



Galactic Terran Alliance

Name: _____ Counter: _____



Athena Light Bomber

SPECS

Class: Medium Fighter
 In Service: 2330
 Point Value: Variable
 Ramming Factor: 17
 Jinking Limit: 8 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 3 Thrust
 Roll Cost: 3 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
 Sth/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +3
 Initiative Bonus: +18

WEAPON LOADOUTS

ML-16 Laser
 Number of Guns: 2 (linked)
 Class: Laser
 Damage: 1d3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 11 each
Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.

Avenger

Number of Guns: 2 (linked)
 Class: Particle
 Damage: 1d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 38 each

Disruptor

Number of Guns: 2 (linked)
 Class: Particle
 Damage: 1d6
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per 2 turns
 Base Fighter Cost: 30 each
 Pre-Shield Cost: 8 each
Special: Structure Armor is doubled against Disruptor and damage is halved versus shields.

MISSILE LOADOUTS

Stiletto
 Class: Slow Ballistic
 Damage: 3d10
 Max Launch Range: 20 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 3
 Loadout (SBank B): 3
 Cost: 13 points each
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -6 penalty.

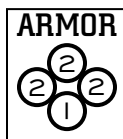
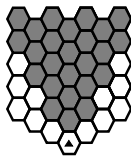
Synaptic Bomb

Class: Proximity (Ballistic)
 Modes: Standard
 Damage: 6 (+4d6)
 Min targets: one at range 0
 two at range 1-3
 four at range 4-7
 Range Penalty: n/a
 Max Range: 3 hexes
 Fire Control: -/-/+2
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Cost: 10 points each
Special: Scores 6 damage to all units in impact hex plus an additional 4d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.

Fury

Class: Particle
 Mode: Raking (4)
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept: n/a
 Loadout (SBank A): 4
 Loadout (SBank B): 4
 Cost: 2 points each
Special: Does not benefit from Fighter's Offensive Bonus

Countermeasures
 Intercept Rating: -3 vs Ballistic
 Rate of Fire: unlimited
Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Synaptic Bomb). Subject to intercept degradation.



SPECIAL NOTES

Jump Delay: 28 Turns
 Can fire 2 missiles per turn.
 Ignores weapon restrictions for firing missiles.
 Ftrs roll to hit separately.
 Damaged ftrs hit randomly.

Shielding System
 May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn. Not available before 2335.

Flight #1

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: SBank B:

Flight #2

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: SBank B:

Flight #3

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: SBank B: