

Bakha Advanced Bomber



SPECS

Class: Heavy Fighter
 In Service: 2354
 Point Value: Variable
 Ramming Factor: 30
 Jinking Limit: 6 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 6
 Sth/Port Defense: 8
 Free Thrust: 10
 Offensive Bonus: +5
 Initiative Bonus: +17

WEAPON LOADOUTS

Prometheus (S)
 Number of Guns: 1
 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: 71 each
In Service: 2367

Maxim
 Number of Guns: 1
 Class: Matter
 Damage: 8
 Range Penalty: -1 per hex
 Fire Control: +0/-0/-2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Base Fighter Cost: 66 each
Special: Damage reduced to 1 versus shielded target

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: 65 each
Special: Structure Armor is doubled against Akheton and damage is halved versus shields.

MISSILE LOADOUTS

Trebuchet
 Class: Ballistic
 Damage: 24
 Max Launch Range: 25 hexes
 Fire Control: --/--/+0
 Loadout (SBank A): 2
 Loadout (SBank B): 3
 Cost: 22 points each
Special: Firing flight must have higher initiative than target flight to fire Trebuchet.

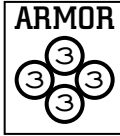
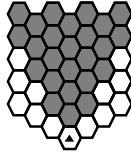
Cyclops Bomb
 Class: Slow Ballistic (Flash)
 Damage: 20
 Max Launch Range: 16 hexes
 Max Lock Range: 24 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 4
 Loadout (SBank B): 5
 Cost: 16 points each
Special: Requires Aspect Lock

Helios Bomb
 Class: Slow Ballistic (Flash)
 Damage: 55
 Max Launch Range: 14 hexes
 Max Lock Range: 20 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 3
 Cost: 35 points each
Special: Requires Aspect Lock Limited Deployment (Veteran)

Piranha
 Class: Proximity (Ballistic)
 Modes: Standard
 Damage: 10 (+6d6)
Min targets: one at range 0 two at range 1-2 six at range 3-5
 Range Penalty: n/a
 Max Range: 4 hexes
 Fire Control: --/--/+3
 Loadout (SBank A): 1
 Loadout (SBank B): 2
 Cost: 14 points each
Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.

Shielding System
 May boost shield recharge to 5 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: 20 Turns
 -2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

Ftr #1

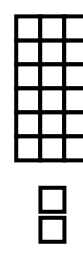
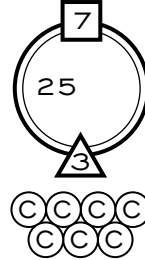
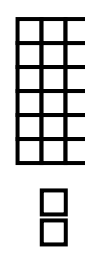
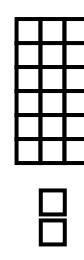
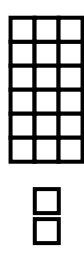
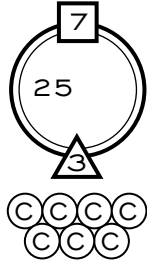
Ftr #2

Ftr #3

Ftr #4

Flight #1

Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

Jinking

Notes

SBank A:

SBank B:

Ftr #1

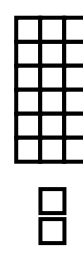
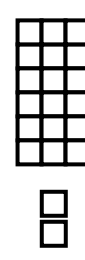
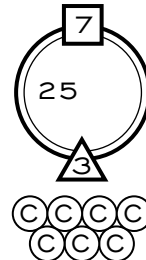
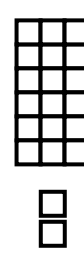
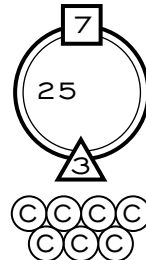
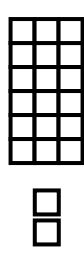
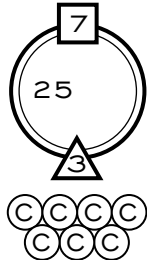
Ftr #2

Ftr #3

Ftr #4

Flight #2

Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

Jinking

Notes

SBank A:

SBank B:

Ftr #1

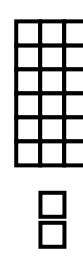
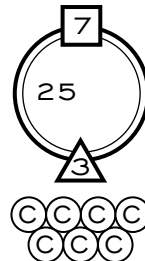
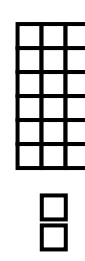
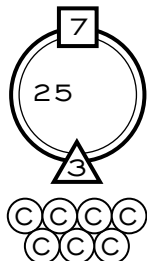
Ftr #2

Ftr #3

Ftr #4

Flight #3

Dropped Out
Ftr Destroyed



Initiative

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Thrust Used

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SBank A:

SBank B: