



Galactic Terran-Vasudan Alliance

Medusa Heavy Bomber



2ND EDITION

SPECS

Class: Heavy Fighter
In Service: 2352
Point Value: Variable
Ramming Factor: 24
Jinking Limit: 6 Lvl's

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
Sth/Port Defense: 9
Free Thrust: 8
Offensive Bonus: +3
Initiative Bonus: +16

WEAPON LOADOUTS

Prometheus (Retrofit)
Number of Guns: 1 (Turret)
Class: Particle
Damage: 1d3+5
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per 2 turns
May also fire at a rate of once per turn for 1d2+3 damage.

AND ONE OF:

Prometheus (Retrofit)
Number of Guns: 1
Class: Particle
Damage: 1d3+5
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: 59 each
May also fire at a rate of once per turn for 1d2+3 damage.

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: 67 each
In Service: 2367

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): 4
Loadout (SBank C): 4
Cost: 16 points each
Special: Requires Aspect Lock

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.

Piranha
Class: Proximity (Ballistic)
Modes: Standard
Damage: 10 (+6d6)
Min targets: one at range 0
two at range 1-2
six at range 3-5

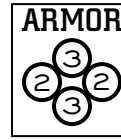
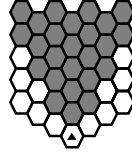
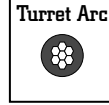
Range Penalty: n/a
Max Range: 4 hexes
Fire Control: -/-/+3
Loadout (SBank A): 1
Loadout (SBank B): 2
Loadout (SBank C): 2
Cost: 14 points each
Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.

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

Designed by Paul Brown
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Version 2

Shielding System
May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles and turret as normal on same turn.

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.



SPECIAL NOTES

Jump Delay: 24 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.

Ftr #1

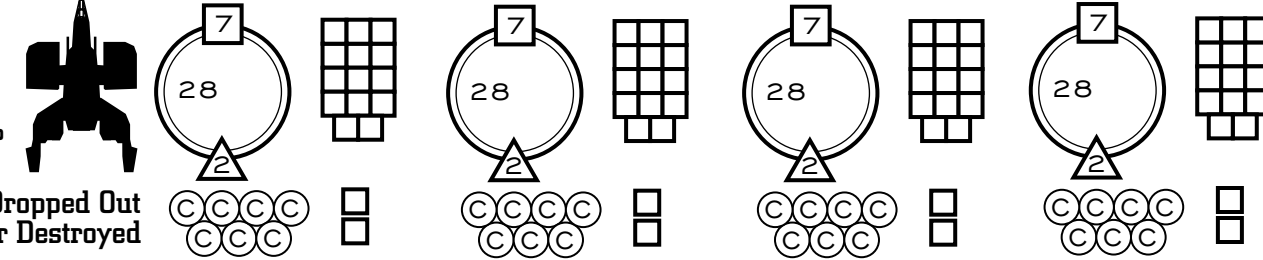
Ftr #2

Ftr #3

Ftr #4

Flight #1

Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5
					SBank C: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5

Ftr #1

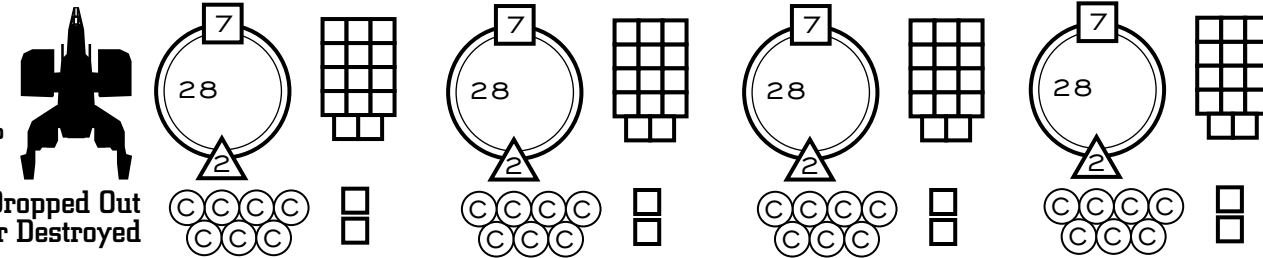
Ftr #2

Ftr #3

Ftr #4

Flight #2

Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5
					SBank C: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5

Ftr #1

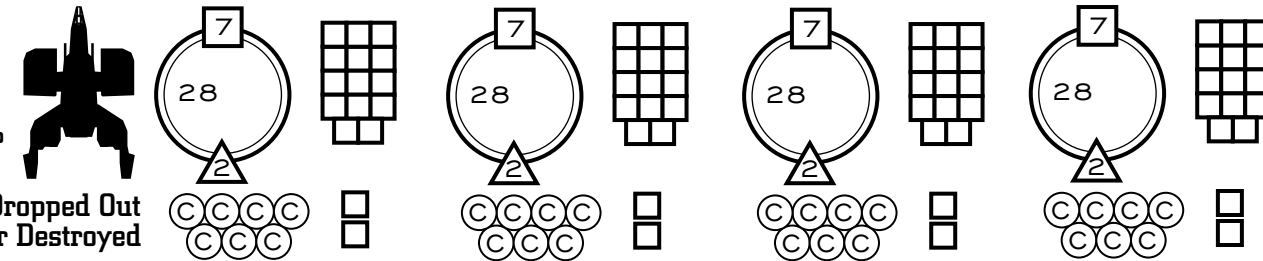
Ftr #2

Ftr #3

Ftr #4

Flight #3

Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5
					SBank C: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5