



Galactic Terran-Vasudan Alliance

# Perseus Advanced Interceptor



## SPECS

Class: Medium Fighter  
 In Service: 2362  
 Point Value: Variable  
 Ramming Factor: 19  
 Jinking Limit: 8 Lvl

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 0  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 1 Thrust  
 Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 6  
 Sth/Port Defense: 7  
 Free Thrust: 12  
 Offensive Bonus: +5  
 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: 76 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

## AND ONE OF:

**Prometheus (S)**  
 Number of Guns: 1 (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*

**Kayser**  
 Number of Guns: 1 (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: 73 each  
*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: 73 each  
 -2 Initiative Penalty to target  
 ftr flight per weapon that hits.  
 Penalty applied next turn.

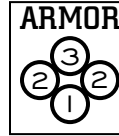
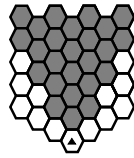
## MISSILE LOADOUTS

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

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

**Trebuchet**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 25 hexes  
 Fire Control: --/+0  
 Loadout (SBank A): 1  
 Loadout (SBank B): 1  
 Cost: 22 points each  
 Special: Firing flight must  
 have higher initiative than  
 target flight to fire Trebuchet.

**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:

**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: