

TPV

Decoys:
○○○○
P-D: 1-7 (4)
Dmg Con: 1-6
Tons: 1045

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

Special Equipment
☐ Artificiance™
Targeting

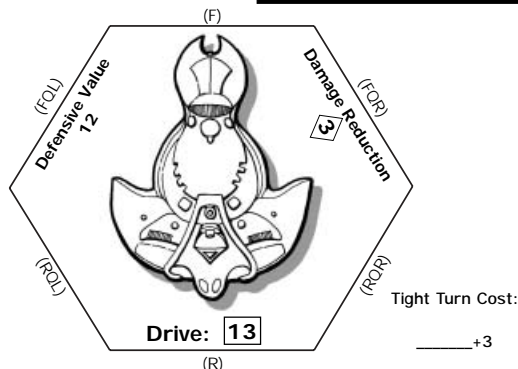
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

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

Gunner A
Entropic Accelerator
(360°)
To Hit: 2D8+ADB+1
Damage: High Ω
Range: 4/7/12
Target SR ≤12
○○○○○○○○

Mk. 10
Torps
○○
○○
○○
○○

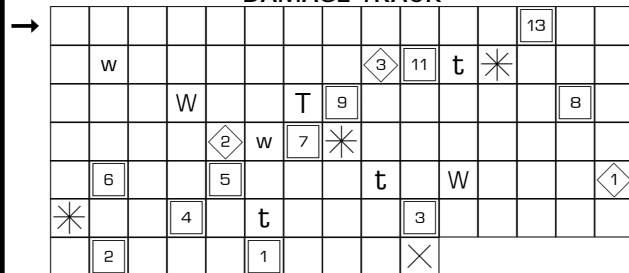
C-Torps
○
○



Pilot
1 Plazgun (F)
To Hit: 2D6+ADB+1
Damage: All ¥
Range: 2/4/10

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

DAMAGE TRACK



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Special Equipment
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Targeting

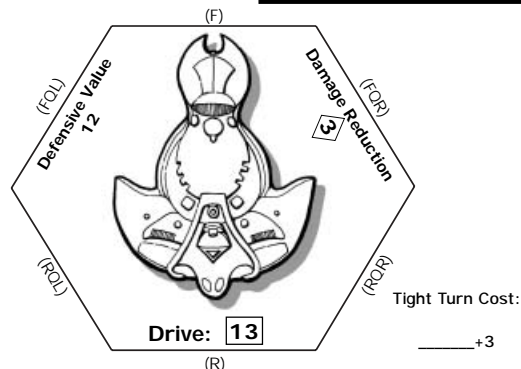
Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____

Pilot
Missile
Launcher (F)
Lock-on < _____
○○○○○○
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Target SR ≤12
○○○○○○○○

Mk. 10
Torps
○○
○○
○○
○○

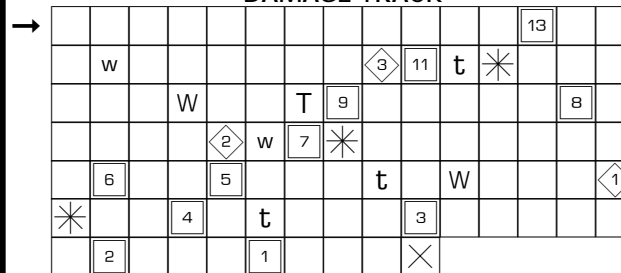
C-Torps
○
○



Pilot
1 Plazgun (F)
To Hit: 2D6+ADB+1
Damage: All ¥
Range: 2/4/10

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

DAMAGE TRACK



CRITICAL HITS

- 2 — Pilot killed. Binary may not move, nor may Pilot's weapons fire. DV drops to 5.
- 3 — Missile Launcher hit. Lose D6 missiles.
- 4 — Compartment depressurization. Gunner A killed instantly.
- 5 — Artificiance™ short. All weapons suffer -2 To Hit.
- 6 — Crystantium crack. Reduce Damage Reduction to 0.
- 7 — Accelerator rotator hit. Accelerator loses 360° arc. Roll 1D6 to randomly determine what arc weapon is stuck in for remainder of encounter.
- 8 — Engine hit. Reduce Drive by 3.
- 9 — Missile Launcher hit. Lose D6 missiles.
- 10 — Gunner B killed. May not fire Gunner B's weapons.
- 11 — Splat jam. Splatguns may not fire until after next turn.
- 12 — Hull fractured. Binary cracks up into useless space junk.

SPLATTERGUN SPECS

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

PLAZGUN SPECS ¥

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).

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

ENTROPIC Ω
ACCELERATOR SPECS

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

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

Silent Death

ASP 10-10-II HMPAC "Binary II"

Crew: 3

Maneuvering Thrust: 0.126 km/s/s

Mass: 1.045 tons

Translight Capability: 5 light-years/day

Armour: Solif Fibranite hull

Atmospheric Capability: none

Armaments:

1 x Mk. 20 Entropic Accelerator

1 x Mk. 10 Plazgun

4 x Mk. 10 Splatnerguns

2 x Mk. 10 Missile Launcher
(ammo: 10 per launcher)

2 x Mk. 8 C-Torps

6 x Mk. 10 Torpedoes

Comments: The ASP brass has a reputation for being over-fond of new technology at the expense of good tactical doctrine, a situation exacerbated by the ASPers tendency to confuse technical proficiency with combat skill. While ASP pilots tend to be more technically knowledgeable than their Q'raji and Tokugawan opposites, they are often dangerously lacking in tactical sense and initiative under fire. Even so, occasionally hard-won lessons sink in and influence ASP design and procurement of military starships. While much was initially expected from the Binary heavy fighter, combat experience quickly underscored several serious weaknesses in the design, particularly when confronting multiple SPAC fighters too agile for the Binary's burgeoning weapons fit and sluggish performance.

Analysis of after action reports from the Tokugawan and Q'raj combat zones led the ASP designers to take the Binary back to the drawing board and incorporate a significant refit of the existing weapons fit. The cumbersome rear gunner's Blatguns were replaced by a quad Splatnergun battery better able to track and shoot down light and medium SPACs. The same gunner's forward-firing Plazgun was locked into a fixed forward-firing mount and reassigned to the

pilot's control station, giving the pilot a substantially superior weapons option than the twin Pulse Lasers said unfortunate was originally saddled with. The twin Pulse Lasers and the desperately short-ranged Disruptorgun were replaced by a pair of 10-shot missile launchers controlled by the pilot as well.

The deadly Entropic Accelerator was retained, and the slow-as-an-arthritic-gastropod Parasite Torpedoes were discarded in favor of six standard Mk. 10 torpedoes allowing for greater tactical flexibility against light and medium SPAC opponents. The final step in this refit process was the replacement of the obsolescent and inefficient Malaxa-Root MR-314 hyperdrive with a cutting-edge K-Bere DSH-1000 hyperdrive engine offering substantially increased jump range and a dramatically shorter recharge cycle as well. Taken together these simple yet logical changes to the original design has resulted in a tactically more efficient and flexible heavy fighter. ASP pilots have been understandably thrilled with the Binary II, while their Tokugawan and Q'raji opponents have understandably been of a different frame of mind since their first combat encounters in 14AL.

