

Amun Heavy Bomber



SPECS

Class: Super Hvy Ftr
 In Service: 2325
 Point Value: Variable
 Ramming Factor: 39
 Jinking Limit: 4 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 3 Thrust
 Roll Cost: 5 Thrust

COMBAT STATS

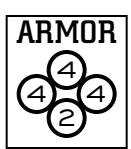
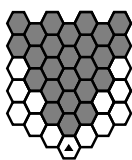
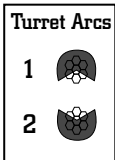
Fwd/Aft Defense: 9
 Sth/Port Defense: 10
 Free Thrust: 6
 Offensive Bonus: +3
 Initiative Bonus: +15

WEAPON LOADOUTS

Vasudan Light Laser
 Number of Guns: 2 (linked)
 +2 (Turreted)
 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: 34 each
Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.

Shielding System
 May boost shield recharge to 4 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: 28 Turns
 -2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

Flight #1

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

32 8 32 8 32 8 32 8

2 2 2 2

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

SBank A:

SBank B:

SBank C:

Banshee
 Number of Guns: 2 (Turreted)
 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

AND ONE OF:

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 2 turns
 Base Fighter Cost: 110 each

Advanced Disruptor
 Number of Guns: 2 (linked)
 Class: Particle
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per 2 turns
 Base Fighter Cost: 105 each
Special: Structure Armor is doubled against Disruptor and damage is halved versus shields.

Flight #2

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

32 8 32 8 32 8 32 8

2 2 2 2

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

SBank A:

SBank B:

SBank C:

MISSILE LOADOUTS

Harbinger Bomb
 Class: Slow Ballistic (Flash)
 Damage: 30
 Max Launch Range: 10 hexes
 Max Lock Range: 15 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): 2
 Cost: 22 points each
Special: Requires Aspect Lock Special Issue Only

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): 3
 Loadout (SBank B): 3
 Loadout (SBank C): 4
 Cost: 12 points each
Special: Requires Aspect Lock

Synaptic Bomb
 Class: Proximity (Ballistic)
 Modes: Standard
 Damage: 6 (+4d6)
Min targets: one at range 0 two at range 1-3 four at range 4-7
 Range Penalty: n/a
 Max Range: 3 hexes
 Fire Control: -/-/+2
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): 2
 Cost: 10 points each
Special: Scores 6 damage to all units in impact hex plus an additional 4d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.

Flight #3

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

32 8 32 8 32 8 32 8

2 2 2 2

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

SBank A:

SBank B:

SBank C: