (2)
- 08-09 Drakar (2)
- 10-11 Star Raven (2)
- 12 Beta Fortress (2)

TIER C

Damage Required for Advancement: 32
Pilot & Gunner Skills (Lead Ship): 7
Pilot & Gunner Skills (Wingman Ship): 5

Roll 1D12

- 01-03 Death Wind (2)
- 04-05 Salamander (2)
- 06-07 Sorenson III (2)
- 08-09 Sentry (2)
- 10-11 Glaive (2)
- 12 Epping (2)

TIER B

Damage Required for Advancement: 16
Pilot & Gunner Skills (Lead Ship): 6
Pilot & Gunner Skills (Wingman Ship): 4

Roll 1D12

- 01-03 Hell Bender (2)
- 04-05 Talon (2)
- 06-07 Shryak Shuttle (2)
- 08-09 Teal Hawk (2)
- 10-11 Night Hawk (2)
- 12 Lance Electra (2)

TIER A

Damage Required for Advancement: 8
Pilot & Gunner Skills (Lead Ship): 5
Pilot & Gunner Skills (Wingman Ship): 3

Roll 1D12

- 01-03 Pit Viper (2)
- 04-05 Spirit Rider (2)
- 06-07 Blizzard (2)
- 08-09 Dart (2)
- 10-11 Thunderbird (2)
- 12 Kosmos (2)

Rules of Warfare

Optional Rules

Automatic Misses: Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their lowest value, the attack misses. (*Silent Death* Rulebook, p. 76.)

Decoys: Ships with decoys can launch one each turn instead of attempting to jam a torp. Roll 1D4 for each torp tracking the ship launching the decoy. On a 1 or 2, the torp is removed. Each critical hit knocks out 1 decoy. (*Silent Death* Rulebook, p. 74.)

Destroyed Starcraft Debris: When a ship is destroyed, replace it with a marker or tip the ship on its side. Any ship or torp that enters the hex sustains a 3D6 attack scoring Low damage. (*Silent Death* Rulebook, p. 69.)

Drive 0 Turns: A ship with Drive 0 can turn 1 hexside before all other ships have moved, but after any drifting. (*Silent Death* Rulebook, p. 69.)

Easing Target Speed Restrictions: A weapon may fire on faster targets with a To Hit penalty of -1 for each point by which the target's Drive exceeds the weapon's Drive Restriction. (*Silent Death* Rulebook, p. 77.)

Firing Multiple Weapon Systems: A crewmember can fire up to 4 weapons in one turn by suffering a -2 to hit penalty for each attack. All systems must be aimed at the same target. (*Silent Death* Rulebook, p. 77.)

Point Defense Anti-Torp Weapon System:

Instead of dodging torps, a ship with point-defense weapons can fire them at torps in its hex. Roll 1D10 for each torp. If the result is within the ship's listed kill spread, the torp is destroyed. A point-defense system has a limited number of attacks. Each critical hit destroys one attack. (*Silent Death* Rulebook, p. 74-75.)

Point Defense Weapon System vs. Missiles:

Ships with point-defense systems can use them against incoming missiles instead of torps. The bracketed number next to the ship's point-defense is the number of missile volleys the ship can attack in a turn. When the 1D10 is rolled against each volley, if the result falls within the ship's kill spread, that number of missiles are removed from that salvo. A ship's point-defense systems can only be used against either missiles or torps in a given turn. (*Silent Death* Rulebook, p. 74-75.)

Sequential Resolution of Torp Attacks: The damage from each torp is resolved separately. Start with the least powerful and work your way up. (*Silent Death* Rulebook, p. 72.)

Side Slips: Craft or torp can move into its front right or front left hex for 2 points. You cannot make 2 side slips in a row. (*Silent Death* Rulebook, p. 70.)

Time Limit: Players have 30 seconds to move each ship. (*Silent Death* Rulebook, p. 68.)

The Next Millennium

Turn Sequence

1) Warhead Launch Phase

Roll missile lock-ons. Launch missiles. Launch torpedoes

2) Movement Phase

Make Drive 0 turns. Roll for initiative. Starting with the side that lost initiative, alternate moving starcraft.

3) Torpedo Results Phase

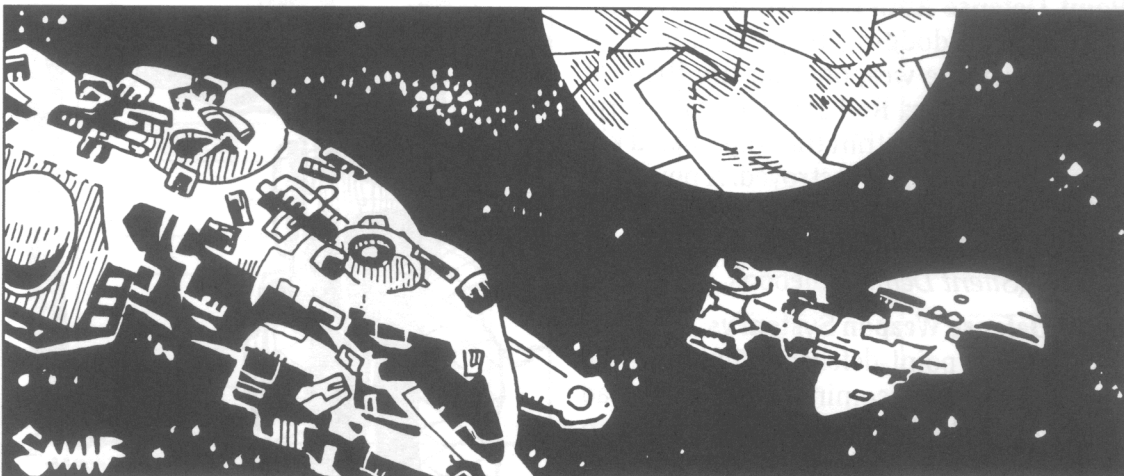
Fire point-defense systems at incoming torps or attempt to dodge them. Resolve torp attacks. Launch decoys or jam.

4) Cannon Fire Phase

Gunners fire their weapons in order. Pilots fire their weapons in order.

5) Missile Results Phase

Fire point-defense systems at incoming missiles. Resolve missile attacks.



Turn Sequence

- 1) **Warhead Launch Phase**
Roll missile lock-ons.
Launch missiles.
Launch torpedoes
- 2) **Movement Phase**
Make Drive 0 turns.
Roll for initiative.
Starting with the side that lost initiative, alternate moving starcraft.
- 3) **Torpedo Results Phase**
Fire point-defense systems at incoming torps or attempt to dodge them.
Resolve torp attacks.
Launch decoys or jam.
- 4) **Cannon Fire Phase**
Gunners fire their weapons in order.
Pilots fire their weapons in order.
- 5) **Missile Results Phase**
Fire point-defense systems at incoming missiles.
Resolve missile attacks.

