



Galactic Terran-Vasudan Alliance

# Loki Reconnaissance Fighter



## SPECS

Class: Medium Fighter  
 In Service: 2352  
 Point Value: Variable  
 Ramming Factor: 16  
 Jinking Limit: 8 Lvl

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 0  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 1 Thrust  
 Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 6  
 Sth/Port Defense: 8  
 Free Thrust: 12  
 Offensive Bonus: +3  
 Initiative Bonus: +18

## 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: 70 each

**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

## Prometheus (Retrofit)

Number of Guns: 1 (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: 62 each  
*May also fire at a rate of once per turn for 1d2+3 damage.*

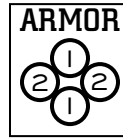
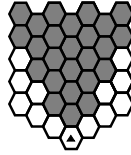
## MISSILE LOADOUTS

**Rockeye**  
 Class: Ballistic  
 Damage: 5  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+2  
 Loadout (SBank A): 2  
 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): 2  
 Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

**Shielding System**  
 May boost shield recharge to 3 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: 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:

**Flight #2**

**Dropped Out Ftr Destroyed**

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

Initiative Speed Thrust Used Jinking Notes SBank A:

**Flight #3**

**Dropped Out Ftr Destroyed**

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

Initiative Speed Thrust Used Jinking Notes SBank A: