

Restricted Deployment (Elite)

Galactic Terran-Vasudan Alliance Name: _____

Counter: _____



Pegasus Reconnaissance Fighter

SPECS

Class: Light Fighter
In Service: 2367
Point Value: Variable
Ramming Factor: 13
Jinking Limit: 10 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: 5
Stb/Port Defense: 5
Free Thrust: 14
Offensive Bonus: +4
Initiative Bonus: +20

WEAPON LOADOUTS

Subach HL-7
Number of Guns: 1
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: 37 each

Akheton
Number of Guns: 1
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
Base Fighter Cost: 31 each
Special: Structure Armor is doubled against Akheton and damage is halved versus shields.

MISSILE LOADOUTS

Harpoon
Class: Ballistic
Damage: 10
Max Launch Range: 12 hexes
Loadout (SBank A): 2
Loadout (SBank B): 1
Cost: 10 points each

Tempest
Class: Particle
Mode: Raking (5)
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept: n/a
Loadout (SBank A): 1
Loadout (SBank B): 1
Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus

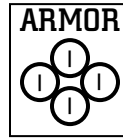
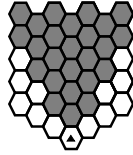
Stiletto II
Class: Slow Ballistic
Damage: 3d10
Max Launch Range: 25 hexes
Fire Control: +0/+0/-
Loadout (SBank A): 1
Loadout (SBank B): 1
Cost: 18 points each
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 penalty.



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

Jammer Equipped

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

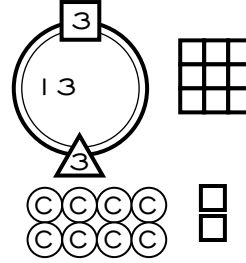
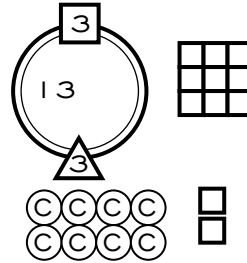
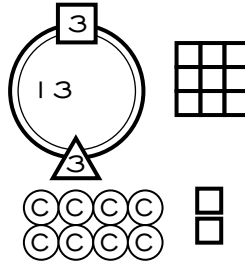
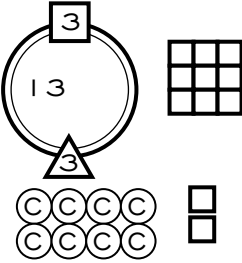
Dropped Out
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



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

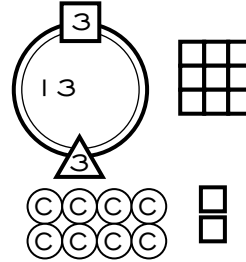
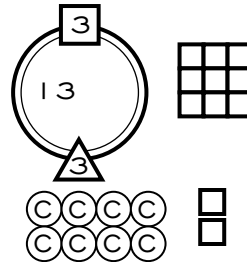
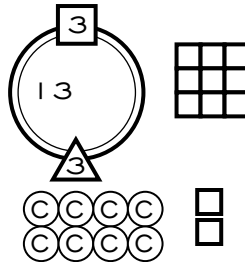
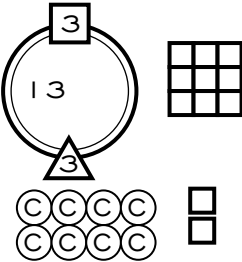
Dropped Out
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



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

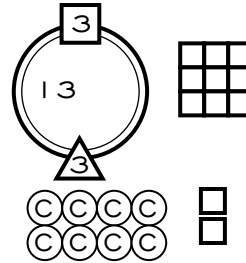
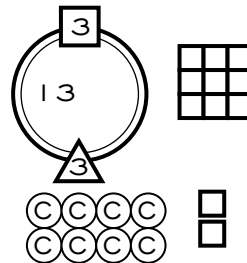
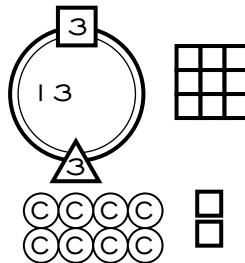
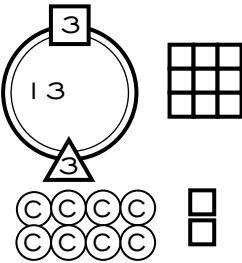
Dropped Out
Ftr Destroyed

Ftr #1

Ftr #2

Ftr #3

Ftr #4



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