

Galactic Terran Alliance

Name: _____ Counter: _____



Apollo Space Superiority Fighter

SPECS

Class: Medium Fighter
 In Service: 2322
 Point Value: Variable
 Ramming Factor: 14
 Jinking Limit: 8 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 6
 Sth/Port Defense: 7
 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: 10 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: 36 each

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: 38 each

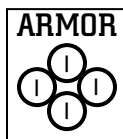
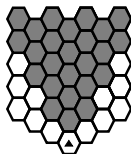
MISSILE LOADOUTS

MX-50
 Class: Ballistic
 Damage: 3
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+1
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 2 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

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

Interceptor
 Class: Ballistic
 Damage: 15
 Max Launch Range: 12 hexes
 Fire Control: +0/+0/-2
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 9 points each
Special: Ship armor doubled versus Interceptor.

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.

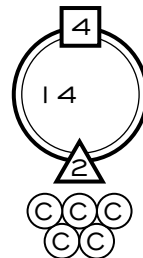
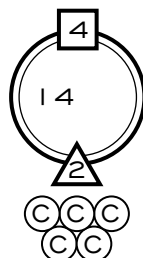
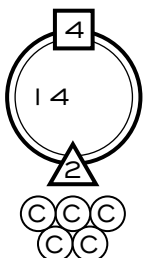
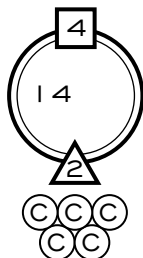
Ftr #1

Ftr #2

Ftr #3

Ftr #4

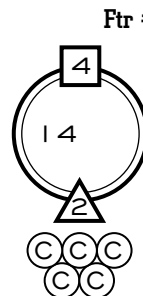
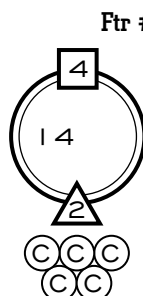
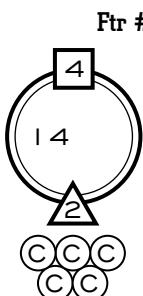
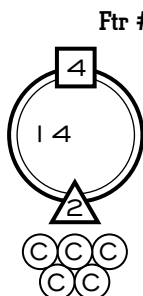
Flight #1



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"/>

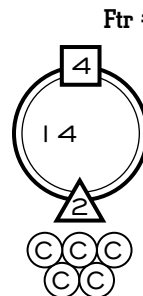
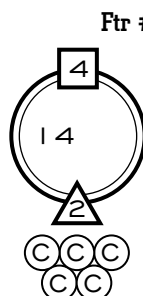
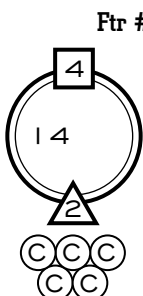
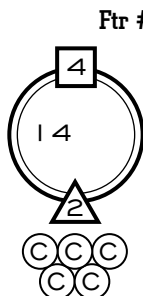
Flight #2



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"/>

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"/>