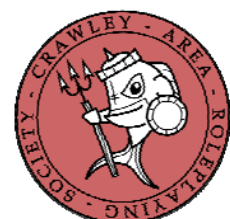


SAVAGE

THUNDERBIRDS

ARE GO!



INTRODUCTION

Thunderbirds is a ground breaking tv show produced in Britain in the mid 1960s by Gerry and Sylvia Anderson. The show used Anderson's trademark puppetry style, dubbed "Supermarionation" and is renowned for it's relentless action, remarkable visuals and large explosions. Not to mention the cool vehicles.

The show centres on International Rescue, an organisation founded by ex- astronaut Jeff Tracy, dedicated to using high-tech equipment to provide aid to those in need around the world.

Savage Thunderbirds came about as a dare. In a break in our regular gaming schedule, I suggested to the group that I could use *Savage Worlds* to create an adventure in any setting they cared to mention. I got off lightly, they chose Thunderbirds and this document is the result. It is by no means a complete sourcebook for this wonderful show but it allowed me to run some fun sessions and hopefully may encourage you to do the same, or at the very least check out this great show if you've not seen it before.

'Thunderbirds' is a registered trademark of Carlton International Media Ltd.

Savage Worlds is a registered trademark of Pinnacle Entertainment Group.

This guidebook is offered free as a resource for gaming in this fun world using the best RPG out there. Support these folks by buying DVDs of Thunderbirds and lots of Savage Worlds books. You won't be sorry.

Thanks to Mike and Chris from the CARPS Thursday Night Irregulars for suggesting this document and playing the game.

Savage Thunderbirds

INTERNATIONAL RESCUE

 Denotes a Wild Card

Jeff Tracy 



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Skills: Boating d6, Driving d6, Fighting d6, Guts d8, Knowledge (Engineering) d8, Knowledge (Science) d8, Notice d6, Persuasion d10, Piloting d10, Swimming d6.

Charisma: +2 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Charismatic, Command, Connections, Inspire, Filthy Rich.

Hindrances: Heroic, Vow (Major) – Help Those In Need

Quote: "Thunderbirds are go!!"

- Jeff Tracy is a world renowned former astronaut, multi-millionaire and father of five boys. He formed International Rescue following the death of his beloved wife.



Scott Tracy 



Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d8, Fighting d6, Guts d10, Intimidation d6, Investigation d6, Notice d8, Persuasion d6, Piloting d10, Repair d6, Shooting d6.

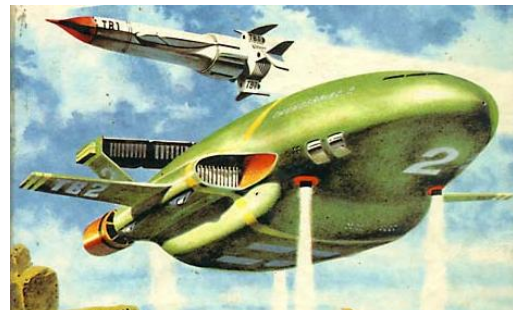
Charisma: +2 **Pace:** 6" **Parry:** 5 **Toughness:** 6

Edges: Ace, Attractive, Command, Level Headed, Steady Hands.

Hindrances: Heroic, Stubborn

Quote: "This is International Rescue"

- Scott Tracy is the pilot of Thunderbird 1, and as such is usually first on the scene of any disaster. He is calm and confident and is the "public" face of International Rescue.



Savage Thunderbirds

Virgil Tracy



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Guts d10, Knowledge (Engineering) d10, Knowledge (Electronics) d8, Knowledge (Music) d6, Notice d8, Piloting d8, Repair d8, Shooting d6.

Charisma: 0 **Pace:** 6" **Parry:** 4 **Toughness:** 5

Edges: Combat Reflexes, Improved Level Headed, Nerves Of Steel.

Hindrances: Heroic

Quote: "Thunderbird Two to Thunderbird One, do you read me?"

- Virgil Tracy pilots Thunderbird 2. He is perhaps the most serious of the Tracy boys, although he is also a talented pianist and often plays when not on a mission.



Alan Tracy



Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Driving d10, Fighting d6, Guts d8, Knowledge (Mechanic) d6, Notice d6, Persuasion d6, Piloting d8, Repair d6, Shooting d6, Swimming d6.

Charisma: +4 **Pace:** 6" **Parry:** 5 **Toughness:** 6

Edges: Ace, Very Attractive, Quick.

Hindrances: Heroic, Overconfident, Quirk (Funny Guy).

Quote: "Say, Tin-Tin, why don't we go off to the mainland tonight? Just the two of us?"

- Alan is the youngest of the Thunderbird pilots and something of a thrill-seeker. He has driven racing cars professionally and can be reckless.



