

# QUARK II

I.D. ■

BPV: 33

TPV

Pilot

1 Meld Laser (F)

To Hit: 2D8+ADB

Damage: Medium

Range: 6/18/20

Target SR ≤12

Crew

PILOT

Plt: \_\_\_\_\_

Gnr: \_\_\_\_\_

Luck: \_\_\_\_\_

Pilot

Missile Launcher (F)

Lock-on < \_\_\_\_\_

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Pilot

1 Impulsegun (F)

To Hit: 2D8+ADB

Damage: High

Range: 3/8/10

Special Equipment

☐ Pilot Biolink \*

Para-

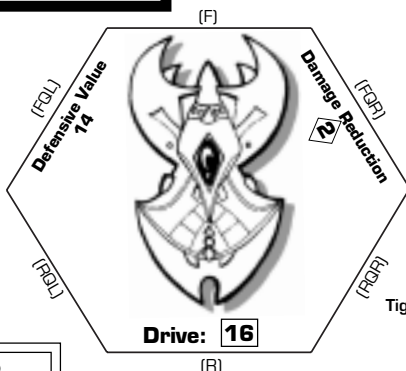
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Torps

○

○



Tight Turn Cost: \_\_\_\_\_ +3

Decoys: ○

P-D: 1-6 (2)

Dmg Con: 1-2

Tons: 198

## DAMAGE TRACK

→			16		14	2	w	12	t	*
	11	W	8	7	1	5	t	4	w	×

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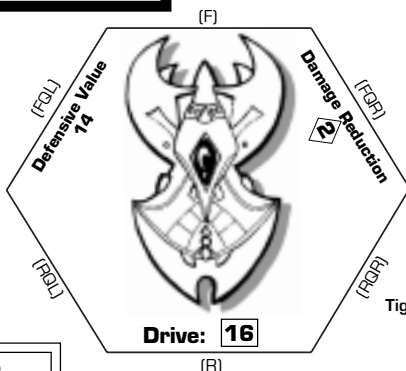
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## DAMAGE TRACK

→			16		14	2	w	12	t	*
	11	W	8	7	1	5	t	4	w	×

## CRITICAL HITS

- 2 — Pilot killed. Quark may perform no further actions. Defensive Value drops to 5.
- 3 — Engines sputter. Quark may only use 3 movement points next game turn.
- 4 — Electronic Warfare knocked out. Quark may no longer jam torps. Reduce Defensive Value by 2.
- 5 — Impulsegun damaged. Reduce to hit by -3.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Missile Launcher hit. Lose remaining missiles.
- 8 — Meld Laser Targeting damaged. Modify Meld Laser To Hit attempts by -3.
- 9 — Minor Hull Breach inflicted. Reduce Defensive Value by 2.
- 10 — Torp Loads jettison harmlessly. Remove all torps.
- 11 — Feedback: Pilot Brain Dead. Quark may perform no further actions. Defensive Value drops to 5.
- 12 — Reactor explodes. Quark is destroyed.

## MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).  
 Medium Range: 7-18 hexes.  
 Long Range: 19-20 hexes (-1 To Hit).  
 Target Speed Restriction: Target's Drive value must be ≤12.

## IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).  
 Medium Range: 4-8 hexes.  
 Long Range: 9-10 hexes (-1 To Hit).

\* Pilot fires during Gunner Phase.

## 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

## ASP 01-02 MSPAC "Quark II"

**Crew:** 1

**Maneuvering Thrust:** 0.158 km/s/s

**Mass:** 198 tons

**Translight Capability:** None

**Armour:** Crysteel hull with fibranite belts

**Atmospheric Capability:** Full

**Armaments:**

1 x Mk. 10 Impulsegun

1 x Mk. 10 Meld Laser

2 x Mk. 20 Parasite Torpedoes

1 x Mk. 10 Missile Launcher

(Magazine: 10 missiles)

**Comments:** The Quark is the standard ASP medium fighter of choice. For all of their vaunted technological superiority, the ASP have proven to be desperately handicapped at times by their endemic corporate mentality, with all of the drawbacks that such a mentality implies. ASP ship designs suffer accordingly, especially when overly conservative or worse -unimaginative department heads with no military background placed in a decision making position for approving weapon system designs for production. The Quark proved to be no exception to this problem (although far less so than the infamous Nova class gunboat), and it was the pilots who suffered the consequences.

Quark pilots quickly began to complain about the design's incorporation of a twin Minigun system as the ship's principle light anti-fighter armament. Once the ammunition was expended, the Quark had nothing to fall back on if faced with small, fast attrition fighters able to avoid the attentions of the Quark's slower tracking Meld Laser, limited missile launcher ammo supply, and slow-as-molasses-on-a-cold-day Parasite torpedoes. ASP pilots engaged

in skirmishes with House Tokugawan pilots on the various border zones and during the disastrous final defense of the disputed Kanmuri system, suffered serious losses when engaged by the superb Tokugawan Hayabusa light fighters, and complained mightily as a result.

Hayabusa pilots found that once the Quarks had expended their minigun ammunition, they were easy pickings as the nimble Hayabusa could easily outrun the lumbering Parasite torpedoes (Tokugwan pilots refer to these unique ASP weapons as "namekuji", ie. "slug"), and their quintuple Pulse Laser mounts could quickly shred any Quark that could be brought into range. In an effort to rectify this situation, a refit of the basic design was quickly put together which drastically improved the Quark's staying power. The twin Miniguns and their magazine were replaced by an Impulsegun, which allows Quark pilots to stay in the fight without worrying about how many rounds are left in the magazine before they must cut and run or be shredded by an opponent using an energy weapon system! This new version of the Quark began to enter ASP service in growing numbers starting in 13AL.