Astro Smash (and Variants) Optional Rules

Automatic Hits: Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their highest value, the attack hits. (*Silent Death* Rulebook, p. 76.)

Automatic Misses: Use an off-colored die for the Attack Die Bonus. If both Base Attack Dice come up as their lowest value, the attack misses. (*Silent Death* Rulebook, p. 76.)

Damage Control: If a ship has not fired its weapons or been damaged this turn, roll 1D10. If the result is within the ship's damage control success spread, the ship gains back that many boxes. Damage Reduction, critical hits, and torps become blank boxes. (*Silent Death* Rulebook, p. 77.)

Decoys: Ships with decoys can launch one each turn instead of attempting to jam a torp. Roll 1D4 for each torp tracking the ship launching the decoy. On a 1 or 2, the torp is removed. Each critical hit knocks out 1 decoy. (*Silent Death* Rulebook, p. 74.)

Drive 0 Turns: A ship with Drive 0 can turn 1 hexside before all other ships have moved, but after any drifting. (*Silent Death* Rulebook, p. 69.)

Easing Target Speed Restrictions: A weapon may fire on faster targets with a To Hit penalty of -1 for each point by which the target's Drive exceeds the weapon's Drive Restriction. (*Silent Death* Rulebook, p. 77.)

Maneuverable Torps: Torps pay 0 points to make any turn. (*Silent Death* Rulebook, p. 72.)

Point Defense Anti-Torp Weapon System: Instead of dodging torps, a ship with point-defense weapons can fire them at torps in its hex. Roll 1D10 for each torp. If the result is within the ship's listed kill spread, the torp is destroyed. A point-defense system has a limited number of attacks. Each critical hit destroys one attack. (*Silent Death* Rulebook, p. 74-75.)

Point Defense Weapon System vs. Missiles: Ships with point-defense systems can use them against incoming missiles instead of torps. The bracketed number next to the ship's point-defense is the number of

missile volleys the ship can attack in a turn. When the 1D10 is rolled against each volley, if the result falls within the ship's kill spread, that number of missiles are removed from that salvo. A ship's point-defense systems can only be used against either missiles or torps in a given turn. (*Silent Death* Rulebook, p. 74-75.)

Secrecy: (for torp targets only)

Sequential Resolution of Torp Attacks: The damage from each torp is resolved separately. Start with the least powerful and work your way up. (*Silent Death* Rulebook, p. 72.)

Side Slips: Craft or torp can move into its front right or front left hex for 2 points. You cannot make 2 side slips in a row. (*Silent Death* Rulebook, p. 70.)

Time Limit: Players have 30 seconds to move each ship. (*Silent Death* Rulebook,





ASTRO SMASH

Difficulty: Beginner

Format: Multi-player

Number of Players per Game: 4-9

Time limit: 2 hours

Introduction

Have some *Silent Death* rookies you need to train before that big *Rules of Warfare* tournament? Want a fun alternative to the serious battle of a *Rules* engagement? *Astro Smash* is the perfect “dogfight simulator” for rookies to learn the ropes and veterans to hone their skills. “The Smash” is the perfect introductory *Silent Death* event: it’s easy to learn, fast-paced, and fun.

Overview

The fundamentals of the game are simple:

- 1) Each player starts with a random wimpy ship
- 2) Each player enters the board at a pre-determined point
- 3) Each player must inflict a pre-determined amount of damage to any ship(s)
- 4) Each player must fly away and exit the board at a pre-determined point
- 5) Qualifying players that exit get a bigger, not-so-wimpy ship
- 6) Repeat steps 2-5 until one player is victorious

Objective

The player with the highest tier ship at the end of the game wins! For official tournaments, the 2-hour time limit is used. For your own events, you may wish to ignore the time limit and play until the first person exits the board with a Tier D ship.

Specific Rules

Map setup:

Use the Standard *Silent Death* Map Setup. Place numerals 1 through 8 at regular spaces around the map board. These represent the entrance and exit points for ships.

Entry and Exit Points

Each new ship enters the board at a random location. Each ship leaves the board at another random location (this may be the same as its entrance location). The player secretly rolls a D8 for his entrance location, and secretly rolls another D8 for his exit location.

Pilot and Gunner Skills

All pilot and gunner skills are based upon the tier of the ship. All tier A crew have skills of 5, while tier B crew have skills of 6. See the *Astro Smash* chart for complete listings of the tiers, their damage requirement, and their skill levels.



The Ships

Use the Astro Smash chart provided as the basis for each tier. At the start of the game, and each time the player receives a new ship (whether through destruction of his old one, or advancement to the next tier), he rolls on the appropriate tier for a new ship.

Inflicting Damage and Tier Advancement

Players move up tiers by inflicting damage upon their opponents. The Astro Smash chart indicates the amount of damage each player must inflict to move to the next tier (for example, a tier A ship is required to inflict 4 points of damage).

All damage is calculated as net damage - after damage reduction is applied. So, if you do 5 points of damage, but the target has a 3 damage reduction, your net damage is 2. A player may inflict points on a single ship or multiple ships (even better).

A critical hit giving a "ship destroyed" result gives the firing player credit for all remaining hit boxes. A critical hit giving a "crew/pilot killed" result does not.

All damage caused by crew of equal skill occurs simultaneously. A ship does not lose any of its capacities until all crew of equal skill have shot.

Damage inflicted simultaneously on a ship by multiple players is divided among the attackers, relative to the total damage their weapons generated. Example: three attackers inflict 6, 4, and 2 damage, respectively, on a ship which has only 7 hit boxes remaining. The first attacker is awarded 4 points, the second 2 points, and the third 1 point.

If a player exits the board on a turn because he has met the damage requirements, he may bring in the new, bigger ship, on the next turn. If a player has accumulated the required net damage but is destroyed prior to exiting the board, he starts again with a new ship in the same class.

Losing Ships

If a player loses a ship (a likely event), he rolls right away on Tier A, or brings in a ship in the corresponding Tier, and determines where his entry and exit points are. He may then enter the board on the next turn.

Victory

Eventually, some lucky (or skillful) player will reach tier D and start picking on everyone. However, the first tier D player usually draws a lot of attention since he is near victory. Once the tier D ship accumulates the required net damage, he races to exit the board and win the game.

The first player with a tier D ship to leave the board (based on initiative) wins!

Or, if no player has won using the first criterion when time is called, the winner is determined as follows:

- the player with the ship from the highest tier wins;
- if more than one player has the highest tier of ship, then the winner is whichever of these players has dealt the most hit boxes of damage with his current ship;
- if two or more players with the highest tier of ship are tied with for the most damage dealt, call it a draw. All such players are tied for first place.

