

# PHARSII LUR

I.D.

BPV: 113

**TPV**

**Gunner B**  
Missile Launcher  
(FQL) (F) (FQR)  
Lock-on <     

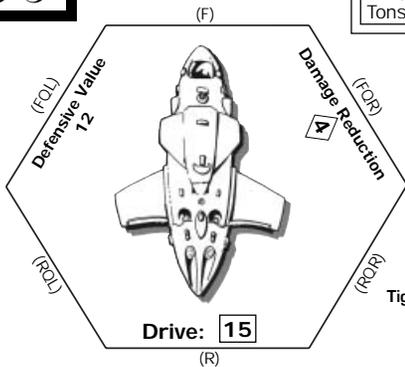
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

**Pilot**  
2 Autocannons (F)  
To Hit: 2D6+ADB+1  
Damage: Medium+1 †  
Range: 3/10/24  
○○○○○

**Gunner A**  
3 Miniguns (F)  
To Hit: 2D6+ADB+2  
Damage: Low+2 †  
Range: 2/5/12  
○○○○○

**Crew**  
PILOT  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
GUNNER A  
Gnr: \_\_\_\_\_  
GUNNER B  
Gnr: \_\_\_\_\_  
GUNNER C  
Gnr: \_\_\_\_\_

Decoys: ○○○  
P-D: 1-6 (2)  
Dmg Con: 1-5  
Tons: 900



**Mk. 20 Torp**  
○

**Mk. 10 Torps**  
○  
○  
○  
○

**Gunner C**  
3 Miniguns (R)  
To Hit: 2D6+ADB+2  
Damage: Low+2 †  
Range: 2/5/12  
○○○○○

**DAMAGE TRACK**

→			15		4		*		14	t
		w	3			13		T		
	12			W	11	2			10	
	t		*	9		w	8	1		
		7			6				5	
			4	*	T	3	w			
	t	2				1				

# PHARSII LUR

I.D.

BPV: 113

**TPV**

**Gunner B**  
Missile Launcher  
(FQL) (F) (FQR)  
Lock-on <     

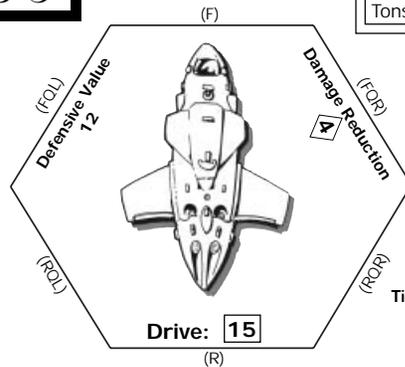
○	○	○	○
○	○	○	○
○	○	○	○
○	○	○	○

**Pilot**  
2 Autocannons (F)  
To Hit: 2D6+ADB+1  
Damage: Medium+1 †  
Range: 3/10/24  
○○○○○

**Gunner A**  
3 Miniguns (F)  
To Hit: 2D6+ADB+2  
Damage: Low+2 †  
Range: 2/5/12  
○○○○○

**Crew**  
PILOT  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
GUNNER A  
Gnr: \_\_\_\_\_  
GUNNER B  
Gnr: \_\_\_\_\_  
GUNNER C  
Gnr: \_\_\_\_\_

Decoys: ○○○  
P-D: 1-6 (2)  
Dmg Con: 1-5  
Tons: 900



**Mk. 20 Torp**  
○

**Mk. 10 Torps**  
○  
○  
○  
○

**Gunner C**  
3 Miniguns (R)  
To Hit: 2D6+ADB+2  
Damage: Low+2 †  
Range: 2/5/12  
○○○○○

**DAMAGE TRACK**

→			15		4		*		14	t
		w	3			13		T		
	12			W	11	2			10	
	t		*	9		w	8	1		
		7			6				5	
			4	*	T	3	w			
	t	2				1				

**CRITICAL HITS**

- 2 — **Pilot dazed.** Pharsii may not move or fire the Autocannon until after the next game turn. The gunners may still fire while the pilot is dazed.
- 3 — **Gunner C dazed.** Gunner C may not fire weapons until after the next game turn.
- 4 — **Electronic Warfare knocked out.** Pharsii may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 1.
- 7 — **Decoys blown away.** Pharsii loses all its decoys.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Missile Launcher damaged.** Lose 1D10 remaining missiles.
- 10 — **Gunner A dazed.** Gunner A may not fire weapons until after the next game turn.
- 11 — **Autocannon performance impeded.** Reduce damage rating to Low.
- 12 — **Reactor hit.** With a blinding flash, the Pharsii is destroyed.

**AUTOCANNON SPECS†**

**Short Range:** 1-3 hexes (+1 To Hit).  
**Medium Range:** 4-10 hexes.  
**Long Range:** 11-24 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤10.  
 † When two Attack Dice come up doubles, multiply base damage by 2.

**MINIGUN SPECS†**

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-5 hexes.  
**Long Range:** 6-12 hexes (-1 To Hit).  
 † Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

# Silent Death

## Heavy Metals PWHa-AIEI "Pharsii LUR"

**Crew:** 4

**Maneuvering Thrust:** 0.155 km/s/s

**Mass:** 900 tons

**Translight Capability:** None

**Armor:** Crystanium w/belt

**Atmospheric Capability:** Full

### Armaments:

6 x Mk. 10 Miniguns

2 x Mk. 10 Autocannons

4 x Mk. 10 Torpedoes

1 x Mk. 20 Torpedo

**Comments:** Saddled with a large inventory of obsolescent fighter designs, and struggling with a limited industrial base, the Luches Utopia is obsessed with maintaining as many flyable combat craft as possible as they are sorely in need of heavy fighters. The Luches inherited a substantial number of the obsolescent Pharsii heavy fighters, so they initiated a refit program designed to squeeze out the maximum combat performance possible with the limited

mass driver weapons technology the backward Luches industry can support. The newly designated Pharsii LUR replaces most of the original armament with multiple mass driver weapons systems, making maximum use of the existing Luches infrastructure and technical know-how, at the expense of the original design's staying power.

The dependence on massed Miniguns and Autocannons with their limited ammunition loads is a serious drawback, but the Luches accept this while banking on the increased short-term firepower and increased accuracy. Because depleted uranium is so easily acquired and processed by the Luches Utopia, this refit is a logical action. An increase in the torpedo load was also included in the refit protocol, boosting the Pharsii LUR's ability to engage in dogfights against lighter, more nimble opponents.

The Pharsii LUR is a one-shot wonder. Once the ammunition is gone all that's left for the ship to do is run for the exit, and hope that any pursuers aren't fast enough to catch up.

