

Osiris Reserve Bomber

SPECS

Class: Super Hvy Ftr
 In Service: 2353
 Point Value: Variable
 Ramming Factor: 38
 Jinking Limit: 4 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
 Sth/Port Defense: 10
 Free Thrust: 8
 Offensive Bonus: +3
 Initiative Bonus: +15

WEAPON LOADOUTS

Prometheus (Retrofit)
 Number of Guns: 2 (Turrets)
 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
May also fire at a rate of once per turn for 1d2+3 damage.

AND EITHER:

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: 90 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: 86 each
Special: Damage reduced to 1 versus shielded target

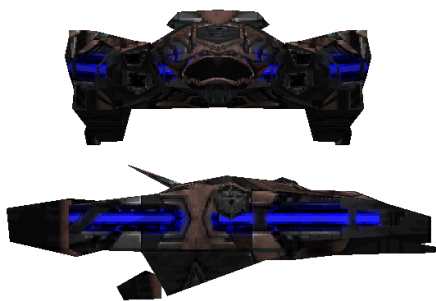
MISSILE LOADOUTS

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
 Loadout (SBank B): 2
 Loadout (SBank C): 1
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus

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): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 1
 Cost: 16 points each
Special: Requires Aspect Lock

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

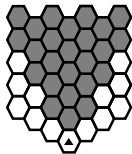
Infyrno
 Class: Proximity
 Damage: 1d5+10
 Max Range: 8 hexes
 Fire Control: n/a
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): --
 Cost: 12 points each
Special: Affects all units in target hex. Does not breach fighter shields.



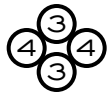
Shielding System
 May boost shield recharge to 4 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

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.

Turret Arcs



ARMOR



SPECIAL NOTES

Jump Delay: 24 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

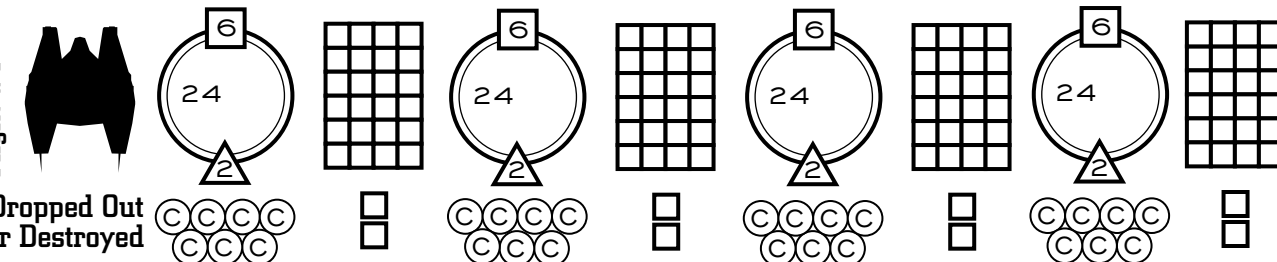
Ftr #2

Ftr #3

Ftr #4

Flight #1

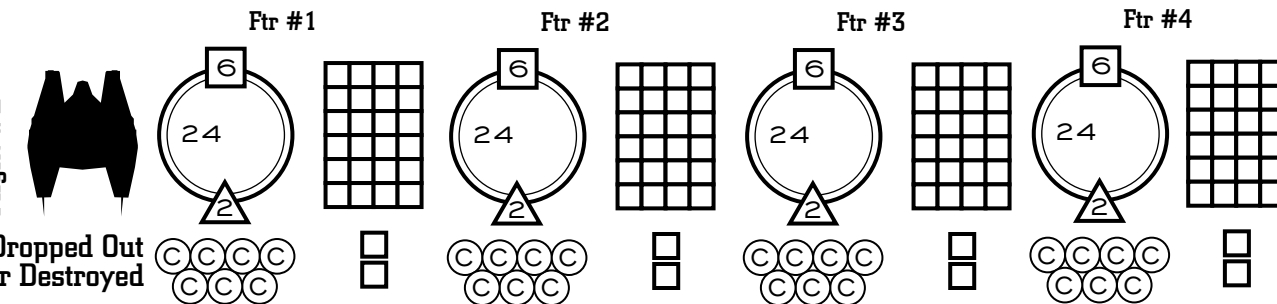
Dropped Out
Ftr Destroyed



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

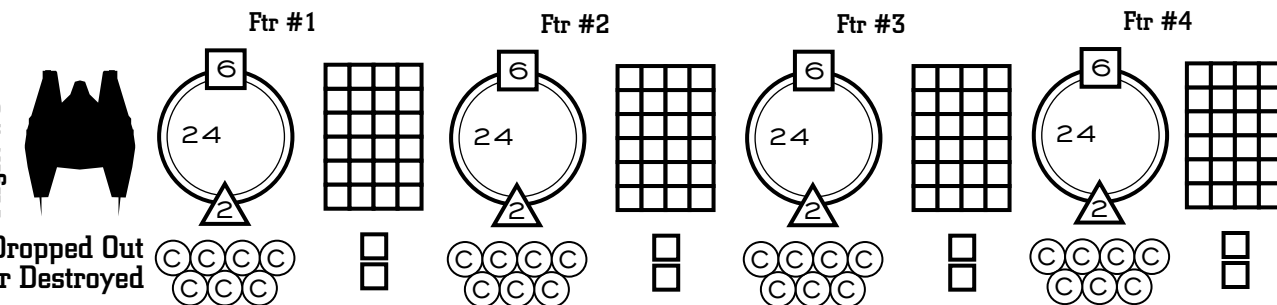
Dropped Out
Ftr Destroyed



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

Dropped Out
Ftr Destroyed



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