

Galactic Terran Intelligence

# Zeus Medium Bomber



## SPECS

Class: Medium Fighter  
 In Service: 2336  
 Point Value: Variable  
 Ramming Factor: 15  
 Jinking Limit: 8 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 6  
 Sth/Port Defense: 8  
 Free Thrust: 9  
 Offensive Bonus: +4  
 Initiative Bonus: +18

## WEAPON LOADOUTS

**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: 40 each

**Banshee**  
 Number of Guns: 1 (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

**Shield Breaker**  
 Number of Guns: 1 (linked)  
 Class: Particle  
 Damage: 2d6+1  
 Range Penalty: -3 per 2 hexes  
 Fire Control: n/a  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn  
 Base Fighter Cost: 45 each  
*Special: Damages shields only*

## MISSILE LOADOUTS

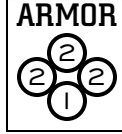
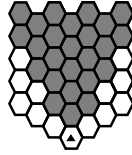
**Tsunami Bomb**  
 Class: Slow Ballistic (Flash)  
 Damage: 15  
 Max Launch Range: 10 hexes  
 Max Lock Range: 15 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Loadout (SBank C): 2  
 Cost: 12 points each  
*Special: Requires Aspect Lock*

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

**Stiletto**  
 Class: Slow Ballistic  
 Damage: 3d10  
 Max Launch Range: 20 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 1  
 Loadout (SBank B): 1  
 Loadout (SBank C): 1  
 Cost: 13 points each  
*Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -6 penalty.*

**Shielding System**  
 May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles 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: 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.

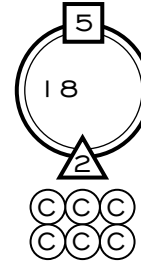
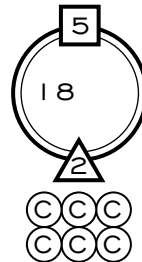
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	<input type="checkbox"/>	<input type="checkbox"/>
SBank B:	<input type="checkbox"/>	<input type="checkbox"/>
SBank C:	<input type="checkbox"/>	<input type="checkbox"/>

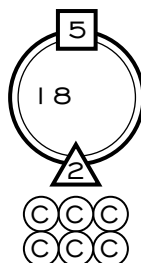
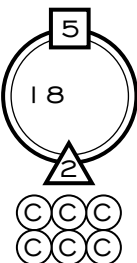
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

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SBank B:	<input type="checkbox"/>	<input type="checkbox"/>
SBank C:	<input type="checkbox"/>	<input type="checkbox"/>

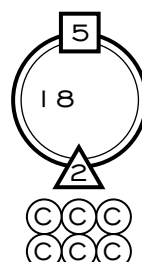
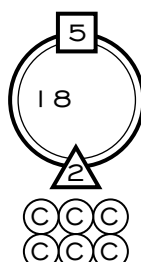
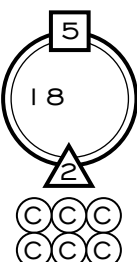
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	<input type="checkbox"/>	<input type="checkbox"/>
SBank B:	<input type="checkbox"/>	<input type="checkbox"/>
SBank C:	<input type="checkbox"/>	<input type="checkbox"/>