Optional Rules

Optional rules used for the Smash are:

- Automatic Hits
- Automatic Misses
- Damage Control
- Decoys
- Drive 0 Turns
- Easing Target Speed Restrictions
- Maneuverable Torps
- Point Defense vs Torps
- Point Defense vs Missiles
- Secrecy (for torp targets only)
- Sequential Resolution of Torp Attacks
- Sideslips
- Time Limit

The Next Millennium

Astro Smash: Wingman Variant

Difficulty: Beginner-Intermediate

Format: Multi-player

Number of Players per Game: 4-9

Time limit: 2 hours

Double your mayhem, double your fun with this Astro Smash variant, which gives players two fighters for wreaking havoc in the silence of deep space.

It uses all the same rules (and optional rules) as the original Smash. Replace the Astro Smash Ship Chart with the Wingman Smash Ship Chart. Players receive two of the listed ship.

Note: Damage Required for Advancement/Exit has changed for each tier. Pilot and Gunner Skills have not changed for the Lead ship, but the Wingman's skills are lower. See the chart for details.



Astro Smash: Ottawa Red Shirt Format

Difficulty: Beginner

Format: Multi-player (4+)

Maximum Number of

Players per Game: 9

Time Limit: 2 hours

Specific Rules

Map Setup:

Use the standard *Silent Death* Map Setup.

Entry and Exit Points

Place a total of 12 points on the map, spread evenly around the perimeter. We suggest you use 6 pairs of colored dots, with the matching colors opposite each other on the map. Number the dots 1 through 12.

At the start of the game, and each time a player comes on with a new ship (whether as the result of a promotion, destruction of a ship, or punching out), he rolls a D12 to determine his starting location. Once the player has scored the requisite number of points, he must leave by the other point of the same color as his entry point.

Other Entry/Exit Point Rules

- A ship reaching the exit point is immediately out of play. It leaves play during the movement phase, before torps catch them and missiles go off.
- A player may not end his movement on an entry or exit point, unless he has the required number of points to leave play.
- Only one ship may enter from each entry point per turn. If two players roll the same entry point, they both roll again until each player is entering from a different point.
- Ships entering the playing area are placed on their side on the appropriate entry point. They may not launch torps or lock on missiles in the turn in which they enter, nor may they be the target of such attacks. A ship's first movement point is used to "arrive" at the entry point (stand the ship upright). A ship may enter facing any direction.

Introduction

This Smash is designed with those Red Shirts in mind: it has fewer ships for players to worry about, and fewer tiers to climb (so you can destroy your opponents and still make it home for dinner).

Game Format Summary

- 1) Players start the game by randomly determining their tier A ship, rolling 1D4 and consulting the ship reference chart.
- 2) Each player also randomly determines the point from which their ship will enter play. Their entry point determines their exit point (see Map Layout below). No additional roll is necessary.
- 3) The objective for each player is to inflict a cumulative total of 8 hit boxes worth of damage to any combination of ships (other than their own). Once he accomplishes this, the player must then exit the playing area by flying onto the pre-determined exit point.
- 4) If the player successfully leaves the board at his designated exit point, he may roll on the tier B table for a new ship, randomly determine a new entry point, and re-enter play on the following turn.
- 5) Repeat steps 1 through 4 for tier B (players must deal 16 hit boxes worth of damage before exiting) and tier C (32 hit boxes before exiting).

Objective

The player with the highest tier ship at the end of the game wins! For official tournaments, the 2-hour time limit is used. For your own events, you may wish to ignore the time limit and play until the first person exits the board with a Tier C ship.





The Next Millennium

Pilot and Gunner Skills

All pilot and gunner skills are based upon the tier of the ship. All tier A crew have skills of 8, while tier B crew have skills of 7. See the Red Shirt Astro Smash chart for complete listings of the tiers, their damage requirement, and their skill levels.

The Ships

Use the Red Shirt Astro Smash chart provided as the basis for each tier. At the start of the game, and each time the player receives a new ship (whether through destruction of his old one, or advancement to the next tier), he rolls on the appropriate tier for a new ship.

Inflicting Damage and Tier Advancement

Players move up tiers by inflicting damage upon their opponents. The Astro Smash chart indicates the required amount of damage each player must inflict to move to the next tier (for example, a tier A ship is required to inflict 8 points of damage).

All damage is calculated as net damage - after damage reduction is applied. So, if you do 5 points of damage, but the target has a 3 damage reduction, your net damage is 2. A player may inflict points on a single ship or multiple ships (even better).

A critical hit giving a "ship destroyed" result gives the firing player credit for all remaining hit boxes. A critical hit giving a "crew/pilot killed" result does not.

All damage caused by crew of equal skill occurs simultaneously. A ship does not lose any of its capacities until all crew of equal skill have shot.

Damage inflicted simultaneously on a ship by multiple players is divided among the attackers, relative to the total damage their weapons generated. Example: three attackers inflict 6, 4, and 2 damage, respectively, on a ship which has only 7 hit boxes remaining. The first attacker is awarded 4 points, the second 2 points, and the third 1 point.

If a player exits the board on a turn because he has met the damage requirements, he may bring in the new, bigger ship, on the next turn. If a player has accumulated the required net damage but is destroyed prior to exiting the board, he starts again with a new ship in his current class.

Note: Hit boxes of accumulated damage inflicted never carry over from one ship to the next, regardless of whether the ship was destroyed or the player advanced to the next tier.

Losing Ships

If a player loses a ship (a likely event), he rolls right away on the same chart his destroyed ship came from, and determines where his entry and exit points are. He may then enter the board on the next turn.

Victory

Eventually, some lucky (or skillful) player will reach tier C and start picking on everyone. However, the first tier C player usually draws a lot of attention because he is near victory. Once the tier C ship accumulates the required net damage, he races to exit the board and win the game.

The first player with a tier C ship to leave the board (based on initiative) wins!



Silent Death

Or, if no player has won using the first criterion when time is called, the winner is determined as follows:

- the player with the largest ship wins;
- if more than one player has the highest tier of ship, then the winner is whichever of these players has dealt the most hit boxes of damage with his current ship;
- if two or more players with the highest tier of ship are tied with for the most damage dealt, call it a draw. All such players are tied for first place.

