

Ares Strategic Assault Fighter



SPECS

Class: Heavy Fighter
In Service: 2367
Point Value: Variable
Ramming Factor: 27
Jinking Limit: 6 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 9
Free Thrust: 8
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON LOADOUTS

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

Subach HL-7
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d5+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -3
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 96 each

Kayser
Number of Guns: 2 (linked)
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
Restricted Deployment (Elite)

Morning Star
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d3+2
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: 82 each
-2 Initiative Penalty to target
ftr flight per weapon that hits.
Penalty applied next turn.

MISSILE LOADOUTS

Harpoon
Class: Ballistic
Damage: 10
Max Launch Range: 12 hexes
Loadout (SBank A): 9
Loadout (SBank B): 10
Cost: 10 points each

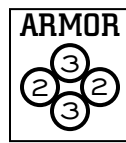
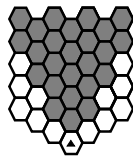
Hornet
Class: Ballistic
Damage: 1d6+4
Max Launch Range: 13 hexes
Fire Control: +0/+0/+2
Loadout (SBank A): 6
Loadout (SBank B): 6
Cost: 7 points each

Tornado
Class: Ballistic
Damage: 1d3+9
Max Launch Range: 15 hexes
Fire Control: +0/+0/+3
Loadout (SBank A): 4
Loadout (SBank B): 5
Cost: 13 points each

Infyrno
Class: Proximity
Damage: 1d5+10
Max Range: 8 hexes
Fire Control: n/a
Loadout (SBank A): 2
Loadout (SBank B): 2
Cost: 12 points each
Special: Affects all units in
target hex. Does not breach
fighter shields.

Shielding System
May boost shield recharge to 5 by deactivating main guns (declared in power segment). May fire missiles 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: 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.

Flight #1

Dropped Out Ftr Destroyed

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

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

Flight #2

Dropped Out Ftr Destroyed

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

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

Flight #3

Dropped Out Ftr Destroyed

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

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