

Galactic Terran-Vasudan Alliance Name: _____ Counter: _____



Ulysses Space Superiority Fighter

SPECS Class: Light Fighter In Service: 2351 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: 3 Thrust	COMBAT STATS Fwd/Aft Defense: 6 Sth/Port Defense: 5 Free Thrust: 11 Offensive Bonus: +5 Initiative Bonus: +20
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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

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: 64 each
 May also fire at a rate of once per turn for 1d2+3 damage.

MISSILE LOADOUTS

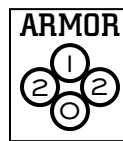
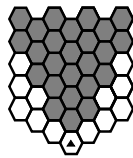
Rockeye
 Class: Ballistic
 Damage: 5
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

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



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 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: _____