

TEAL HAWK QVP

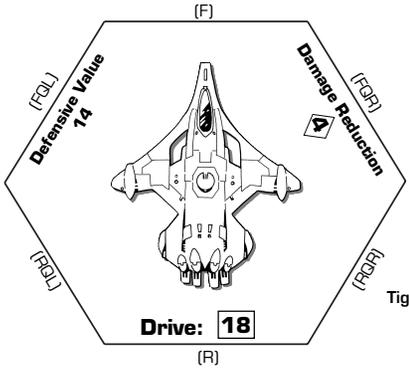
BPV: 49 I.D.

TPV

Pilot
1 Khanjar (F)
 To Hit: 2D8+ADB
 Damage: Low x1D4 ▶
 Range: 3/8/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____

Mk. 10
 Torp



Tight Turn Cost: _____+3

Drive: 18

Decoys: ○ ○
 P-D: 1-3 (2)
 Dmg Con: 1-3
 Tons: 300

Gunner
1 Khanjar (FQL) (F) (FQR)
 To Hit: 2D8+ADB
 Damage: Low x1D4 ▶
 Range: 3/8/10

DAMAGE TRACK

→	18		4	*	17		t	16	3		W	15
	2	t	14	1		13	*		12	t	11	W
	10	t	9	8	7	6	5	4	3	2	1	×

TEAL HAWK QVP

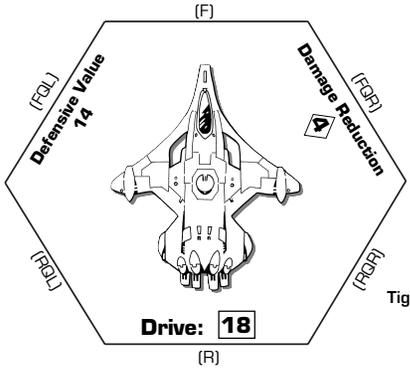
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CRITICAL HITS

- 2 — Crew killed. Teal Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — Engines sputter. Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — Electronic Warfare knocked out. Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Pilot's Trigger Mechanism jams. Pilot may not use Khanjar.
- 8 — Khanjar Targeters damaged. All Khanjars may not be fired until after the next game turn.
- 9 — Hull compromised. Reduce Defensive Value by 4.
- 10 — Gunner killed.
- 11 — Pilot dazed. Teal Hawk may not move until after the next game turn.
- 12 — Reactor hit. Teal Hawk explodes and is destroyed.

KHANJAR SPECS

Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-8 hexes.
 Long Range: 9-10 hexes (-1 To Hit).
 ▶ The 1D4 multiplier is not included on triples, or doubles that affect damage.

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

Imperial Transtar I320.3 series F "Teal Hawk QVP"

Crew: 2

Maneuvering Thrust: 0.177 km/s/s

Mass: 300 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: Full

Armaments:

2 x Mk. 10 Proton Arc Projectors
"Khanjar"

4 x Mk. 10 Torpedoes

Comments: The Transtar Teal Hawk is something of a peculiarity among the otherwise successful "Hawk" series of fighters. The original armament of twin Blatgun particle cannons can be quite lethal, except for the fact that such cumbersome weapons are hard-pressed to track the small, nimble attrition fighters so frequently encountered in most combat situations. For this reason, although the Teal Hawk is very fast, well-armoured, and reasonably maneuverable, it has not proven to be the most popular Transtar design.

The Q'raj Void Protectorate operates a substantial number of these eccentric two-seat fighters, apparently having acquired a manufacturing license under favorable terms when Transtar's sales numbers were slumping due to the design's shortcomings.

Ever a practical people and fiercely devoted to the continued independence of their House, the Q'rajis quickly began an aggressive refit program with their Teal Hawk inventory soon after the deployment of their proprietary Proton Arc technology. They started retrofitting the Teal Hawks with two of their smallest new weapons, the deadly Khanjar, with one apiece for the pilot and gunner. The gunner's weapon is further enhanced by a powered gimbal mounting enabling a wider firing arc than previously enjoyed by the Blatguns.

The result is a ship that can engage even the fastest of targets, has a increased torpedo load (the Q'raj have been upgrading the torpedo-carrying capability of all of their Teal Hawks), and both pilot and gunner can actively join the fight, where the original weapons fit prohibited such efficiency. The result has proven to be a considerable improvement over the original design, but due to the eccentricities of the Proton Arc technology, not quite the battlewinner that the Q'rajis would have liked. Even so, the enemies of the Q'raj Void Protectorate have not been at all pleased with the emergence of this new incarnation of the Teal Hawk. The original was merely annoying; the Teal Hawk QVP is now quite the deadly bird of prey.

