

TPV

Gunner A
5 Pulse Lasers
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

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

Gunner E
Entropic Accelerator
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+1
 Damage: High Ω
 Range: 4/7/12
 Target SR ≤12
 ○ ○ ○ ○ ○ ○ ○ ○

Gunner B
5 Pulse Lasers
 (BRQR) (BFQR) (F)
 To Hit: 2D8+ADB+4
 Damage: Low+4
 1-3/4-9/10

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

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
Gunner A
 Gnr: _____
Gunner B
 Gnr: _____
Gunner C
 Gnr: _____
Gunner D
 Gnr: _____
Gunner E
 Gnr: _____
Gunner F
 Gnr: _____
Gunner G
 Gnr: _____
Gunner H
 Gnr: _____
Gunner I
 Gnr: _____
Crew J
 Gnr: _____
T Crew K
 Gnr: _____
T Crew L
 Gnr: _____

Gun Crew J
Graviton Cannon

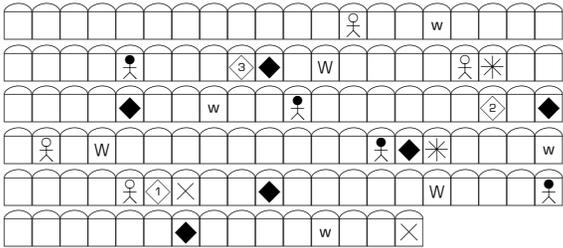
 (F)
 To Hit: 2D8+ADB+2
 Damage: All x2
 Range: 6-22/34/40
 Target SR ≤13
 ○ ○ ○ ○ ○ ○ ○ ○

Gunner G
1 Ion Ram
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15
 ○ ○ ○ ○ ○ ○ ○ ○

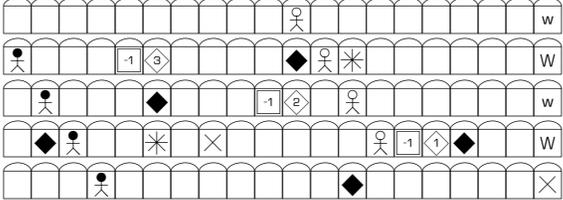
Gunner H
1 Ion Ram
 (BRQL) (BFQL) (F)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15
 ○ ○ ○ ○ ○ ○ ○ ○

Gunner F
Entropic Accelerator
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
 To Hit: 2D8+ADB+1
 Damage: High Ω
 Range: 4/7/12
 Target SR ≤12
 ○ ○ ○ ○ ○ ○ ○ ○

◆ P-DB: 1-7
 FRONT LEFT QUARTER DAMAGE TRACK



◆ P-DB: 1-6
 REAR LEFT QUARTER DAMAGE TRACK



Gunner I
1 Ion Ram
 (F) (BFQR) (BRQR)
 To Hit: 2D8+ADB
 Damage: All
 Range: 5/13/15
 Target SR ≤15
 ○ ○ ○ ○ ○ ○ ○ ○

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

Torp Crew K
2 Torpedo Tubes

 (BFQL)

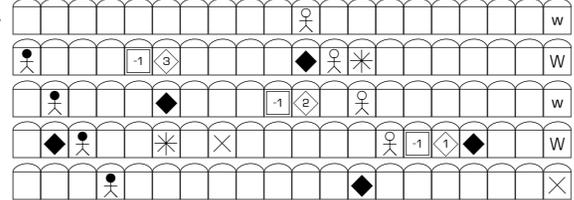
Gunner C
Missile Launcher
 (SFQL) (SRQL) (R)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Torp Crew L
2 Torpedo Tubes

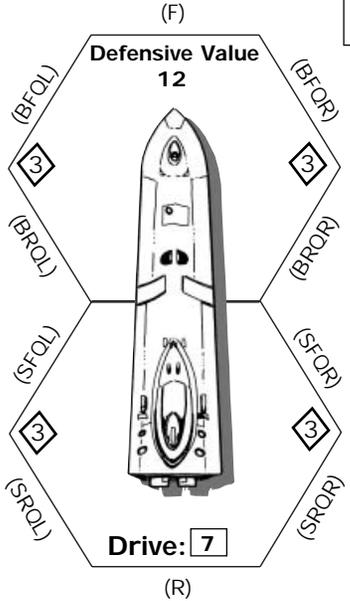
 (BFQR)

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

◆ P-DB: 1-6
 REAR RIGHT QUARTER DAMAGE TRACK



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



Turn Cost: 4

FRONT LEFT CRITICAL HITS

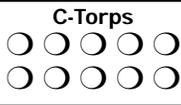
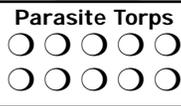
- 2— ECM destroyed. Fletcher may no longer perform screening.
- 3— Crew killed. Lose D4 crew.
- 4— Parasite Torpedo Magazine hit. 1D10 torpedoes are destroyed.
- 5— C-Torpedo Magazine hit. 1D10 torpedoes are destroyed.
- 6— Missile Launcher A malfunction. Lose 1D10 Remaining missiles.
- 7— Quint Pulse Laser A loses power. Weapon may not fire until after next turn.
- 8— Torpedo Room loses power. No torpedoes may be launched until after next turn. All of Fletchers command guided torps detonate.
- 9— Ion Ram power flickering. Targeter damaged. -2 to hit.
- 10— Graviton Cannon damaged. Penalize to Hit attempts by -2.
- 11— Bridge hit! Bridge crew is stunned. Fletcher may not move next turn.
- 12— Graviton Cannon crew killed. 1D4 crew are killed.