Optional Rules

Optional rules used for the Red Shirt Smash are:

- Automatic Hits
- Automatic Misses
- Damage Control
- Decoys
- Destroyed Starcraft Debris
- Drive 0 Turns
- Easing Target Speed Restrictions
- Maneuverable Torps
- Point Defense vs Torps
- Point Defense vs Missiles
- Secrecy (for torp targets only)
- Sequential Resolution of Torp Attacks
- Sideslips
- Time Limit

Punching Out

Players may, at the end of any turn (once missile attacks have been resolved), choose to "punch out," or eject, from a ship. Punching out is a voluntary maneuver, performed by willing and living crew members. The player immediately rolls for a new ship (on the same tier as his previous ship).

A player who punches out is penalized: he subtracts one from each of his crew stats. This crew stat penalty remains in effect only for that tier; once a player upgrades his ship, he receives the standard crew stats for that tier.

If the player elects to punch out again on the same tier, he rolls for a new ship and subtracts an additional one from each of his crew stats. The crew stat penalty is cumulative and automatic for every punch out the player elects.

Example: *Jeremy's first Astro Smash ship, a Spirit Rider, is toast, with no weapons and a Drive of 2. Jeremy elects to punch out. He rolls a Pit Viper for his new ship, and reduces his Pilot's stats to 7 Pilot and 7 Gunner. Later in the same game, Jeremy's Pit Viper is junked as well, not destroyed but with no weapons and no Drive. Jeremy punches out again. He rolls for a new ship (another Pit Viper) and reduces his Pilot's stats to 6 and 6. Jeremy had better do some damage this time out, or he'll never get to fly that Hell Bender II.*

Auto-destruct

Similar to punching out, Auto-destruct occurs automatically at the end of a turn in which the last crewmember of a ship has been killed. The ship is destroyed, and the player immediately rolls for a new ship on the same tier. A player's crew stats are not reduced for an auto-destruct.



Prize Ship Program

The following ships are not available for purchase; they are only given as prizes at sanctioned *Silent Death* events. Ship displays for each are included in this book. If you have not won a miniature of one of these ships in a *Silent Death* tournament, you may still use these displays in your own games. However, for official, Millennium Warrior-sanctioned events, you must have the miniature to use the ship.

The current list of *Silent Death* prize ships is:

- Dolphin
- Executioner
- Orca
- Piranha
- Snarling Badger

Starcraft Nomenclature

Xaviar-Morrisson 401 B "Snarling Badger"

Crew: 27

Maneuvering Thrust: 0.078 km/s/s

Mass: 5000 tons

Translight Capability: 19 light-years/day

Armor: Double Crystanium Hull
w/ reinforced armor belting

Atmospheric Capability: None

Armaments:

- 8x Mk. 50 Repeating Blasters
- 2x Mk. 15 Ion Rams
- 2x Missile Launchers (Magazine: 20)
- 2x Missile Launchers (Magazine: 30)
- 12x Mk. 30 Splatterguns
- 1x Mk. 40 Keel Cannon

Commentary: Independent Xaviar-Morrisson named this ship the Snarling Badger after a highly decorated mercenary company that saved Xaviar-Morrisson's planet during the Brood invasion. That protection certainly saved the planet from total annihilation, but it cost Xaviar-Morrisson dearly. The Snarling Badger, the breakthrough design that would have propelled them to the forefront of warhound designer/builders, became the property of the Badgers, as did all Xaviar-Morrisson's manufacturing facilities.

Since then, the Snarling Badger has found its way into very few fleets; the Badgers fight tooth and nail to protect their investment. It is easy to see why. The Snarling Badger is a mighty vessel. Though it lacks the torp load necessary for strong distance attacks, few ships can match the damage a Snarling Badger can deal when it closes with its prey.

The ship has no weak arcs, a huge amount of cannon firepower, and a sizeable missile load. Even better, it has the toughest armor on any ship currently available. If you're flying one, get in close and rip your enemies to shreds. If you're fighting against one, stay away from it—for your own continued good health.

And beware anyone who provokes a Snarling Badger to a fight.



The Next Millennium



Aquarius Corp H-D2810 "Dolphin"

Crew: 1

Maneuvering Thrust: 0.157 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crysteel

Atmospheric Capability: Full

Armaments:

1x Missile Launcher (Magazine: 20)

4x Mk. 10 Splattergun Blast Cannons

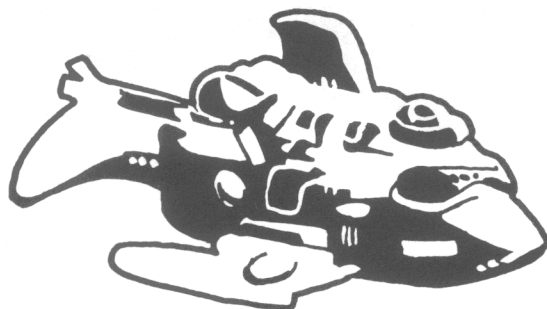
Commentary: The Dolphin was Aquarius Corp's first fighter design; previously this Unkulunkulu company had produced only leisure vessels, from star-jumpers to full-sized translight cruise ships. Despite its use as a war machine, Aquarius wanted to keep the Dolphin "attractive" and "fun to fly"—catch phrases in their holo-advertising campaigns.

Not surprisingly, few militaries took the Dolphin seriously.

One house, however, was intrigued by the "organic" design of the Dolphin: the DataSphere. Aquarius Corp had no prejudice against selling to sentient machines. The DataSpheroids ordered huge quantities of these vessels to fill out their small fleets, and the Aquarius worked with the DataSphere's Design Computer to modify the ships for the DataSphere's particular needs.

The pilot programs of the DataSphere find the Dolphin an excellent SPAC. It's fast: faster than most ships its size. Its devastating Quad Splattergun mount is backed by a 20-shot Missile Launcher, giving it added punch at crucial moments. And the Dolphin's armored cockpit protects that which this new race values most: life.

Overall, the Dolphin stands up well in a fight, though it is more expensive than comparable ships. After all, "attractive" and "fun to fly" warships don't come cheap.



Aquarius Corp H-O2340 "Orca"

Crew: 6

Maneuvering Thrust: 0.121 km/s/s

Mass: 1500 tons

Translight Capability: None

Armor: Crystanium

Atmospheric Capability: Full

Armaments:

2x Mk. 10 Impulsegun Ion Cannon

1x Mk. 15 Ion Ram

2x Missile Launchers (Magazine: 10)

12x Mk. 10 Pulse Lasers

4x Mk. 10 Splattergun Blast Cannons

Commentary: The marginal success of the Dolphin prompted Aquarius Corp's creation of the Orca gunboat. Starting with their most popular RV (recreational vessel) design, Aquarius built a ship intended for war. They succeeded admirably.

The Orca packs a significant punch, from the pilot's Ion Ram, two sets of sext Pulse Lasers, the quad Splatterguns, and two Missile Launchers. An Impulsegun protects the front and rear of the ship. The only thing the Orca lacks is a significant torp load.

