

Galactic Terran Alliance

Name: _____ Counter: _____



Valkyrie Interceptor

SPECS

Class: Light Fighter
 In Service: 2328
 Point Value: Variable
 Ramming Factor: 12
 Jinking Limit: 10 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 5
 Sth/Port Defense: 7
 Free Thrust: 13
 Offensive Bonus: +3
 Initiative Bonus: +20

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: 14 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: 32 each

Avenger
 Number of Guns: 1 (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: 33 each

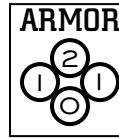
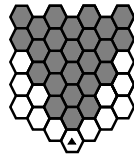
MISSILE LOADOUTS

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

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

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
 Cost: 2 points each
Special: Does not benefit from Fighter's Offensive Bonus

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.

Flight #1 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: _____

Flight #2 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: _____

Flight #3 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative Speed Thrust Used Jinking Notes SBank A: _____