

TPV

Pilot

1 Khanjar (F)

To Hit: 2D8+ADB

Damage: Low x1D4 ▶

Range: 3/8/10

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

Mk. 40
Torp

Mk. 10
Torps

Decoys: ○ ○

P-D: 1-5 (2)

Dmg Con: 1-3

Tons: 200

Drive: 16

Tight Turn Cost: _____+3

DAMAGE TRACK

→

	16	1	*	14		t		11	
T	*			9	w	5	t	1	×

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CRITICAL HITS

- 2 — **Pilot killed.** Thunder Bird may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Khanjar damaged.** Reduce chance To Hit by 4.
- 8 — **Khanjar damaged.** Khanjar may not be fired until after the next game turn.
- 9 — **Torp Load jettison.** Thunder Bird loses 1D4 remaining torps of the pilot's choice.
- 10 — **Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 11 — **Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Thunder Bird detonates and is destroyed.

KHANJAR SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).
 ▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

Silent Death

Imperial Transtar 1020.3 series H "Thunderbird QVP"

Crew: 1

Maneuvering Thrust: 0.155 km/s/s

Mass: 200 tons

Translight Capability: None

Armour: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

1 x Mk. 10 Proton Arc Projectors
"Khanjar"

1 x Mk. 40 Torpedo

4 x Mk. 10 Torpedoes

Comments: The Transtar Thunderbird is an aging design found in large numbers in service with many military forces throughout Terran Space. The Q'raj Void Protectorate operates many Thunderbirds in local defense squadrons and reservist units, as their frontline deployment has fallen out of favor as newer indigenous ships have become available such as the lethal Mujhadeen and Jambaiyah. Even so, the Thunderbird is still a viable design for light patrol work, fast raids, and buying time delaying hostile forces until more advanced combat units can arrive on scene and send the offending infidels to their just rewards. For this reason commencing in 11AL the Q'raj Void

Protectorate initiated an aggressive refit program for their fleet of aging Thunderbirds, replacing their characteristic Pulse Laser armaments with the newest version of the Khanjar proton arc projector. An improved and heavier hardpoint arrangement allowed the newly refitted Thunderbirds to double the throw weight of centerline torpedo, from a respectable Mk. 20 torpedo to the large Mk. 40 weapon known to the Q'raj pilots euphemistically as a "jawbreaker."

The end result is a ship well-suited to fast strike missions, and capable of delivering lethal damage in a single volley when the temperamental proton arc weapon works as well as possible. Thanks to the Thunderbird's high turn of speed, wily Q'raj pilots can usually get themselves out of the way of most trouble when the twitchy Khanjar fails to deliver a haymaker blow, buying time to come around for another pass. The lethal damage potential of the heavier torpedo load also makes this new incarnation of the Thunderbird a source of some consternation for the enemies of the Q'raj, as fast-moving strike missions are now possible even for reservist units, who previously were restricted to light patrol work or supporting heavier, better equipped units.