REAR LEFT CRITICAL HITS

- 2— Bridge hit! The captain is killed. Fletcher may no longer use Captain die.
- 3— TOC destroyed. Fletcher may no longer add TOC bonus initiative roll.
- 4— Shields damaged. Reduce Defensive Value by 2.
- 5— Power coupling severed. No weapons may be fired next turn.
- 6— Quint Pulse Laser C damaged. Weapon suffers -2 penalty to hit.
- 7— Missile Launcher C malfunction. Lose 1D10 missiles.
- 8— Engineering hit! Damage Control is not available until after next turn.
- 9— Drives sputter. Reduce drive by 2 until after next turn.
- 10— Gunner C killed. This gunner's weapons may not be fired.
- 11— Engineering section destroyed. Damage control is not available.
- 12— Reactor hit. Fletcher becomes a gaseous cloud.

FLETCHER ASP

Bow Torpedo Magazine



Electronics

Jam: 1-2 on 1D4

ECM: 1-7(4)



Bridge

Captain: _____

Pilot: _____

TOC: +4

Engineering

Damage Control: 1-6



FRONT RIGHT CRITICAL HITS

- 2— ECM destroyed. Fletcher may no longer perform long-range jamming.
- 3— Crew killed. Lose D4 crew.
- 4— Parasite Torpedo Magazine hit. 1D10 torpedoes are destroyed.
- 5— C-Torpedo Magazine hit. 1D10 torpedoes are destroyed.
- 6— Missile Launcher B malfunction. Lose 1D10 Remaining missiles.
- 7— Quint Pulse Laser B loses power. Weapon may not fire until after next turn.
- 8— Torpedo Room loses power. No torpedoes may be launched until after next turn. All of Fletchers command guided torps detonate.
- 9— Ion Ram power flickering. Targeter damaged. -2 to hit.
- 10— Graviton Cannon damaged. Penalize to Hit attempts by -2.
- 11— Bridge hit! Bridge crew is stunned. Fletcher may not move next turn.
- 12— Graviton Cannon crew killed. 1D4 crew are killed.

REAR RIGHT CRITICAL HITS

- 2— Bridge hit! The captain is killed. Fletcher may no longer use Captain die.
- 3— TOC destroyed. Fletcher may no longer add TOC bonus initiative roll.
- 4— Shields damaged. Reduce Defensive Value by 2.
- 5— Power coupling severed. No weapons may be fired next turn.
- 6— Quint Pulse Laser D damaged. Weapon suffers -2 penalty to hit.
- 7— Missile Launcher D malfunction. Lose 1D10 missiles.
- 8— Engineering hit! Damage Control is not available until after next turn.
- 9— Drives sputter. Reduce drive by 2 until after next turn.
- 10— Gunner D killed. This gunner's weapons may not be fired.
- 11— Engineering section destroyed. Damage control is not available.
- 12— Reactor hit. Fletcher becomes a gaseous cloud.

Silent Death

ASP/Heavy Metals EWP-2d-01 "Fletcher ASP" refit

Crew: 27

Maneuvering Thrust: 0.0695 km/s/s

Mass: 10,200 tons

Translight Capability: 18 light-years/day

Armor: Double hull w/alloy belts

Atmospheric Capability: none

Armaments:

1 x Graviton Cannon

2 x Mk. 20 Entropic Accelerators

3 x Mk. 10 Ion Rams

2 x Twin tube torpedo room:

10 x Mk. 8 C-Torps

10 x Mk. 20 Parasite Torpedoes

20 x Mk. 15 Pulse lasers

4 x Mk. 10 Missile Launchers

(Magazines: 20 per launcher)

Comments: The Fletcher class destroyers were the pinnacle of combat escort designs during the final years of the Terran Empire. They were also woefully under-gunned in the face of the superior technology of the alien Night Brood, and scores of Fletchers were gutted or rendered derelict ghost ships by the alien hordes. Despite heavy losses, many Fletchers managed to survive the alien invasion and took refuge with the surviving Houses.

The ASP Technocracy was one of the more powerful of the surviving Houses and had drydock construction facilities for manufacturing escort vessels. The wealthy ASPers maintained a substantial force of

Fletchers before the Night Brood invasion, and retained the design after the fall of the Terran Empire as their standard workhorse for long range patrol duties. Taking advantage of their advanced weapons technology, the ASP technocrats began an extensive weapons upgrade of the venerable Fletcher beginning in 6AL. The original main armament of a massive Keel Cannon mass driver and twin Ion Cannons was deemed to be dangerously inadequate and more than a little unwieldy against the agile and deadly Night Brood.

To combat the ever-present threat of the Night Brood, the latest ASP weaponry was installed in the venerable Fletcher, with the ferocious Graviton Cannon replacing the older Keel Cannon, and a pair of Entropic Accelerators and a trio of Ion Rams filling the massive void left by the Ion Cannons and their turret mechanism. The standard torpedo load was also removed, and a full 10-round magazine of the deadly C-torps and an additional 10-round magazine of the insidious Parasite Torpedoes were placed in their stead as a long-range anti-fighter defense. This upgraded Fletcher design has been greeted with considerable enthusiasm by ASP combat crews desperate for something to hold the line until enough of the advanced Pterodon frigates and Liopluredon class destroyers can be brought into service. Until then the ASPer escort crews will have to hold the line, and the Fletcher ASP refit is dramatically increasing their margin for success in a very hostile universe.

