

Osiris Advanced Bomber

SPECS Class: Super Hvy Ftr In Service: 2332 Point Value: Variable Ramming Factor: 38 Jinking Limit: 4 Lvl	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 3 Thrust Roll Cost: 2 Thrust	COMBAT STATS Fwd/Aft Defense: 8 Sth/Port Defense: 10 Free Thrust: 8 Offensive Bonus: +3 Initiative Bonus: +15
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WEAPON LOADOUTS

Vasudan Light Laser
 Number of Guns: 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
Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.

AND ONE OF:

Vasudan Light Laser
 Number of Guns: 1
 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: 25 each

Disruptor
 Number of Guns: 1
 Class: Particle
 Damage: 1d6
 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: 22 each
Special: Structure Armor is doubled against Disruptor and damage is halved versus shields.

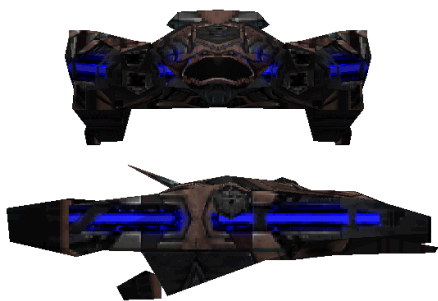
Prometheus
 Number of Guns: 1
 +2 (Turreted)
 Class: Particle
 Damage: 1d5+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 88 each

MISSILE LOADOUTS

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): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 1
 Cost: 12 points each
Special: Requires Aspect Lock

Stiletto
 Class: Slow Ballistic
 Damage: 3d10
 Max Launch Range: 20 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 1
 Cost: 13 points each
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -6 penalty.

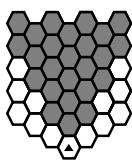
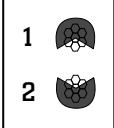
Cluster Bomb
 Class: Proximity
 Damage: 1d8
 Max Range: 8 hexes
 Fire Control: n/a
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): 0
 Cost: 5 points each
Special: Affects all units in target hex. Does not breach fighter shields.



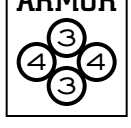
Shielding System
 May boost shield recharge to 4 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

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.

Turret Arcs



ARMOR



SPECIAL NOTES

Jump Delay: 26 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**

Dropped Out Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/>
					SBank B: <input type="checkbox"/>
					SBank C: <input type="checkbox"/>

Flight #2

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

Dropped Out Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/>
					SBank B: <input type="checkbox"/>
					SBank C: <input type="checkbox"/>

Flight #3

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

Dropped Out Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/>
					SBank B: <input type="checkbox"/>
					SBank C: <input type="checkbox"/>