

# Hercules Mk2 Heavy Assault Fighter



## SPECS

Class: Heavy Fighter  
 In Service: 2356  
 Point Value: Variable  
 Ramming Factor: 20  
 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: 8  
 Sth/Port Defense: 8  
 Free Thrust: 9  
 Offensive Bonus: +4  
 Initiative Bonus: +16

## WEAPON LOADOUTS

**Subach HL-7**  
 Number of Guns: 2 (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: 72 each

## 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: 64 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: 80 each  
*In Service: 2367*

## Maxim

Number of Guns: 2 (linked)  
 Class: Matter  
 Damage: 8  
 Range Penalty: -1 per hex  
 Fire Control: +0/+0/-2  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per 2 turns  
 Base Fighter Cost: 82 each  
*Special: Damage reduced to 1 versus shielded target. May also fire one gun for a 1 per turn rate of fire.*

## MISSILE LOADOUTS

**Rockeye**  
 Class: Ballistic  
 Damage: 5  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+2  
 Loadout (SBank A): 4  
 Loadout (SBank B): 6  
 Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.*

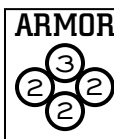
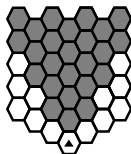
**Tempest**  
 Class: Particle  
 Mode: Raking (5)  
 Damage: 2d6+3  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept: n/a  
 Loadout (SBank A): 5  
 Loadout (SBank B): 6  
 Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

**Harpoon**  
 Class: Ballistic  
 Damage: 10  
 Max Launch Range: 12 hexes  
 Loadout (SBank A): 8  
 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): 5  
 Loadout (SBank B): 6  
 Cost: 7 points each

## 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.

## Shielding System

May boost shield recharge to 5 by deactivating main guns (declared in power segment).  
 May fire missiles as normal on same turn.

Flight #1

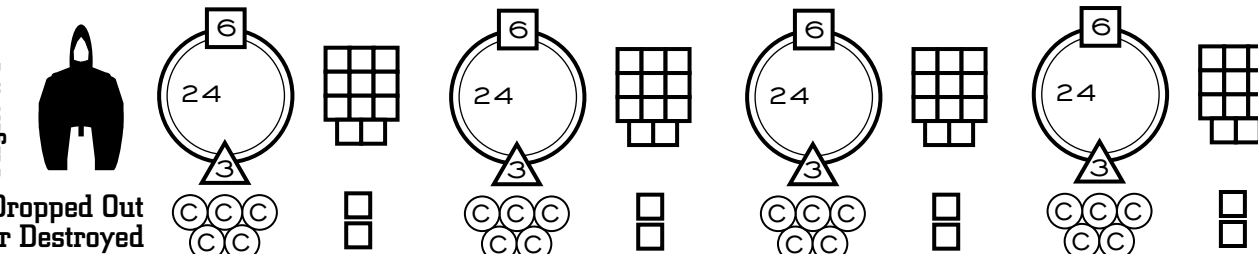
Dropped Out  
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____	SBank B: _____
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Flight #2

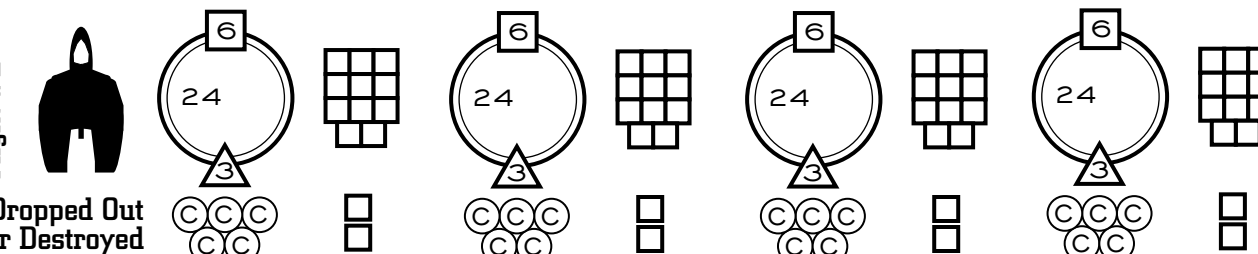
Dropped Out  
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____	SBank B: _____
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Flight #3

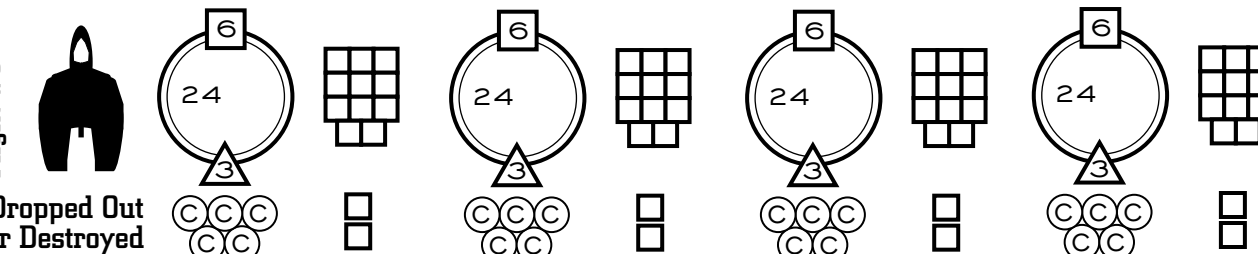
Dropped Out  
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



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