

TPV

Gunner A
1 Splattergun
 (BRQL) (BFQL) (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner A
Missile Launcher
 (BRQL) (BFQL) (F)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew H
4 Repeating Blasters (F) (F)
 (BFQL) (F) [BFQR]
 To Hit: 2D6+ADB+3
 Damage: (High+6) x 2
 Range: 3/8/15

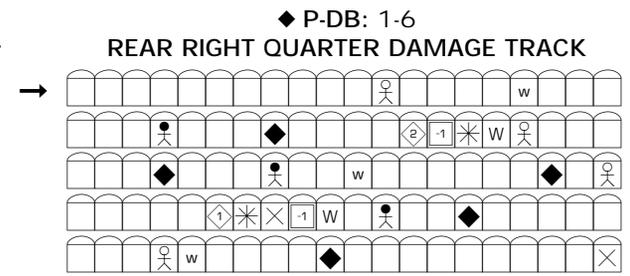
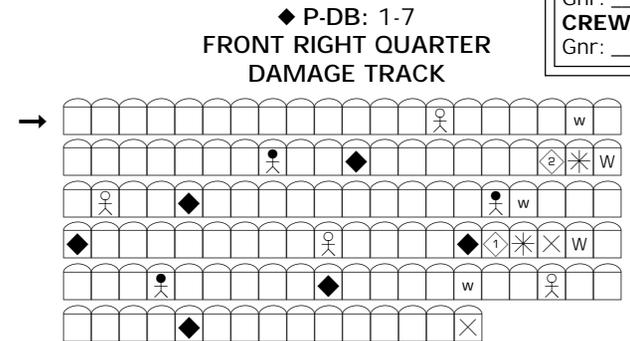
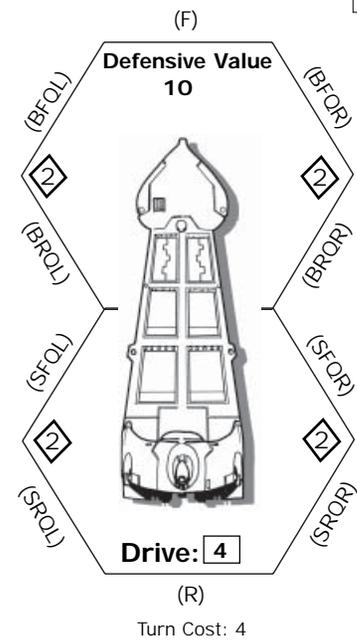
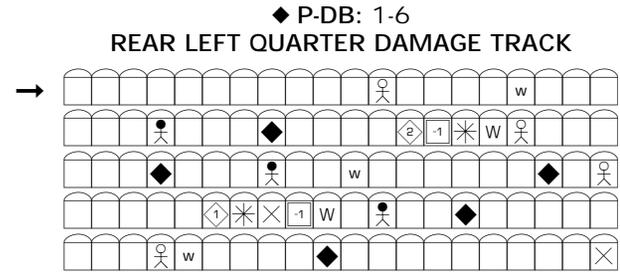
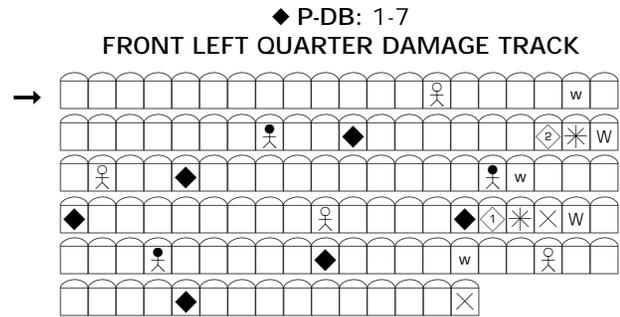
Gunner B
1 Splattergun
 (F) (BFQR) (BRQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner B
Missile Launcher
 (F) (BFQR) (BRQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew G
Repeating Blaster
 (F) (BRQL) (BFQL)
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15

Gun Crew F
Repeating Blaster
 (F) (BRQR) (BFQR)
 To Hit: 2D6+ADB
 Damage: High x 2
 Range: 3/8/15

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____
CREW H
 Gnr: _____



Gunner C
1 Splattergun
 (SFQL) (SRQL) (R)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E
6 Pulse Lasers
 (SFQL) (SRQL) (R)
 (SRQL) (SFQR)
 To Hit: 2D8+ADB+5
 Damage: Low+5
 1-3/4-9/10