The DataSphere snapped up as many of these gunboats as Aquarius could produce, again looking to Aquarius design team to help modify the Orcas for their use. Within a month Aquarius Corp's initial production run sold out, and soon after the DataSphere's first gunboats launched with its fighter wings.



Aquarius Corp H-P3110 "Piranha"

Crew: 1

Maneuvering Thrust: 0.177 km/s/s

Mass: 100 tons

Translight Capability: None

Armor: Crysteel

Atmospheric Capability: Full

Armaments:

1x Mk. 10 Disruptorgun

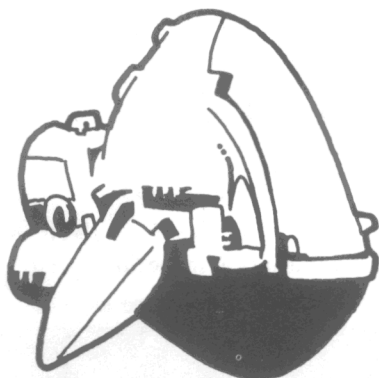
1x Missile Launcher (Magazine: 20)

1x Mk. 40 Explosive Torpedoes

Commentary: For their third foray into combat ship design, Aquarius Corp decided to round out the Data Sphere fleets with a light, fast fighter. Again using one of their leisure ship designs as a base, Aquarius modified their popular Sunfish sport craft, hoping to create a light SPAC with some "bite." The Piranha was the result.

The Piranha is the first ship designed by Aquarius/DataSphere collaboration. Its original design holds the mechanical "brain" of DataSphere pilot programs, rather than a flesh-and-blood fighter pilot. Aquarius did, however, create an options package that allows the purchaser to order ships fitted for a non-computer pilot, in case the design sells outside the DataSphere.

The Piranha is fairly characteristic of small, light fighters: it's cheap, fast, and fairly easily destroyed. Like other ships in its class, and like its namesake Terran fish, it is best used in groups, to swarm larger prey and devour it with lots of small nips of its Disruptorgun. The Piranha does, however, have the additional "bite" of the Missile Launcher, and the "chomp" of that Mk. 40 torp. These "teeth" are usually enough to tear a good-sized chunk out of any opponent, no matter what its size.



Transprovincial E 8001 A "Executioner"

Crew: 2

Maneuvering Thrust: 0.128

Mass: 1000 tons

Translight Capability: None

Armor: Crystanium w/ belt

Atmospheric Capability: Full

Armaments:

1x Mk. 15 Ion Ram

6x Mk. 15 Blatguns

4x Mk. 10 Explosive Torpedoes

2x Mk. 20 Explosive Torpedoes

Commentary: Transprovincial has struggled for many years to create a fighter better able to handle the rigors of warfare than their current line of police and patrol vehicles, a bridge product that would boost their company into the ranks of elite fighter design and manufacture.

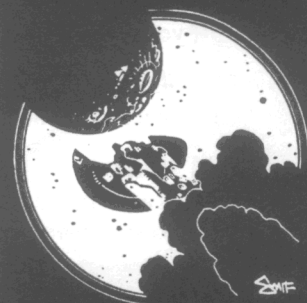
The Executioner is the flagship in Transprovincial's new "E"-line of attack craft. "E"-line designers plan to center each of their new designs around a single powerful weapon system, supplementing it with other backup weaponry. The Executioner's main weapon is a powerful Sext Blatgun mount. A solid torp load rounds out its offensive capabilities.

The gunner and his Ion Ram give the Executioner its defensive edge. A devastating weapon with a wide firing arc, the Ion Ram keeps other fighters from flanking the lightly armored Executioner, so the pilot can concentrate his fire on his target.

Aside from its armor, the Executioner's only weakness is the sluggishness of its huge weapon systems. Light fighters will run circles around them, wearing down the Executioner bit by bit. Its torp load could likely handle them, but generally the Executioner wants to save its torps for its main target. The best bet is to support this assassin with a couple of fighters capable of eliminating those annoying gnats, leaving the Executioner free to deal its death stroke.



The Next Millennium



Silent DeathTM Accessories

Fine Pewter Ship Minis from RAFMTM (\$5.00 per pack)

Note: The number in parentheses () following the ship name is the number of ships per blister pack.

Silent Death Core Ships

- 601 Spirit Rider (3)
- 602 Thunder Bird (2)
- 603 Night Hawk (2)
- 604 Seraph (2)
- 605 Salamander (2)
- 606 Epping (2)
- 607 Teal Hawk (2)
- 608 Sorenson III (2)
- 609 Revenge (2)
- 610 Pharsii II (2)
- 611 Pit Viper (3)
- 612 Shryak Shuttle (2)
- 613 Blizzard (3)
- 614 Kosmos (2)
- 615 Hell Bender (2)
- 616 Death Wind (2)
- 617 Glaive (2)
- 618 Drakar (2)
- 619 Dart (3)
- 620 Talon (2)
- 621 LanceElectra (2)
- 622 Sentry (2)
- 623 Star Raven (2)
- 624 Betafortress (1)

Renegades

- 625 Saucer Shuttle (4)
- 626 Blood Hawk (3)
- 627 Crescent (3)
- 628 Eagle (2)
- 629 Scorpion (1)
- 630 Conestoga (1)

Warhounds

- 631 Narwhal (1)
- 632 Aoshu (1)
- 633 Stingray (1)
- 634 Fletcher (1)
- 635 Megafortress (1)
- 636 Constellation (1)

Sunrunners

- 637 Avenger (2)
- 638 Wavecutter (4)
- 639 Havok (2)
- 640 Catastrophe (2)
- 641 Windjammer (4)
- 642 Spider (4)

Night Brood: First Contact

- 643 Tiger Moth (3)
- 645 Dragonfly (2)

- 647 Shaggi (4)
- 648 Thistle (4)
- 656 Larva (3)
- 657 Remora (2)
- 658 Lamprey (2)
- 659 Squidge (2)
- 660 Manta (2)
- 661 Muskellunge (2)

Universal Night Watch

- 649 Hornet (2)
- 650 Javelin (2)
- 651 Rattler (3)
- 652 Equalizer (3)
- 653 Praying Mantis (2)
- 654 Firebat (4)
- 655 Falcon (1)
- 646 Muckworm (4)
- 666 Vartak (3)

Sigurd Archdiocese

- 668 Longboat (1)
- 669 Hound (4)
- 670 Dagger (3)
- 671 Hammer (2)
- 672 Storm (2)
- 673 Iceberg (2)

ST #gsmat-ic Battle Maps

\$32.00

This Battle Map is a sturdy black cloth with a riot of stars in four fluorescent colors: red, blue, yellow, and white, with a gorgeous nebula floating in the distance. Colors fluoresce under a black light! This map measures 3.5' X 4' and is printed with a hex grid. Spread it on a table, bring out your starfighters, and you're ready to play *Silent Death*!

