

# Ursa Assault Bomber



## SPECS

Class: Super-Hvy Ftr  
In Service: 2352  
Point Value: Variable  
Ramming Factor: 37  
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: 3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 8  
Stb/Port Defense: 10  
Free Thrust: 7  
Offensive Bonus: +4  
Initiative Bonus: +14

## WEAPON LOADOUTS

**Kayser**  
Number of Guns: 1 (Turret)  
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 turn

## AND EITHER:

**Prometheus (Retrofit)**  
Number of Guns: 2 (linked)  
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: 110 each  
*May also fire at a rate of once per turn for 1d2+3 damage.*

**Prometheus (S)**  
Number of Guns: 2 (linked)  
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: 122 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): 4  
Loadout (SBank B): 4  
Loadout (SBank C): 4  
Cost: 16 points each  
*Special: Requires Aspect Lock*

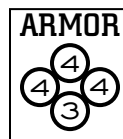
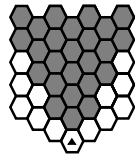
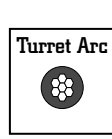
**Helios Bomb**  
Class: Slow Ballistic (Flash)  
Damage: 55  
Max Launch Range: 14 hexes  
Max Lock Range: 20 hexes  
Fire Control: +0/+0/-  
Loadout (SBank A): 2  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Cost: 35 points each  
*Special: Requires Aspect Lock Limited Deployment (Veteran)*

**Rockeye**  
Class: Ballistic  
Damage: 5  
Max Launch Range: 15 hexes  
Fire Control: +0/+0/+2  
Loadout (SBank A): 5  
Loadout (SBank B): 5  
Loadout (SBank C): 5  
Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.*

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

**Shielding System**  
May boost shield recharge to 4 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.

**Flight #1**

**Dropped Out Ftr Destroyed**

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

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____ 5	_____ 5	_____ 5

**Flight #2**

**Dropped Out Ftr Destroyed**

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

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____ 5	_____ 5	_____ 5

**Flight #3**

**Dropped Out Ftr Destroyed**

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

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____ 5	_____ 5	_____ 5