Gunner D
1 Splattergun
 (R) (SRQR) (SFQR)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Gunner D
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

FRONT LEFT CRITICAL HITS

- 2— **Electronic Warfare gone.** Aoshu may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Power to all Repeating Blasters shorts and goes down for a turn.** Weapons cannot fire.
- 4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 5— **Gun Crew F killed.** Weapon can no longer fire.
- 6— **Buckled armor.** Reduce Damage Reduction by 1.
- 7— **Splattergun A loses power.** Weapon may not fire next turn.
- 8— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 9— **Gun Crew H killed.** Weapon may no longer fire.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

AOSHO

FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Aoshu may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Power to all Repeating Blasters shorts and goes down for a turn.** Weapons cannot fire.
- 4— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 5— **Gun Crew G killed.** Weapon can no longer fire.
- 6— **Buckled armor.** Reduce Damage Reduction by 1.
- 7— **Splattergun B loses power.** Weapon may not fire next turn.
- 8— **Missile Launcher B malfunction.** Lose 1D10 Remaining missiles.
- 9— **Gun Crew H killed.** Weapon may no longer fire.
- 10— **Gunner B killed.** This gunner's weapons may not be fired.
- 11— **Bridge hit!** Bridge crew is stunned. Aoshu may not move next turn.
- 12— **Major structural damage.** Take 15 more hits on this track.

Fighter Bay 1 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

Fighter Bay 2 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Aoshu may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Splattergun C damaged.** Weapon suffers -2 penalty to hit.
- 6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7— **Missile Launcher C malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner C killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Aoshu becomes a gaseous cloud.

Electronics

Jam: 1-2 on 1D4

ECM: 1-5(5)



Bridge

Captain: _____

Pilot: _____

TOC: None

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Aoshu may no longer use Captain die.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Bulkhead collapse.** Take 5 more hits on this track.
- 5— **Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6— **Fighter bay hit.** Roll on Fighter Bay Hit Table.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Engineering hit!** Damage Control is not available until after next turn.
- 9— **Power coupling severed.** No weapons may be fired next turn.
- 10— **Gunner D killed.** This gunner's weapons may not be fired.
- 11— **Engineering section destroyed.** Damage control is no longer available.
- 12— **Reactor hit.** Aoshu becomes a gaseous cloud.

Fighter Bay 3 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

Fighter Bay 4 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

Fighter Bay 5 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

Fighter Bay 6 400-ton Fighter

○ ☒☒ ID: _____

Type: _____

Engineering

Damage Control 1-6



Silent Death

Myoto Industries 2091 series H Fighter Tender "Aosho II"

Crew: 44

Maneuvering Thrust: 0.039 km/s/s

Mass: 10,000 tons

Translight Capability: 15 light-years/day

Armour: Crystanium w/belt

Atmospheric Capability: None

Armaments:

6 x Mk. 20 Pulse Lasers

4 x Mk. 10 Splatterguns

6 x Mk. 10 Repeating Blasters

4 x Mk. 10 Missile Launchers

(Magazines: 20 Missiles)

Transport Capability:

6 x 400 ton fighters

Comments: Due to its slow speed the Aosho proved to be a sitting duck during the Night Brood invasion. Brood beam weapons would rapidly slice up the lumbering Aoshos, crippling entire fighter units in minutes while the FTL-capable Brood fighters would move on to another planetary system. In an effort to counter this new menace the ubiquitous Aosho underwent a widespread retrofit program within Terran Space commencing in 6AL.

While the torpedo armament had been sufficient for ship-to-ship exchanges with other conventional Terran opponents, the need to repel attacking fighters at greater ranges than were previously acceptable forced the removal of these space-hungry systems in favor of the potent Repeating Blaster particle weapon system. By removing the two twin-tube torpedo rooms, two single-barrel Repeating Blasters covering expanded forward firing arcs were installed. The massive centrally located torpedo magazine was also removed, the cavity being filled by a lethal quad-barreled Repeating Blaster battery with a respectable forward firing arc. The short-ranged Disruptorguns were also replaced by single Splattergun blast cannons with a longer range, while retaining the missile launcher systems of the original design.

This refitted version dubbed, the Aosho II, has been enthusiastically accepted across Terran Space, and is now found operating in steadily increasing numbers in every major House and many a House Minor. Many are in use as humanity begins its campaigns to reclaim worlds lost to the Night Brood.

