



Restricted Deployment (Elite)
Galactic Terran-Vasudan Alliance

Ermyes Heavy Assault Fighter



SPECS

Class: Heavy Fighter
In Service: 2365
Point Value: Variable
Ramming Factor: 23
Jinking Limit: 6 Lvl

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: 7
Stb/Port Defense: 10
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON LOADOUTS

Subach HL-7
Number of Guns: 4 (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: 103 each

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

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
Base Fighter Cost: 105 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

Maxim
Number of Guns: 2 (linked)
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: 112 each
Special: Damage reduced to 1 versus shielded target

MISSILE LOADOUTS

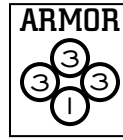
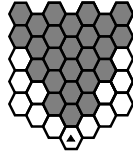
Tempest
Class: Particle
Mode: Raking (5)
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept: n/a
Loadout (SBank A): 2
Loadout (SBank B): 4
Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus

Harpoon
Class: Ballistic
Damage: 10
Max Launch Range: 12 hexes
Loadout (SBank A): 4
Loadout (SBank B): 5
Cost: 10 points each

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

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: 18 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

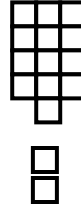
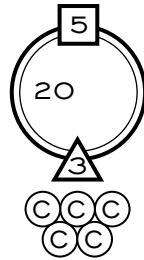
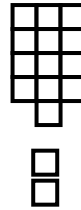
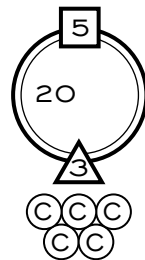
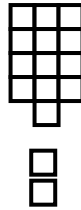
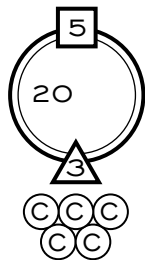
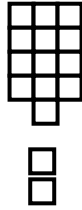
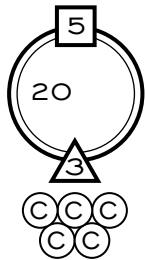
Ftr #3

Ftr #4

Flight #1



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	□□□□
SBank B:	□□□□5

Ftr #1

Ftr #2

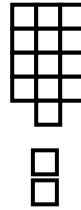
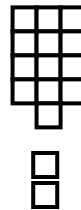
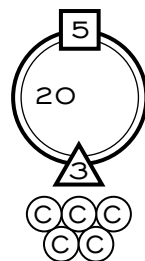
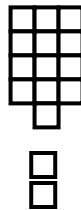
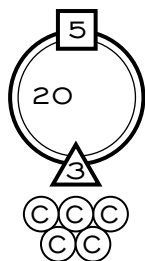
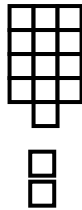
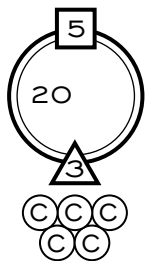
Ftr #3

Ftr #4

Flight #2



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	□□□□
SBank B:	□□□□5

Ftr #1

Ftr #2

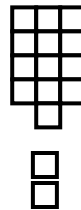
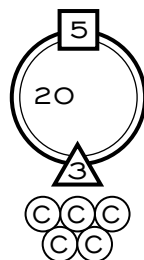
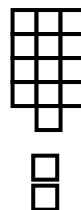
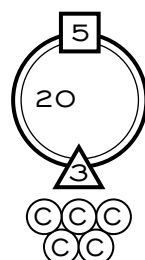
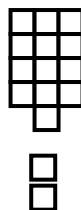
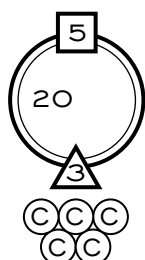
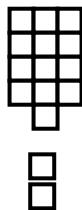
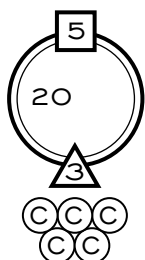
Ftr #3

Ftr #4

Flight #3



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	□□□□
SBank B:	□□□□5