



Limited Deployment (Veteran)

Galactic Terran-Vasudan Alliance Name: _____

Counter: _____

Sekhmet Heavy Bomber



SPECS

Class: Super Hvy Ftr
 In Service: 2360
 Point Value: Variable
 Ramming Factor: 32
 Jinking Limit: 4 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

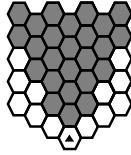
Fwd/Aft Defense: 8
 Sth/Port Defense: 9
 Free Thrust: 10
 Offensive Bonus: +4
 Initiative Bonus: +15

WEAPON LOADOUTS

Prometheus (S)
 Number of Guns: 2 (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: 104 each
In Service: 2367

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.

Maxim
 Number of Guns: 2 (linked)
 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: 95 each
Special: Damage reduced to 1 versus shielded target

Kayser
 Number of Guns: 2 (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: 90 each
Restricted Deployment (Elite)

MISSILE LOADOUTS

Tornado
 Class: Ballistic
 Damage: 1d3+9
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+3
 Loadout (SBank A): 4
 Loadout (SBank B): 4
 Loadout (SBank C): 4
 Cost: 13 points each

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): 4
 Loadout (SBank C): 4
 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): 2
 Loadout (SBank C): 2
 Cost: 35 points each
Special: Requires Aspect Lock Limited Deployment (Veteran)

EMP Advanced
 Class: Proximity (EM)
 Damage: 5
 Max Range: 13 hexes
 Fire Control: -/-/-
 Loadout (SBank A): 5
 Loadout (SBank B): 5
 Loadout (SBank C): 5
 Cost: 10 points each
Special: Damage applied to all ftrs in one flight of attacker's choice in impact hex. Effects - Same hex: next turn offensive bonus reduced to zero, -8 initiative. No missiles except Rockeye and Tempest. Turn thereafter, effects of 1-hex. One hex away: next turn half offensive bonus (rnd dwn), -4 init. No missiles except Rockeye and Tempest.

Ftr #1

Ftr #2

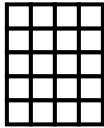
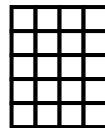
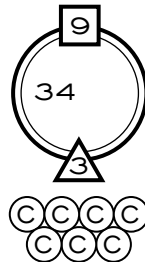
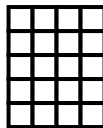
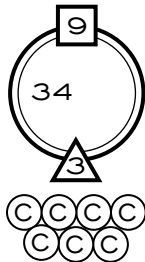
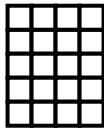
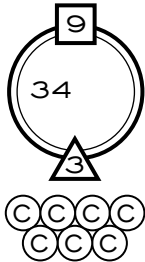
Ftr #3

Ftr #4

Flight #1



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:					5
SBank B:					5
SBank C:					5

Ftr #1

Ftr #2

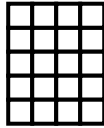
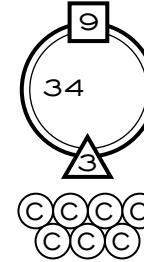
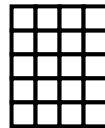
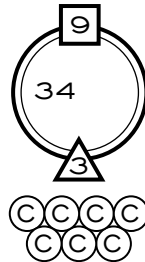
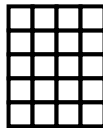
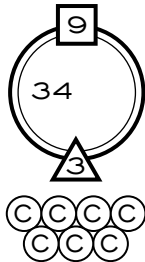
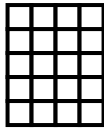
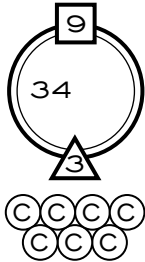
Ftr #3

Ftr #4

Flight #2



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:					5
SBank B:					5
SBank C:					5

Ftr #1

Ftr #2

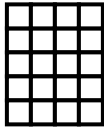
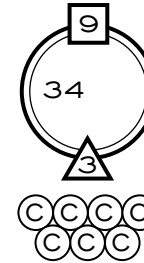
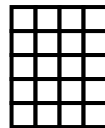
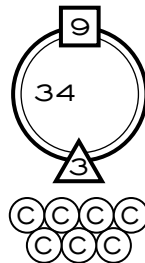
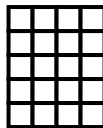
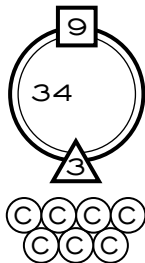
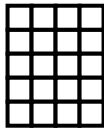
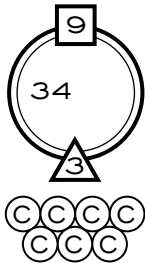
Ftr #3

Ftr #4

Flight #3



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:					5
SBank B:					5
SBank C:					5