ST #gsns-ox Near Space Objects

\$13.50

Enhance your *Silent Death* experience with asteroids, moons, planets, wormholes, and a comet all in fluorescent colors screen printed on sturdy cloth to harmonize with the Battle Map. Use a sharp pair of scissors to trim out each Near Space Object. The pieces will cling to the Battle Map during play and can be overlaid to create additional effects.

ST #sbs2.1 Shipbuilder Software Version 2.1 (3.5" diskettes)

\$25.00

Want to design your own ships? *Shipbuilder Software v.2.1* can help. This software simplifies the Silent Death ship construction system and allows you to create a ship in just a few minutes. You can print out a summary of the ship's statistics and the damage tracks, and using the new Constructor feature with Ship Icons, you can also print a display. Filled with more new features, like Save As, Quirks, and Optional Torpedo Load, Version 2.1 is downwardly compatible with Version 1.0. It operates within Windows 3.x or Windows 95 (IBM compatible) and is shipped on two 3.5" diskettes. *Shipbuilder Software* is a must if you want to design your own ships. To upgrade from Version 1.0, mail us your *Shipbuilder Software 1.0* diskette, and we'll take \$10.00 off your order of the new Version 2.1.

ST #sb Plastic Ship Bases

\$5.00 (\$8.00 overseas)

This package contains 48 plastic ship bases and stands. No S&H fees for this item!

ST #pas Plastic Assortment Set

\$10.00

In this assortment set you get 36 of each type of torpedo, 16 racks of missiles, and 20 asteroids—same mix as in the *Silent Death: The Next Millennium* Deluxe Box (ST #7200).

