

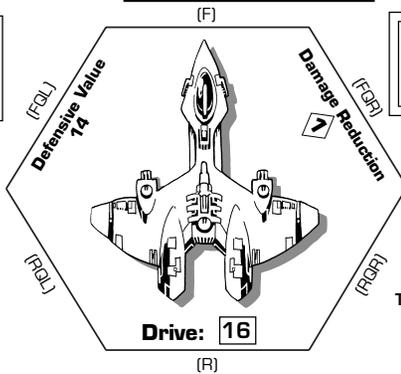
Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Pilot
2 Plaz Shell Cannons (F)
 To Hit: 2D6+ADB+1
 Damage: All+1 Ψ
 Range: 2/4/10
 ○ ○ ○ ○

Crew PILOT
 PIt: _____
 Gnr: _____
 Luck: _____

TPV

Mk. 10 Torps
 ○
 ○
 ○
 ○



Decoys: ○ ○
 P-D: 1-5 (2)
 Dmg Con: 1-3
 Tons: 200

Tight Turn Cost: _____+3

DAMAGE TRACK

→	16	1	*	14	w	t		11	t	
	*	t	9	W		5	t	1		×

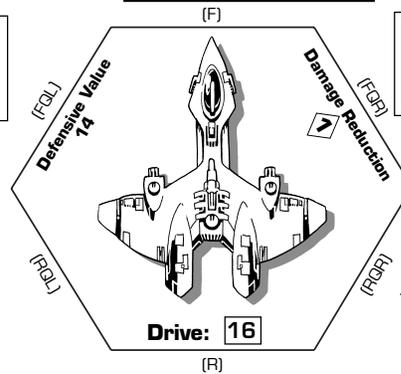
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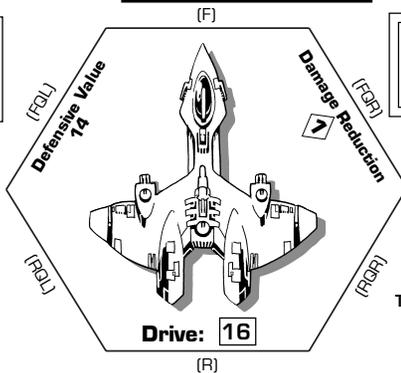
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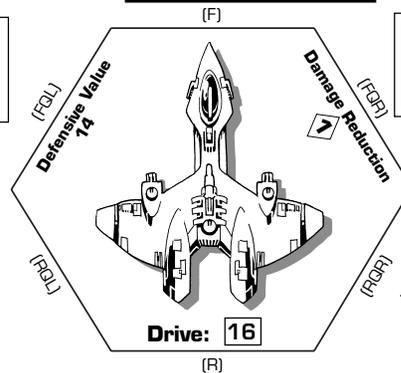
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 Gnr: _____
 Luck: _____

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 ○
 ○
 ○



Decoys: ○ ○
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DAMAGE TRACK

→	16	1	*	14	w	t		11	t	
	*	t	9	W		5	t	1		×

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 — **Splattergun Targeters damaged.** Reduce chance To Hit by 4.
- 8 — **Laser Targeters damaged.** Plaz Shell may not be fired until after the next game turn.
- 9 — **Torp Load jettison.** Thunder Bird loses 104 torps.
- 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.

PLAZ SHELL CANNON SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-4 hexes.
Long Range: 5-10 hexes (-1 To Hit).
 Ψ On triples, do damage as normal, but cannon may not fire next turn.

SPLATTERGUN SPECS

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

Imperial Transtar IO20AIEI series H "Thunderbird YS"

Crew: 1

Maneuvering Thrust: 0.155 km/s/s

Mass: 200 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

2 x Mk. 25 Plaz Shell Cannons

1 x Mk. 10 Splatterguns

4 x Mk. 10 Torpedoes

Comments: The Transtar Thunderbird is an aging design that is commonly available throughout Terran Space. Despite its age the "Thunderchicken" is a reliable light attrition fighter design able to compete with most ships in its class. Well liked by Yoka-Shan pilots for its speed and handling characteristics, the Thunderbird was one of the first of the old Imperial-

era designs refitted with the new Plaz Shell cannon technology.

The standard Pulse Laser battery is replaced by a pair of the new Plaz Shell Cannons, with the centerline hardpoint normally occupied by a Mk. 20 torpedo being specially modified to hold a single Splattergun in an aerodynamically streamlined "gunpod." The light Mk. 10 torpedoes are retained in the new Thunderbird refit, allowing Yoka-Shan pilots to still engage targets at long range until the swiftly moving ship can close to cannon range. Overall this new incarnation of the Thunderbird delivers a deadly, punishing attack with the twin Plaz Shell Cannons. It can stay in the fight with its Splattergun and work some mischief with the Mk. 10 torpedoes. With a dramatically heavier damage potential than the original, the Thunderbird YS is rapidly becoming the ship of choice for Yoka-Shan pilots assigned to patrol duties and fast raiding missions.

