



Galactic Terran-Vasudan Alliance

Boanerges Heavy Bomber



SPECS

Class: Heavy Fighter
 In Service: 2361
 Point Value: Variable
 Ramming Factor: 24
 Jinking Limit: 6 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 7
 Sth/Port Defense: 9
 Free Thrust: 9
 Offensive Bonus: +4
 Initiative Bonus: +16

WEAPON LOADOUTS

Prometheus (S)
 Number of Guns: 1
 Class: Particle
 Damage: 1d3+6
 Range Penalty: -1 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 68 each
In Service: 2367

Maxim
 Number of Guns: 1
 Class: Matter
 Damage: 8
 Range Penalty: -1 per hex
 Fire Control: +0/+0/-2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Base Fighter Cost: 65 each
Special: Damage reduced to 1 versus shielded target.

Kayser
 Number of Guns: 1
 Class: Particle
 Damage: 1d6+5
 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: 60 each
Restricted Deployment (Elite)

MISSILE LOADOUTS

Cyclops Bomb
 Class: Slow Ballistic (Flash)
 Damage: 20
 Max Launch Range: 16 hexes
 Max Lock Range: 24 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 5
 Loadout (SBank C): 5
 Cost: 16 points each
Special: Requires Aspect Lock

Helios Bomb
 Class: Slow Ballistic (Flash)
 Damage: 55
 Max Launch Range: 14 hexes
 Max Lock Range: 20 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 1
 Loadout (SBank B): 3
 Loadout (SBank C): 3
 Cost: 35 points each
Special: Requires Aspect Lock Limited Deployment (Veteran)

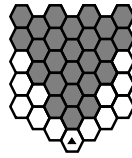
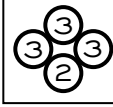
Stiletto II
 Class: Slow Ballistic
 Damage: 3d10
 Max Launch Range: 25 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 1
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 Cost: 18 points each
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 penalty.

Tornado
 Class: Ballistic
 Damage: 1d3+9
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+3
 Loadout (SBank A): 2
 Loadout (SBank B): 5
 Loadout (SBank C): 5
 Cost: 13 points each

SPECIAL NOTES

Jump Delay: 20 Turns
 Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Ftrs roll to hit separately. Damaged ftrs hit randomly.

ARMOR



Countermeasures
 Intercept Rating: -4 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 Piranha Missile). Subject to intercept degradation.

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

Flight #1

Dropped Out
Ftr Destroyed

Diagram for Flight #1 showing four fighters (Ftr #1 to Ftr #4) with their respective shields, thrusters, and missile loadouts.

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□□□	□□□□□

Flight #2

Dropped Out
Ftr Destroyed

Diagram for Flight #2 showing four fighters (Ftr #1 to Ftr #4) with their respective shields, thrusters, and missile loadouts.

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□□□	□□□□□

Flight #3

Dropped Out
Ftr Destroyed

Diagram for Flight #3 showing four fighters (Ftr #1 to Ftr #4) with their respective shields, thrusters, and missile loadouts.

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□□□	□□□□□