Parliamentary Vasudan Navy

Seth Heavy Fighter

SPECS
Class: Heavy Fighter
In Service: 2322
Point Value: Variable
Ramming Factor: 19
Jinking Limit: 6 Lvls

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

COMBAT STATS
Fwd/Aft Defense: 6
Stb/Port Defense: 7
Free Thrust: 9
Offensive Bonus: +3
Initiative Bonus: +17

WEAPON LOADOUTS

Vasudan Light 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: 15 each
*Special: –2 damage vs shields, minimum zero. Pre-Great War. Fighter does **not** have shields.*

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: 65 each

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
Restricted Deployment (Elite)

Shield Breaker
Number of Guns: 1 (linked)
Class: Particle
Damage: 2d6+1
Range Penalty: –3 per 2 hexes
Fire Control: n/a
Intercept Rating: –1
Rate of Fire: 1 per turn
Base Fighter Cost: 69 each
Special: Damages shields only

Shielding System
May boost shield recharge to 4 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn. Not available before 2335.

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.

ARMOR
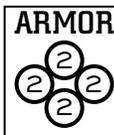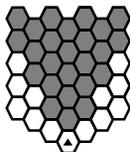
SPECIAL NOTES
Jump Delay: 26 Turns
–2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit seperately. Damaged ftrs hit randomly.

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____ 5

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____ 5

MISSILE LOADOUTS

MX-50
Class: Ballistic
Damage: 3
Max Launch Range: 15 hexes
Fire Control: +0/+0/+1
Loadout (SBank A): 2
Loadout (SBank B): 5
Cost: 2 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

Interceptor
Class: Ballistic
Damage: 15
Max Launch Range: 12 hexes
Fire Control: +0/+0/–2
Loadout (SBank A): 2
Loadout (SBank B): 5
Cost: 9 points each
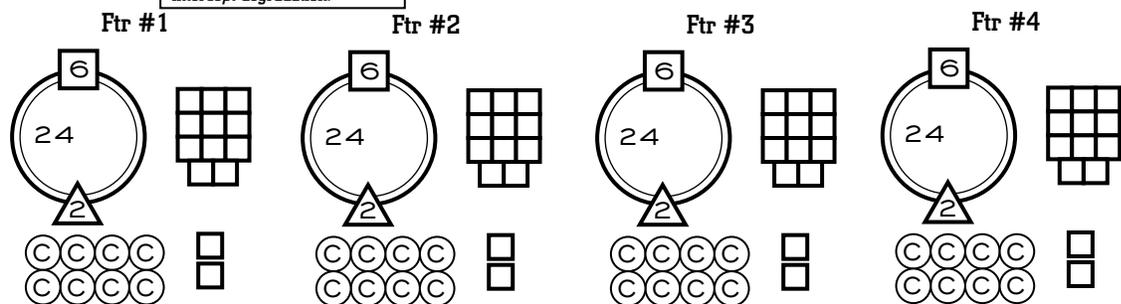*Special: Ship armor doubled versus Interceptor.*

Hornet
Class: Ballistic
Damage: 1d6+4
Max Launch Range: 13 hexes
Fire Control: +0/+0/+2
Loadout (SBank A): 2
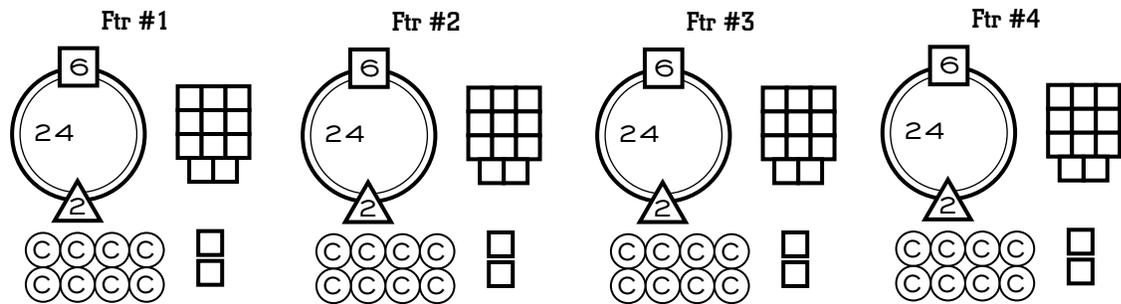Loadout (SBank B): 5
Cost: 7 points each

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2	6 / 24 / 2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____ 5