SILENT DEATH

THE NEXT MILLENNIUM



Rules of Warfare

Event Name

Date & Time

Location: _____

Address: _____

Entry Fee: _____

Contact: _____

Phone: _____



SILENT DEATH
THE NEXT MILLENNIUM



Astro Smash

Event Name

Date & Time

Location: _____

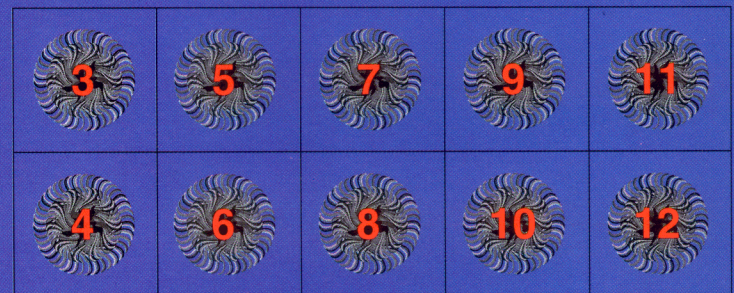
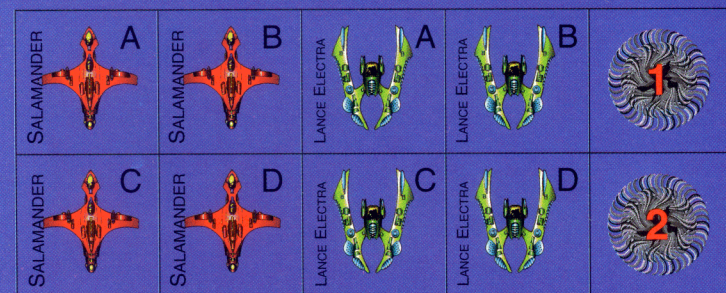
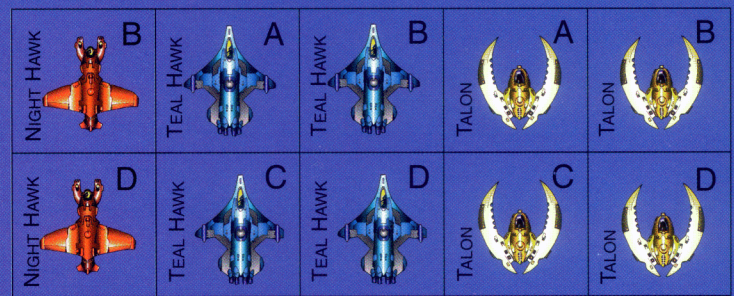
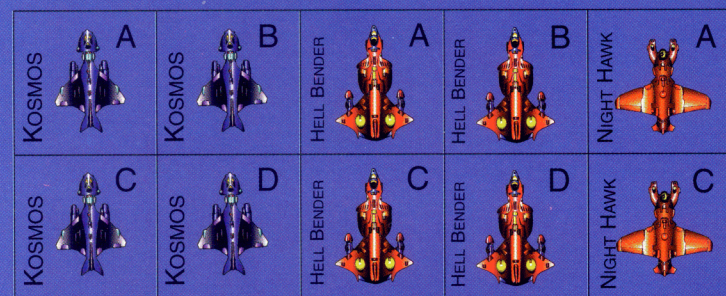
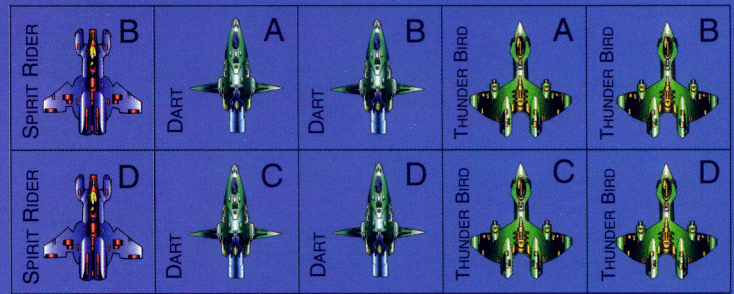
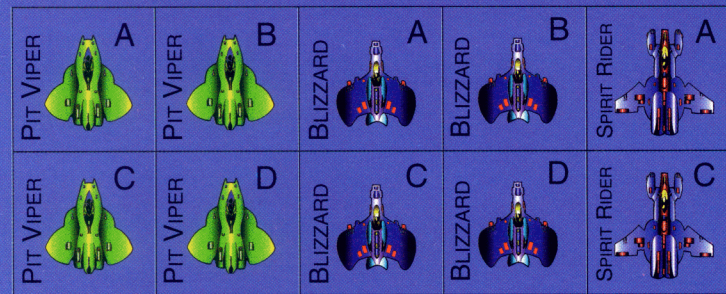
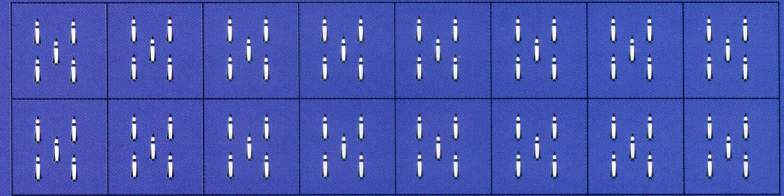
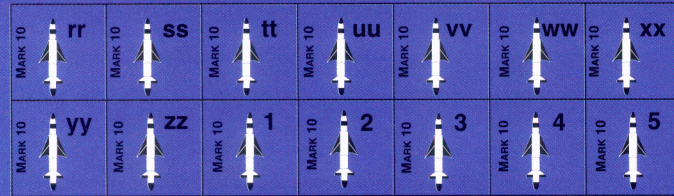
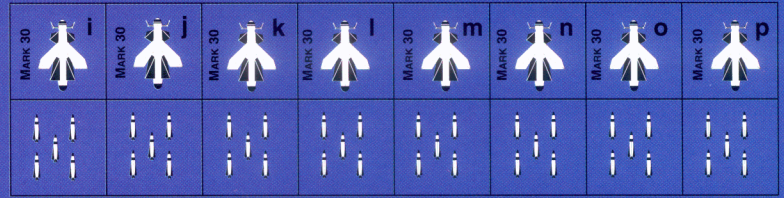
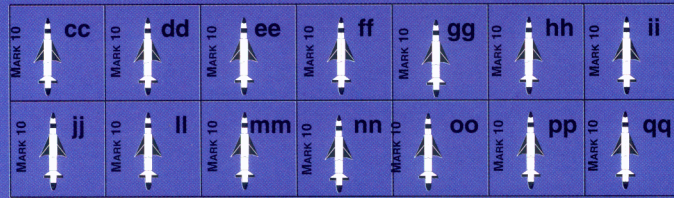
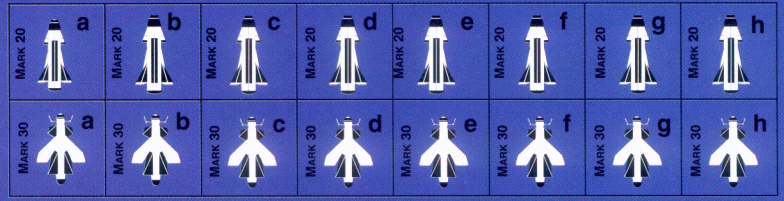
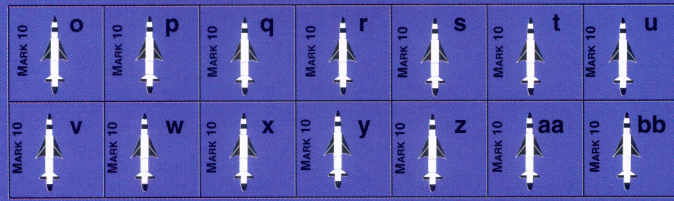
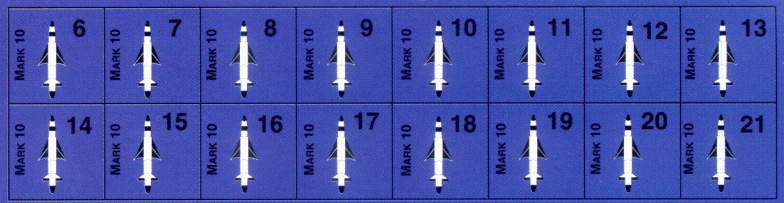
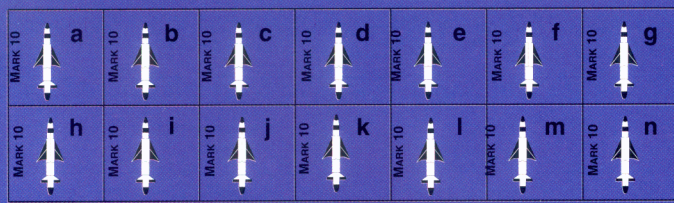
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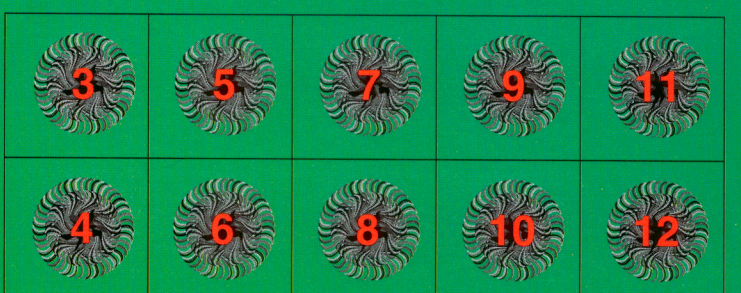
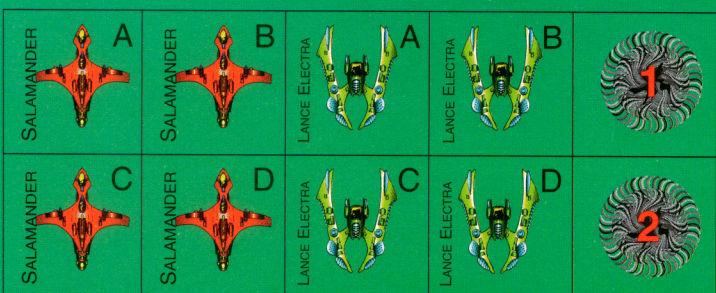
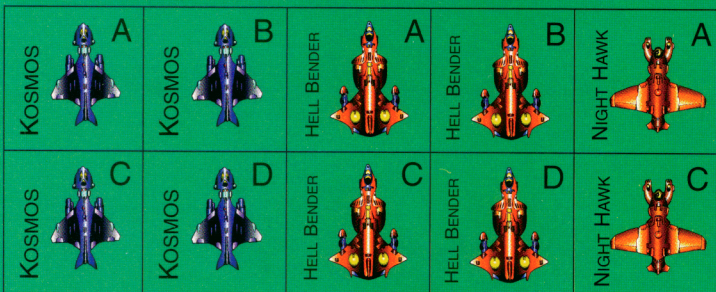
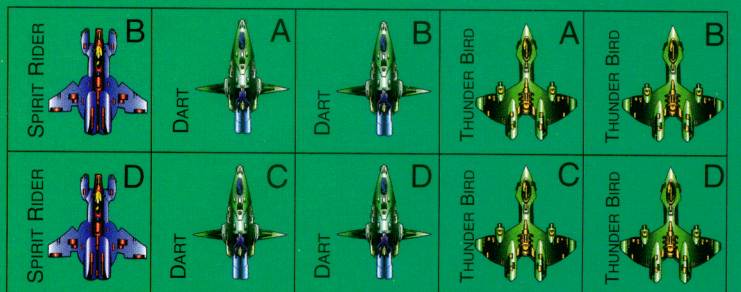
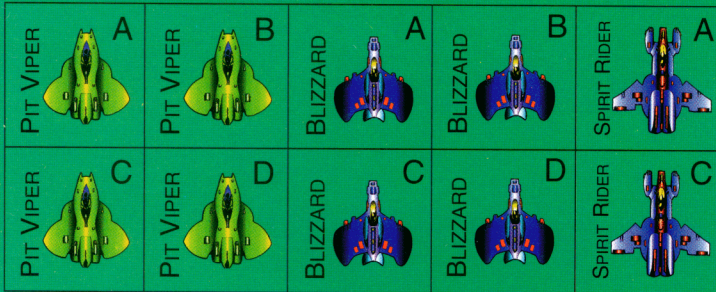
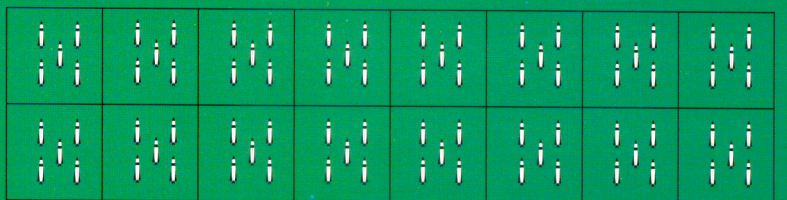
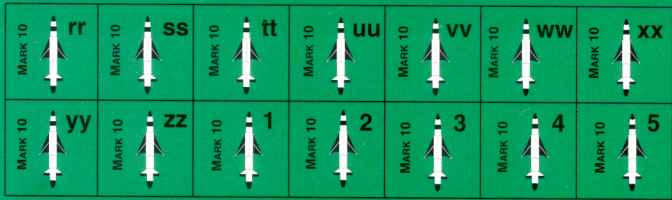
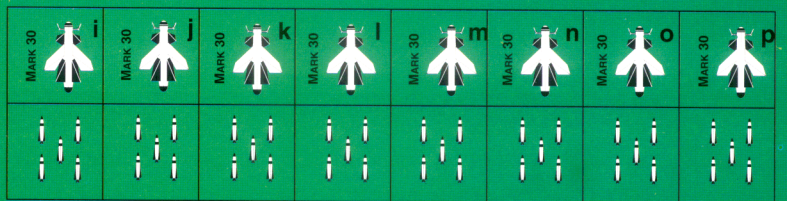
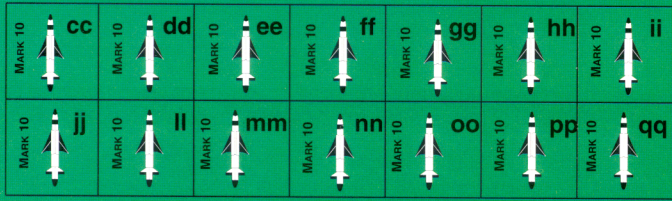
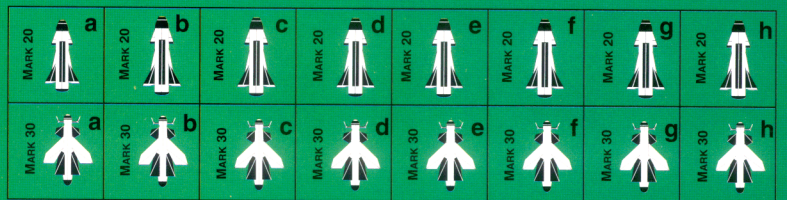
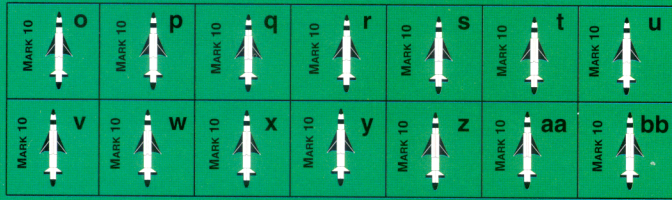
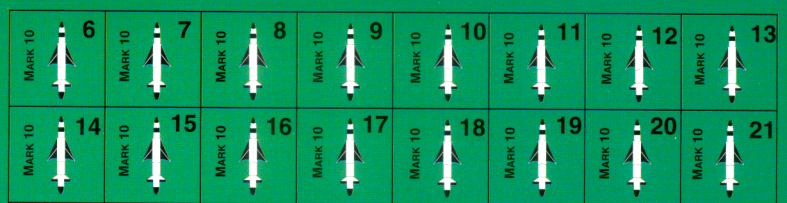
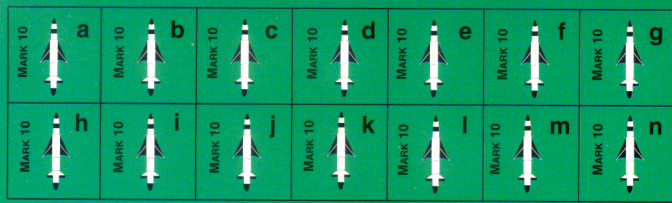
Entry Fee: _____