Savage Thunderbirds

Gordon Tracy



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Boating d8, Driving d6, Fighting d6, Guts d8, Knowledge (Oceanography) d6, Notice d6, Piloting d8, Repair d6, Shooting d4, Swimming d10.

Charisma: 0 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Luck, Quick.

Hindrances: Cautious, Heroic, Quirk (Practical Joker).

Quote:

- Gordon brings his deep respect for and knowledge of the ocean to his work as the International Rescues' Aquanaut.

John Tracy



Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d4, Guts d6, Investigation d8, Knowledge (Astronomy) d10,

Knowledge (Electronics) d6, Notice d8, Piloting d6, Repair d6, Shooting d4.

Charisma: 0 **Pace:** 6" **Parry:** 4 **Toughness:** 5

Edges: Alertness.

Hindrances: Curious, Heroic.

Quote: "Yes, father!"

- John Tracy often carries out the vital role of monitor on Thunderbird 5, International Rescue's space station. This role gives him ample opportunity to indulge his love of astronomy.

Brains



Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d6, Investigation d8, Knowledge (Computers) d10, Knowledge (Electronics) d10, Knowledge (Engineering) d12, Notice d6, Piloting d6, Repair d10.

Charisma: 0 **Pace:** 6" **Parry:** 4 **Toughness:** 5

Edges: Gadgeteer, McGyver.

Hindrances: Bad Eyes (Normally corrected with glasses), Curious, Loyal, Quirk (Talks to himself).

Quote: "Of course! That's the answer!"

- Brains, or Hiram K Hackenbacker is a gifted orphan whose immense talent for invention and engineering was quickly identified and nurtured by

Savage Thunderbirds

Jeff Tracy. His is the fantastic mind behind the Thunderbird machines.

Lady Penelope



Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d6, Guts d8, Investigation d8, Knowledge (Etiquette) d8, Notice d8, Persuasion d10, Riding d6, Shooting d6, Stealth d8, Streetwise d6, Taunt d6.

Charisma: +4 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Alertness, Connections, Linguist, Very Attractive, Filthy Rich.

Hindrances: Curious, Habit (Cigarettes), Stubborn.

Quote: "Isn't life fun sometimes?"

- Lady Penelope Creighton-Ward is International Rescue's London agent and likely the most glamorous super-spy ever. Her experience within some of the world's most demanding intelligence agencies has proven invaluable to the cause of helping those in need time and time again.

Parker



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Driving d10, Fighting d6, Gambling d8, Guts d6, Lockpicking d10, Notice d6, Repair d10, Shooting d8, Stealth d8, Streetwise d10.

Charisma: -2 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Ace, Steady Hands, Thief.

Hindrances: Bad Luck, Loyal, Ugly.

Quote: "Yes, m'lady."

- Parker's is intensely loyal to his employer since she turned him to the straight and narrow. His somewhat shady past has left him with useful skills and contacts which he is not averse to taking advantage of, however.

Tin-Tin



Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Driving d6, Fighting d6, Guts

Savage Thunderbirds

d6, Investigation d6, Knowledge (Engineering) d8, Notice d6, Persuasion d8, Piloting d8, Stealth d6.

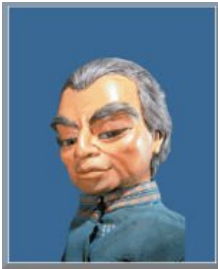
Charisma: +4 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Very Attractive.

Hindrances: Curious.

- Daughter of Kyrano, Tin-Tin has been educated in some of the best schools in the world, thanks to the generosity of Jeff Tracy and she often assists Brains in his laboratory, proving her worth to the organisation time and time again.

Kyrano



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Guts d6, Healing d6, Knowledge (Botany) d10, Knowledge (Cookery) d8, Notice d6, Stealth d6.

Charisma: +4 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Danger Sense.

Hindrances: Code of Honour, Loyal.

- Kyrano has been friends with Jeff Tracy for many years, since the two met during Jeff's time with the space programme. An expert botanist and chef, Kyrano keeps Tracy Island running smoothly. He is not aware of the full extent of the power his half-brother, the Hood, has over him.

Grandma



Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Guts d6, Healing d6, Knowledge (Cookery) d10, Notice d6, Persuasion d8.

Charisma: 0 **Pace:** 5" **Parry:** 2 **Toughness:** 4

Edges: Common Bond.

Hindrances: All Thumbs, Bad Eyes, Elderly.

Quote: "It's not going to be dangerous, is it?"

- Jeff Tracy's mother, who helped raise the boys following the death of their mother.

ENEMIES

The Hood



Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Driving d8, Fighting d6, Guts d10, Intimidation d10, Investigation d8, Knowledge (Electronics) d8, Lockpicking d6, Notice d8, Persuasion d10, Piloting d8, Psionics d8,

Savage Thunderbirds

Shooting d8, Stealth d6, Streetwise d8, Taunt d8.

