



Galactic Terran Alliance

Medusa Heavy Bomber



SPECS

Class: Heavy Fighter
 In Service: 2333
 Point Value: Variable
 Ramming Factor: 24
 Jinking Limit: 6 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 3 Thrust
 Roll Cost: 3 Thrust

COMBAT STATS

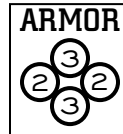
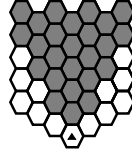
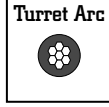
Fwd/Aft Defense: 8
 Sth/Port Defense: 9
 Free Thrust: 8
 Offensive Bonus: +3
 Initiative Bonus: +16

WEAPON LOADOUTS

ML-16 Laser
 Number of Guns: 1
 (+1 Turreted)
 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: 20 each
Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.

Shielding System
 May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles and turret as normal on same turn.

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: 26 Turns
 Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Ftrs roll to hit separately. Damaged ftrs hit randomly.

Flight #1

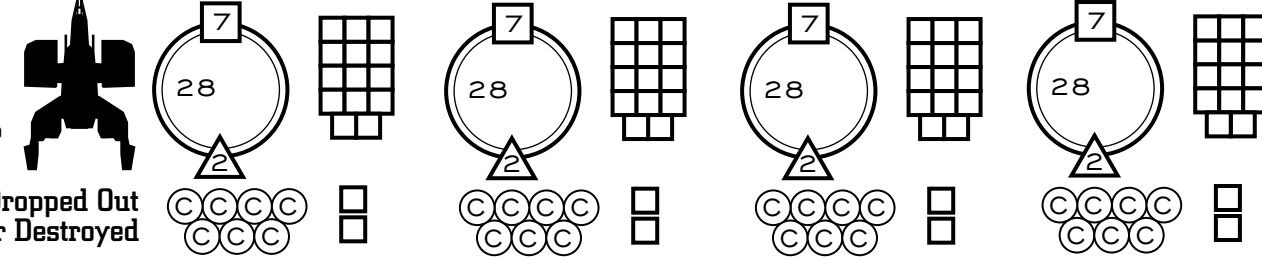
Dropped Out Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B:
 SBank C:

Flight #2

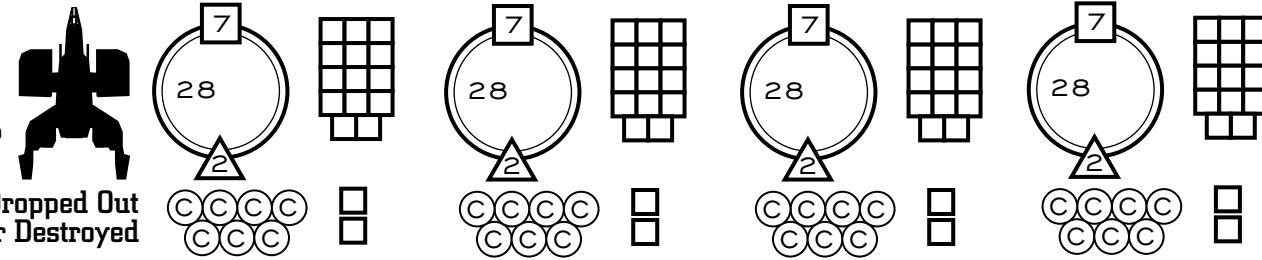
Dropped Out Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B:
 SBank C:

Flight #3

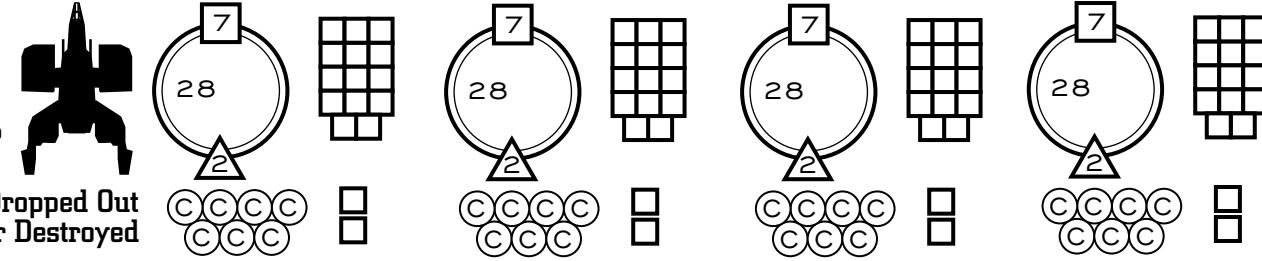
Dropped Out Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B:
 SBank C:

Avenger

Number of Guns: 1 (Turreted)
 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

AND ONE OF:

Prometheus

Number of Guns: 1
 Class: Particle
 Damage: 1d5+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 55 each

Advanced Disruptor

Number of Guns: 1
 Class: Particle
 Damage: 1d6+4
 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: 51 each
Special: Structure Armor is doubled against Disruptor and damage is halved versus shields.

MISSILE LOADOUTS

Tsunami Bomb

Class: Slow Ballistic (Flash)
 Damage: 15
 Max Launch Range: 10 hexes
 Max Lock Range: 15 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 4
 Loadout (SBank C): 4
 Cost: 12 points each
Special: Requires Aspect Lock

Cluster Bomb

Class: Proximity
 Damage: 1d8
 Max Range: 8 hexes
 Fire Control: n/a
 Loadout (SBank A): 1
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 Cost: 5 points each
Special: Affects all units in target hex. Does not breach fighter shields.

Hornet

Class: Ballistic
 Damage: 1d6+4
 Max Launch Range: 13 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Loadout (SBank B): 5
 Loadout (SBank C): 5
 Cost: 7 points each