



Galactic Terran Alliance

Ursa Assault Bomber



SPECS

Class: Super-Hvy Ftr
 In Service: 2335
 Point Value: Variable
 Ramming Factor: 37
 Jinking Limit: 4 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
 Sth/Port Defense: 10
 Free Thrust: 7
 Offensive Bonus: +4
 Initiative Bonus: +14

WEAPON LOADOUTS

Banshee
 Number of Guns: 1 (Turreted)
 Class: Particle
 Damage: 1d3+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

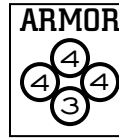
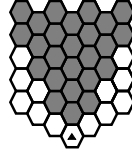
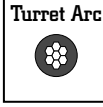
AND ONE OF:

Prometheus
 Number of Guns: 2 (linked)
 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: 96 each

Banshee
 Number of Guns: 2 (linked)
 Class: Particle
 Damage: 1d3+4
 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: 100 each
Restricted Deployment (Elite)

SPECIAL NOTES

Jump Delay: 25 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.



Shielding System
 May boost shield recharge to 4 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.

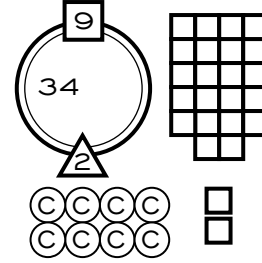
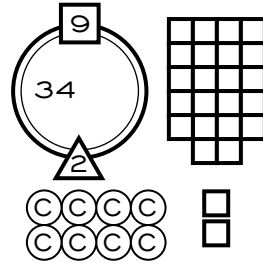
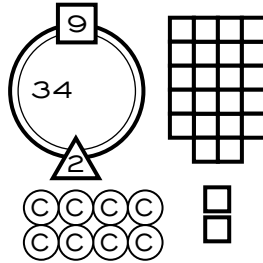
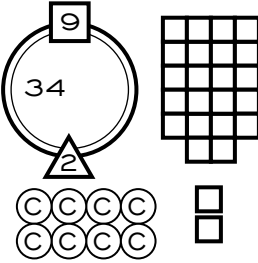
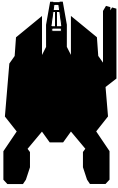
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1

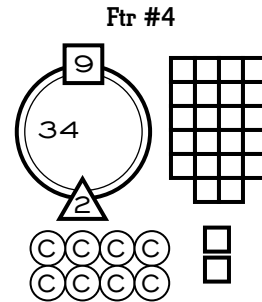
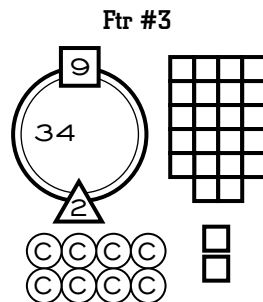
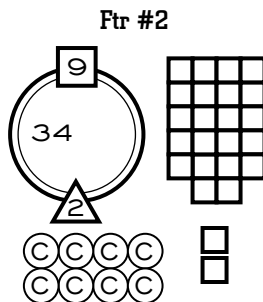
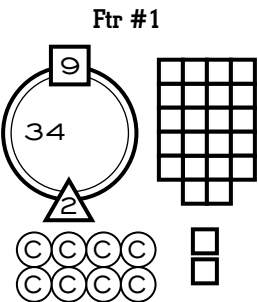


Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	_____
SBank B:	_____
SBank C:	_____

Flight #2

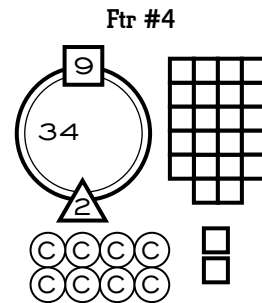
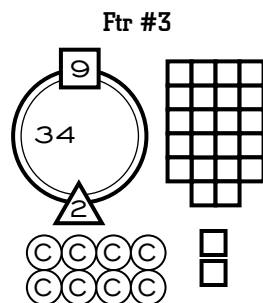
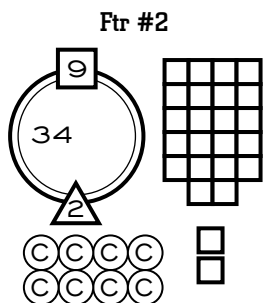
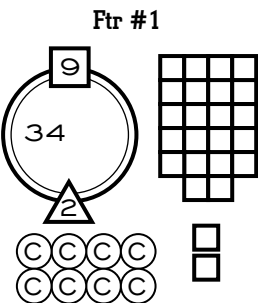


Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	_____
SBank B:	_____
SBank C:	_____

Flight #3



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	_____
SBank B:	_____
SBank C:	_____

MISSILE LOADOUTS

Harbinger Bomb
 Class: Slow Ballistic (Flash)
 Damage: 30
 Max Launch Range: 10 hexes
 Max Lock Range: 15 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 Cost: 22 points each
Special: Requires Aspect Lock

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): 4
 Loadout (SBank B): 4
 Loadout (SBank C): 4
 Cost: 12 points each
Special: Requires Aspect Lock

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): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 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.