

Seth Heavy Fighter



SPECS

Class: Heavy Fighter
 In Service: 2354
 Point Value: Variable
 Ramming Factor: 19
 Jinking Limit: 6 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 6
 Sth/Port Defense: 7
 Free Thrust: 9
 Offensive Bonus: +4
 Initiative Bonus: +17

WEAPON LOADOUTS

Mekhu HL-7
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -4
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

AND ONE OF:

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

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: 76 each
 In Service: 2367

Prometheus (Retrofit)
 Number of Guns: 2 (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: 67 each
 May also fire at a rate of once per turn for 1d2+3 damage.

MISSILE LOADOUTS

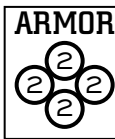
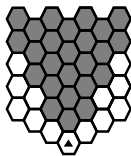
Rockeye
 Class: Ballistic
 Damage: 5
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Loadout (SBank B): 4
 Cost: 4 points each
 Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

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): 4
 Cost: 4 points each
 Special: Does not benefit from Fighter's Offensive Bonus

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

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.



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.

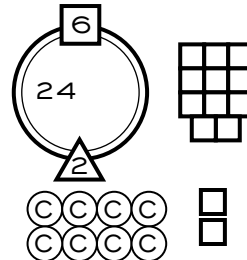
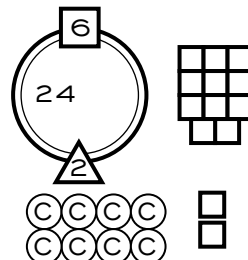
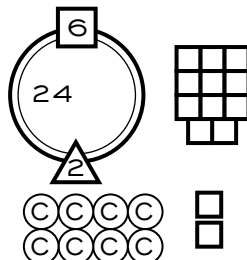
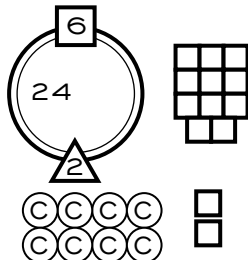
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B:

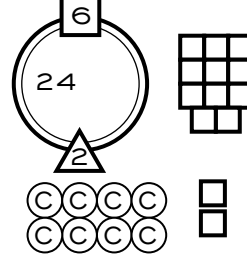
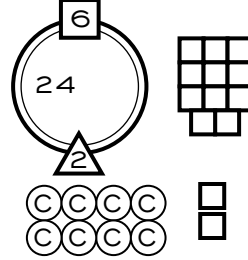
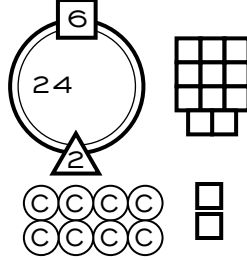
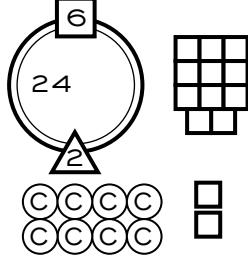
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B:

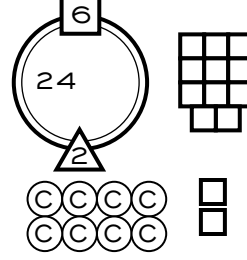
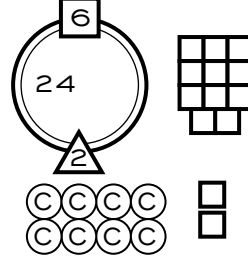
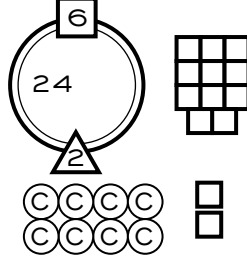
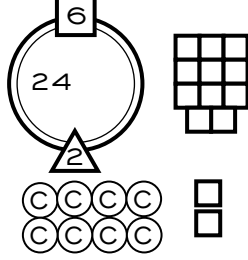
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:
 SBank B: