

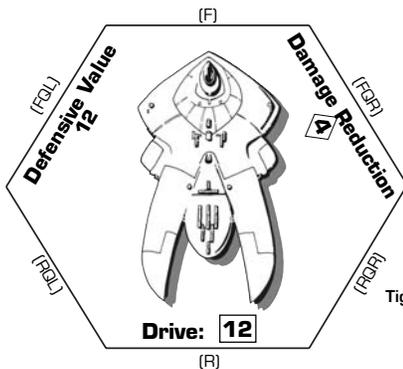
TPV

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

Crew
PILOT
 PIt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 40
 Torps

Pilot
4 Splatterguns (F)
 To Hit: 2D6+ADB+3
 Damage: Medium+6
 Range: 2/6/10



Tight Turn Cost: _____+3

Decoys: ○○○○
 P-D: 1-6 (6)
 Dmg Con: 1-6
 Tons: 900

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

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

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 Lock-on < _____
 ○○○○ ○○○○
 ○○○○ ○○○○

DAMAGE TRACK

			T	4		*	12		W		
11	3	W		10		t		9			
w		2		8		W					
7		*		1		6		*			
w		t		5						4	
		3		2		1					
											X

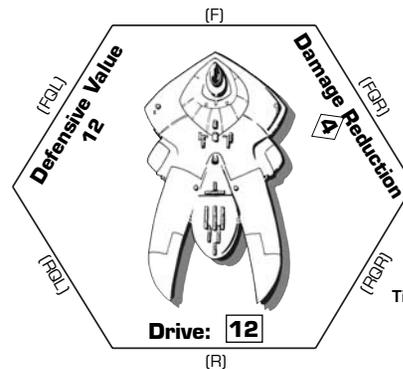
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7		*		1		6		*			
w		t		5						4	
		3		2		1					
											X

CRITICAL HITS

- 2 — Crew killed. Glaive may perform no further actions. Defensive Value drops to 5.
- 3 — Major Structural Damage inflicted. Mark off 2D10 more hits of damage.
- 4 — Electronic Warfare lost. Glaive may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Maneuver Thrusters damaged. All turns cost 1 extra point to perform. Reduce Defensive Value by 2.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Armor too tough! No extra damage.
- 8 — Ion Ram shorts. Cannot fire for one turn.
- 9 — Missile Launcher damaged. Lose 1D8 of remaining missiles in one (random) functioning Missile Launcher.
- 10 — Ion Ram Targeter damaged. Reduce To Hit chance by 4.
- 11 — Controls lock up. Glaive may not move nor fire weapons until after next game turn. Reduce Defensive Value to 5 during this period.
- 12 — Catastrophic Structural Collapse. Glaive dissolves.

ION RAM SPECS

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

SPLATTERGUN SPECS

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

Silent Death

Jasper Machines V910b G I / U3 "Glaive II HTR"

Crew: 2

Maneuvering Thrust: 0.119 km/s/s

Mass: 900 tons

Translight Capability: None

Armour: Reenforced Crysteel

Atmospheric Capability: None

Armaments:

5 x Mk. 10 Splatterguns

1 x Mk. 10 Ion Ram

3 x Mk. 40 Torpedoes

Comments: House Tokugawa has learned many valuable lessons from their near-disastrous encounters with the Night Brood, paid for with the blood of an estimated 138 billion Tokugawan lives lost during the genocidal incursion of these technologically advanced aliens. Determined to never again be caught unprepared, the Tokugawan Combined Fleet has worked feverishly to incorporate every possible lesson learned at such great cost during this monstrous conflict.

While the Glaive was a successful enough design in Terran Space, the Night Brood invasion uncovered several design deficiencies that Combined Fleet has since sought to rectify with an significant refit of the Glaive II. The Protobolt Projector was removed along with its capacious magazine, replaced by a quad Splattergun battery controlled by the pilot better able to track and engage smaller, more nimble opponents. The deadly Ion ram was retained, and the extra space vacated by the Protobolt magazine was filled by an larger, more efficient type of shield generator and an expanded point defense suite. The result is a ship better able to engage and more likely to quickly dominate more numerous formations of lighter opponents.

By retaining the formidable missile launcher systems and rearwards firing Splattergun controlled by the gunner, the Glaive II HTR is capable of engaging multiple opponents -even Night Brood- with a higher margin for success than the previous models. Still as rugged and heavily armoured as the original, this new ship promises to take the Tokugwan Combined Fleet to a new level of deadly capability.

