

Ulysses Advanced Superiority Fighter

SPECS

Class: Light Fighter
 In Service: 2335
 Point Value: Variable
 Ramming Factor: 13
 Jinking Limit: 10 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: 5
 Free Thrust: 11
 Offensive Bonus: +4
 Initiative Bonus: +20

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
 Base Fighter Cost: 69 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: 71 each

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

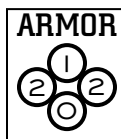
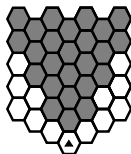
Flail
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d5+3
 Range Penalty: -3 per 2 hexes
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 67 each
 -1 Initiative Penalty to target
 ftr flight per weapon that hits.
 Penalty is applied next turn.
 Damage from Flail is only
 applied against shields.

MISSILE LOADOUTS

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

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

EMP Missile
 Class: Proximity (EM)
 Damage: 5
 Max Range: 13 hexes
 Fire Control: -/-/-
 Loadout (SBank A): 2
 Cost: 4 points each
*Special: Damage applied to all
 ftrs in one flight of attacker's
 choice in impact hex. Effects -
 All fighters in impact hex:
 Next turn offensive bonus
 halved to zero, -4 initiative.
 No missiles except MX-50
 and Fury.*



SPECIAL NOTES

Jump Delay: 26 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.

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

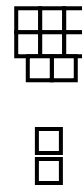
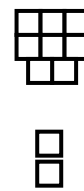
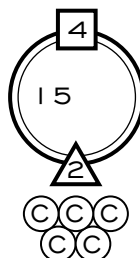
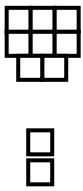
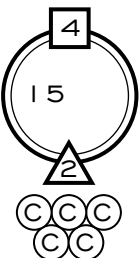
Ftr #2

Ftr #3

Ftr #4

Flight #1

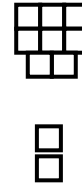
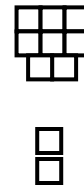
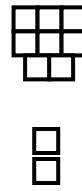
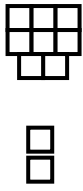
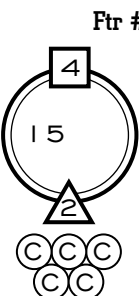
Dropped Out
Ftr Destroyed



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|------------|-------|-------------|---------|-------|----------------|
| Initiative | Speed | Thrust Used | Jinking | Notes | SBank A: _____ |
|------------|-------|-------------|---------|-------|----------------|

Flight #2

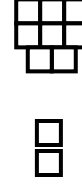
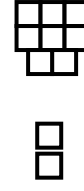
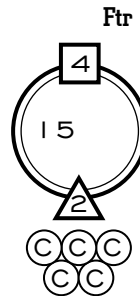
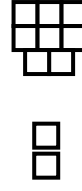
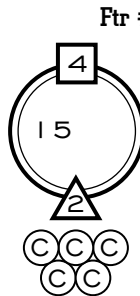
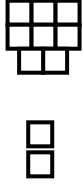
Dropped Out
Ftr Destroyed



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|------------|-------|-------------|---------|-------|----------------|
| Initiative | Speed | Thrust Used | Jinking | Notes | SBank A: _____ |
|------------|-------|-------------|---------|-------|----------------|

Flight #3

Dropped Out
Ftr Destroyed



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|------------|-------|-------------|---------|-------|----------------|
| Initiative | Speed | Thrust Used | Jinking | Notes | SBank A: _____ |
|------------|-------|-------------|---------|-------|----------------|