Contact: _____

Phone: _____









RULES OF WARFARE™

An alarm sounded alerting Thomas to an incoming spread of missiles. With no point-defenses left, he could only watch helplessly as the missiles slammed into the Talon's hull, smothering the ship with their incinerating embrace.

With a thump and crack the Talon's viewports flashed to static. The only thing visible on the ship's control console was the digital timer counting down the seconds until Thomas' re-entry into the fray.

"Good thing this is only a simulation," said Thomas, "that Kosmos had me dead-to-rights."

RULES OF WARFARE™

Rules of Warfare is the Silent Death supplement for coordinating, scheduling, and running Silent Death tournaments and events.

Rules of Warfare includes:

- The *Rules of Warfare* official tournament guidelines
- 3 Astro Smash-style introductory events:
 - Astro Smash
 - Wingman Smash
 - Red Shirt Smash
- The official Millennium Warriors™ event sanctioning procedure
- An introduction to the Millennium Warriors ranking program
- Display sheets for the *Silent Death* prize ships
 - Dolphin
 - Orca
 - Pirahna
 - Executioner
 - Snarling Badger
- Full color counter sheets for 2 players
- 2 fold-out maps for tabletop play
- Event flyers to help advertise *Rules of Warfare* and Astro Smash events

SILENT DEATH™
THE NEXT MILLENNIUM



To use this product, you must have *Silent Death: The Next Millennium™*.



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