

SENTRY HTR

I.D. ■

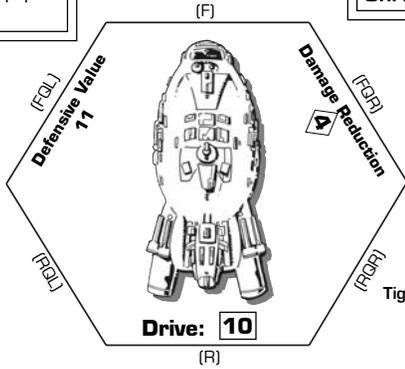
BPV: 75

TPV

Decoys: ○○○○
P-D: 1-7 (3)
Dmg Con: 1-4
Tons: 690

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

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



Gunner A
6 Pulse Lasers
(F) (FQL) (RQL) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
6 Pulse Lasers
(F) (FQR) (RQR) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7		2		6		*	5	
	w		1		4					
	3							2		
				1						×

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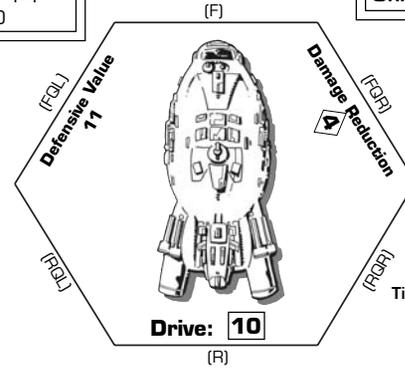
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Decoys: ○○○○
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Pilot
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To Hit: 2D8+ADB
Damage: All
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Crew
PILOT
Pit: _____
Gnr: _____
Luck: _____
GUNNER A
Gnr: _____
GUNNER B
Gnr: _____



Gunner A
6 Pulse Lasers
(F) (FQL) (RQL) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

Gunner B
6 Pulse Lasers
(F)(FQR) (RQR) (R)
To Hit: 2D8+ADB+5
Damage: Low+5
Range: 3/9/10

DAMAGE TRACK

				10		4			W	
*	9			3		8			w	
		7		2		6		*	5	
	w		1		4					
	3							2		
				1						×

CRITICAL HITS

- 2 — **Armor Belt shingles off.** Reduce Damage Reduction by 1. Reduce Defensive Value by 2. Sentry takes 5 more hits.
- 3 — **Engines sputter momentarily.** Sentry's Drive value is reduced to 2 until after next game turn.
- 4 — **Electronic Warfare knocked out.** Sentry may no longer jam torps. Reduce Defensive Value by 2.
- 5 — **Gunner B's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Stabilizers hit.** All turns cost 1 extra movement point.
- 8 — **Gunner A's Pulse Lasers damaged.** Further To Hit attempts by this weapon suffer a -3 penalty.
- 9 — **Ion Ram Power Feed malfunctions.** Reduce Ion Ram Damage rating to Medium+2.
- 10 — **Gunner dazed.** One random gunner may not fire his weapon until after the next game turn.
- 11 — **Temporary Maneuvering Thruster malfunction.** Sentry may not make a turn in the next movement phase.
- 12 — **Massive structural collapse.** Sentry buckles and explodes.

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.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

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

Pyramidis Shipyards 270 Model S/T "Sentry HTR"

Crew: 3

Maneuvering Thrust: 0.099 km/s/s

Mass: 690 tons

Translight Capability: None

Armor: Crystanium alloy belt

Atmospheric Capability: None

Armaments:

12 x Mk. 10 Pulse Lasers

1 x Mk. 10 Ion Ram

Comments: Desperate to build a viable defense force from scratch, and lacking any widespread military experience, the fledgling Tokugawan Combined Fleet purchased large numbers of whatever military craft were available to try and stop the Night Brood invasion. Among the more unfortunate purchases was the lumbering Pyramidis Shipyards Sentry. Impressed by the design's heavy armament and thick armour, and drawn to its clearly defensive nature so in step with Tokugawan philosophy, the Combined Fleet purchased many hundreds of these slow and ungainly vessels in a desperate effort to build a fleet almost overnight.

Predictably, the Tokugawan experience with the Sentry against the technologically superior Night Brood was as hopeless and

bloody as the rest of Terran Space. Too slow and too easily hit by the advanced Night Brood beam weapons, the Sentries were sitting ducks, and were slaughtered accordingly. Thankfully, Combined Fleet had not pinned all of their defensive hopes on the Sentry and House Tokugawa ultimately defeated the Night Brood invaders in an epic stand over their capital world of Po Ying. Despite horrendous losses (100% in many units!), the Tokugawan Combined Fleet found itself with several hundred of the now-despised Sentry; many had already been delivered, and many more were already in transit, built, bought, and paid for.

The combined Fleet hatched a desperate refit program for their entire Sentry inventory in 7AL. The disastrous experiences with the Night Brood led Combined Fleet R & D to cook up a simple yet effective refit for the Sentry, in which both of the Splattergun batteries of the original design were replaced by sextuple Pulse Laser batteries with improved firing arcs. Firepower was further enhanced by the replacement of the pilot's Twin Blatguns with a deadly Ion Ram. This refit is found exclusively in Tokugawan service as of 14AL, and is reportedly known to Tokugawan pilots as "Fugu" ("Blowfish"), apparently due to its potent and bristling weapons fit and its ungainly appearance.

