



# Tauret Heavy Fighter

## SPECS

Class: Heavy Fighter  
 In Service: 2358  
 Point Value: Variable  
 Ramming Factor: 22  
 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: 7  
 Sth/Port Defense: 8  
 Free Thrust: 10  
 Offensive Bonus: +5  
 Initiative Bonus: +17

## WEAPON LOADOUTS

**Mekhu HL-7**  
 Number of Guns: 2 (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:

**Kayser**  
 Number of Guns: 1 (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: 86 each  
*Restricted Deployment (Elite)*

**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: 93 each  
*In Service: 2367*

**Maxim**  
 Number of Guns: 1 (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: 90 each  
*Special: Damage reduced to 1 versus shielded target*

## MISSILE LOADOUTS

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

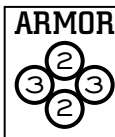
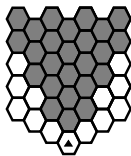
**Tornado**  
 Class: Ballistic  
 Damage: 1d3+9  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+3  
 Loadout (SBank A): 5  
 Loadout (SBank B): 5  
 Cost: 13 points each

**Tempest**  
 Class: Particle  
 Mode: Raking (5)  
 Damage: 2d6+3  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept: n/a  
 Loadout (SBank A): 5  
 Loadout (SBank B): 5  
 Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

**Infyrno**  
 Class: Proximity  
 Damage: 1d5+10  
 Max Range: 8 hexes  
 Fire Control: n/a  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 12 points each  
*Special: Affects all units in target hex. 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

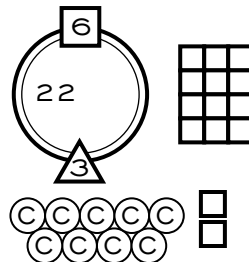
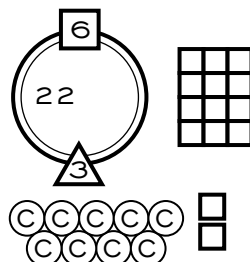
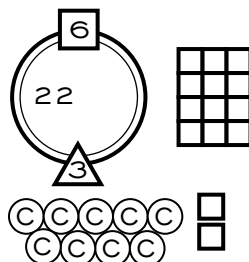
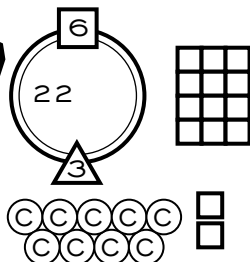
Ftr #2

Ftr #3

Ftr #4

Flight #1

Dropped Out  
Ftr Destroyed



|            |       |             |         |       |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|            |       |             |         |       |

|          |   |  |  |  |  |  |  |  |  |
|----------|---|--|--|--|--|--|--|--|--|
| SBank A: | 5 |  |  |  |  |  |  |  |  |
| SBank B: | 5 |  |  |  |  |  |  |  |  |

Ftr #1

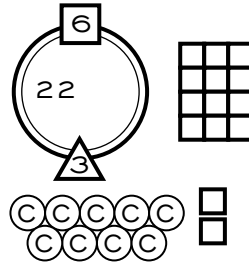
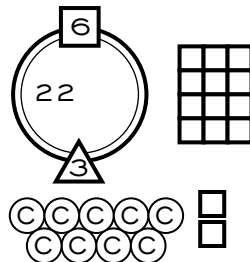
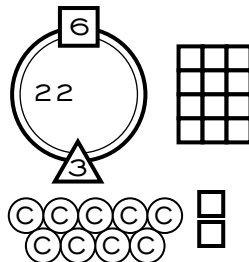
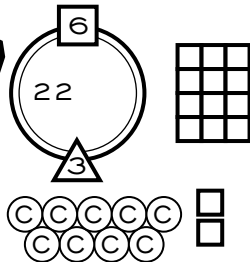
Ftr #2

Ftr #3

Ftr #4

Flight #2

Dropped Out  
Ftr Destroyed



|            |       |             |         |       |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|            |       |             |         |       |

|          |   |  |  |  |  |  |  |  |  |
|----------|---|--|--|--|--|--|--|--|--|
| SBank A: | 5 |  |  |  |  |  |  |  |  |
| SBank B: | 5 |  |  |  |  |  |  |  |  |

Ftr #1

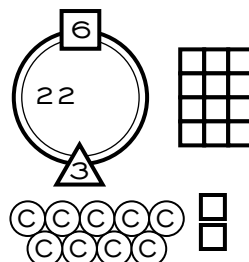
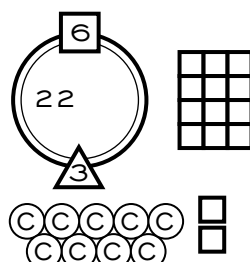
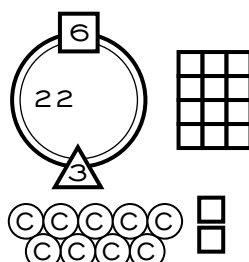
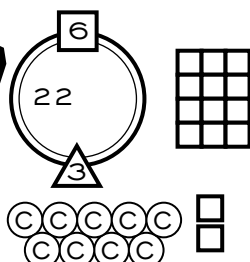
Ftr #2

Ftr #3

Ftr #4

Flight #3

Dropped Out  
Ftr Destroyed



|            |       |             |         |       |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|            |       |             |         |       |

|          |   |  |  |  |  |  |  |  |  |
|----------|---|--|--|--|--|--|--|--|--|
| SBank A: | 5 |  |  |  |  |  |  |  |  |
| SBank B: | 5 |  |  |  |  |  |  |  |  |