

# PHARSII ASP

I.D.

BPV: 118

**TPV**

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

**Pilot**  
**Entropic Accelerator (F)**  
 To Hit: 2D8+ADB+1  
 Damage: High Ω  
 Range: 4/7/12  
 Target SR ≤12

**Pilot**  
**1 Splattergun (F)**  
 To Hit: 2D6+ADB  
 Damage: Medium  
 Range: 2/6/10

**Crew**  
**PILOT**  
 PIt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

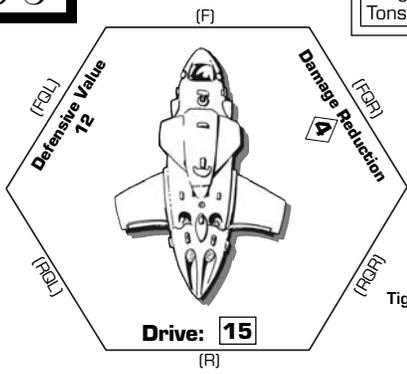
**GUNNER A**  
 Gnr: \_\_\_\_\_

**GUNNER B**  
 Gnr: \_\_\_\_\_

**GUNNER C**  
 Gnr: \_\_\_\_\_

Decoys:

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



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

**Mk. 40**  
**Torp**

**Mk. 10**  
**Torps**

**Gunner A**  
**2 Splatterguns (F)**  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

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

**DAMAGE TRACK**

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

# PHARSII ASP

I.D.

BPV: 118

**TPV**

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

**Pilot**  
**Entropic Accelerator (F)**  
 To Hit: 2D8+ADB+1  
 Damage: High Ω  
 Range: 4/7/12  
 Target SR ≤12

**Pilot**  
**1 Splattergun (F)**  
 To Hit: 2D6+ADB  
 Damage: Medium  
 Range: 2/6/10

**Crew**  
**PILOT**  
 PIt: \_\_\_\_\_  
 Gnr: \_\_\_\_\_  
 Luck: \_\_\_\_\_

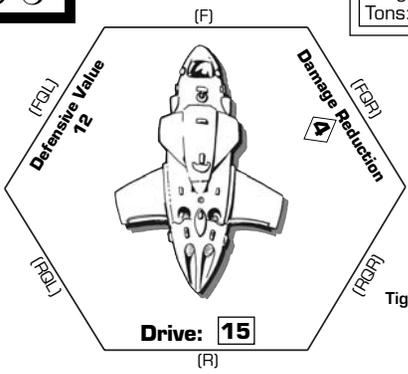
**GUNNER A**  
 Gnr: \_\_\_\_\_

**GUNNER B**  
 Gnr: \_\_\_\_\_

**GUNNER C**  
 Gnr: \_\_\_\_\_

Decoys:

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



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

**Mk. 40**  
**Torp**

**Mk. 10**  
**Torps**

**Gunner A**  
**2 Splatterguns (F)**  
 To Hit: 2D6+ADB+1  
 Damage: Medium+2  
 Range: 2/6/10

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

**DAMAGE TRACK**

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

**CRITICAL HITS**

- 2 — **Pilot dazed.** Pharsii may not move or fire the Pilot's weapons 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 — **Entropic Accelerator performance impeded.** Reduce damage rating to Medium.
- 12 — **Reactor hit.** With a blinding flash, the Pharsii is destroyed.

**ENTROPIC Ω ACCELERATOR SPECS**

**Short Range:** 1-4 hexes (+1 To Hit).  
**Medium Range:** 5-7 hexes.  
**Long Range:** 12 hexes (-1 To Hit).  
**Target Speed Restriction:** Target's Drive value must be ≤12.  
 Ω Does 1D6 continuing damage per turn during Warhead Launch Phase, until a 1 is rolled. Damage Reduction applies.

**SPLATTERGUN SPECS**

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-6 hexes.  
**Long Range:** 7-10 hexes (-1 To Hit).

# Silent Death

## Heavy Metals PWHa-0101 "Pharsii ASP"

**Crew:** 4

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

**Mass:** 900 tons

**Translight Capability:** None

**Armour:** Crystanium w/belt

**Atmospheric Capability:** Full

**Armaments:**

1 x Entropic Accelerator

4 x Mk. 10 Splatterguns

4 x Mk. 10 Torpedoes

1 x Mk. 40 Torpedo

1 x Missile launcher with  
20 missiles

**Comments:** The ASP Technocracy has always boasted of its technological superiority, but propaganda aside the fact remains that more than a few ASP fighter units are still relying upon obsolescent fighter designs left over from the days of the Terran Empire. More than a few heavy fighter

wings within the ASP still operate the venerable Pharsii, and until enough of the new Binary heavy fighters become available, the ASP military leadership decided to give these obsolescent ships an upgrade taking advantage of the latest ASP weapons technology. The first thing the ASP designers did was to remove the cumbersome Turbo laser of the original design and replace it with the fiendish Entropic Accelerator.

An additional Splattergun controlled by the pilot was also added, increasing the original design's dogfighting ability. A larger Mk. 40 torpedo and two additional Mk. 10 torpedoes substantially increase the Pharsii ASP's capability in executing strike missions. Overall this refit of a previously mediocre design has taken the Pharsii ASP to the next level of combat efficiency, and the design has been received with some considerable enthusiasm by ASP crews struggling stand up to the latest Tokugawan and Q'raji fighter designs.