Charisma: -2 **Pace:** 6" **Parry:** 5 **Toughness:** 5

Edges: Arcane Background (Psionic)*, Hard To Kill, Thief, Strong Willed

Hindrances: Arrogant, Greedy, Mean, Stubborn.

Powers: Puppet*.

Quote: "Kyrano.....KYRANO..!!"

*The Hood has only one psionic ability, the puppet power which he uses as a form of hypnosis. In normal circumstances, usual range restrictions apply. The Hood shares a psychic link with his half brother, Kyrano, and can use the ability at any distance assuming he prepares his mind for the attempt by focusing on a likeness of him.

- Half-brother of Kyrano, The Hood's real name is unknown. He has an almost fanatical obsession with uncovering the secrets of International rescue and their wondrous craft, no doubt planning to sell their secrets to the highest bidder.

THUNDERBIRD MACHINES

Thunderbird 1



First response, reconnaissance aircraft.

Wingspan 15m, length 23.6m, height 9.5m.

Top speed 15,000mph, Propulsion Turbojet, ramjet, rocket.

Acc/Top Speed 500/2500; **Climb** 75;

Toughness 18 (2) **Crew:** 1;

Cost: Classified

Notes: 2 x AMCM, Night Vision, Stabilizer.

Weapons:

- **Disruptor Cannon:** 50/100/200, 3d8, 3, AP 6, HW

Thunderbird 2



STOL/VTOL Heavy transport aircraft.

Wingspan: 57m, length: 75.5m, height: 18m.

Top speed: 5,000mph, Propulsion: Turbojet, ramjet, rocket.

Savage Thunderbirds

Acc/Top Speed: 60/800; **Climb:** 30;

Toughness 26 (4) **Crew:** 1;

Cost: Classified

Notes: Night Vision, Stabiliser, VTOL, Payload Pod
(various)

Weapons:

- Air - To - Surface Missiles: 75/150/300, 4d8, mbt, rof 1, AP 6, HW.

Thunderbird 3



Space rescue/shuttle craft.

Length: 85.25m, diameter: 28m.

Top speed: 20,000mph, Propulsion: Chemical rockets/particle thrusters

Acc/Top Speed: 200/Escape Velocity;

Climb: 80; **Toughness** 16 (4)

Crew: 1; **Cost:** Classified

Notes: Spacecraft/Atmospheric

Weapons: None

Thunderbird 4



Rescue Submarine.

Length: 9.1m, width: 3.4m. Top speed: 160 knots (submerged), Propulsion: Turbodrives motors

Acc/Top Speed: 20/80; **Toughness** 12 (2)

Crew: 1; **Cost:** Classified

Notes: Submersible, laser cutter, airlock.

Weapons:

- Missiles (10/50/75, 3d6, sbt, rof 1, hw).

FAB 1



Lady Penelope's personal transport.

Top Speed: 200mph+ , Power Plant: Classified

Acc/Top Speed: 35/80 **Toughness:** 15 (6)

Crew: 1 + 2 **Cost:** Unspecified

Notes: Air Brakes, Amphibious – Acc/Top Speed: 8/15, Four Wheel Drive, Heavy Armour, Oil/Spike Dropper.

Savage Thunderbirds

Weapons:

- Cannon (50/100/200, 2d10, ROF3, AP4, HW)



ADVENTURE GUIDELINES

The best source of inspiration for adventures set in the Thunderbirds universe comes from the original shows themselves. If stuck for plot, then simply start with a disaster, natural or otherwise. Usually the emergency will start with some form of transportation, perhaps experimental or untested. Perhaps technical fault is to blame or other, more sinister influences. Then there are natural disasters of all types, whether it be earthquake, storm or fire. The purpose of the International Rescue team is to provide aid to people where no other assistance can reach them. Place the disaster in a difficult environment where no other emergency service can easily reach them. Perhaps the depths of the ocean or the fringe of space, remote mountain road or high in the air.

As in example, the scenario for which this conversion was written started with the following premise;

The world's newest transcontinental passenger craft is the *Subliner*. While carrying 500 passengers on it's maiden voyage from San Francisco to Tokyo, the vessel has suffered navigational error. It has become trapped in an undersea canyon and is beyond the reach most of normal rescue. Cue International Rescue. A call for help is received via Thunderbird 5. It is not long before the Thunderbirds are winging their way to the disaster site.



It is established that Tin Tin is onboard for the maiden voyage, adding some personal motivation to the cause. In addition, some passengers have panicked, launching an escape pod which has malfunctioned and started descending rapidly into the ocean depths.

In our game we added in sabotage and an underlying plot which had this and subsequent disasters instigated by an unseen power keen to track the International Rescue team back to their hidden island. This provided a nicely satisfying arc for our game. Similar situations can be drawn from episodes of the show and woven into your own plot ideas to provide a satisfying experience which 'feels' like Thunderbirds.