

# Hercules MkI Heavy Assault Fighter



## SPECS

Class: Heavy Fighter  
 In Service: 2335  
 Point Value: Variable  
 Ramming Factor: 18  
 Jinking Limit: 6 Lvl

## MANEUVERING

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

## COMBAT STATS

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

## WEAPON LOADOUTS

**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

**Prometheus**  
 Number of Guns: 1 (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: 80 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

**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  
 Base Fighter Cost: 82 each

**Banshee**  
 Number of Guns: 3 (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: 84 each  
*Restricted Deployment (Elite)*

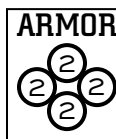
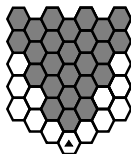
## MISSILE LOADOUTS

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

**Interceptor**  
 Class: Ballistic  
 Damage: 15  
 Max Launch Range: 12 hexes  
 Fire Control: +0/+0/-2  
 Loadout (SBank A): 4  
 Loadout (SBank B): 4  
 Cost: 9 points each  
*Special: Ship armor doubled versus Interceptor.*

**Phoenix V**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 17 hexes  
 Fire Control: -/-/-2  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 15 points each  
*Special: Firing flight must have higher initiative than target flight to fire Phoenix.*

**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.

**Shielding System**  
 May boost shield recharge to 4 by deactivating main guns (declared in power segment).  
 May fire missiles as normal on same turn.

**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: