



Galactic Terran-Vasudan Alliance

Common Deployment

# Hercules Mk2 Heavy Assault Fighter

**SPECS**

Class: Heavy Fighter  
In Service: 2354  
Point Value: Variable  
Ramming Factor: 17  
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: 8  
Sth/Port Defense: 8  
Free Thrust: 9  
Offensive Bonus: +4  
Initiative Bonus: +16

**WEAPON LOADOUTS**

**Subach HL-7**  
Number of Guns: 2 (linked)  
Class: Particle  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: n/a  
Intercept Rating: -3  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn  
Base Fighter Cost: 75 each

**Prometheus (Retrofit)**

Number of Guns: 2 (linked)  
Class: Particle  
Damage: 1d3+5  
Range Penalty: -3 per 2 hexes  
Fire Control: n/a  
Intercept Rating: -1  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn  
Base Fighter Cost: 82 each

**Prometheus**

Number of Guns: 2 (linked)  
Class: Particle  
Damage: 1d3+6  
Range Penalty: -3 per 2 hexes  
Fire Control: n/a  
Intercept Rating: -1  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn  
Base Fighter Cost: 84 each  
In Service: 2367

**Maxim**

Number of Guns: 2 (linked)  
Class: Matter  
Damage: 6  
Range Penalty: -1 per hex  
Fire Control: +0/-0/-2  
Intercept Rating: -2  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per 2 turns  
Base Fighter Cost: 88 each  
Special: Damage reduced to 1 versus shielded target. May also fire one gun for a 1 per turn rate of fire.

**MISSILE LOADOUTS****Rockeye**

Class: Ballistic  
Damage: 5  
Max Launch Range: 15 hexes  
Fire Control: +0/-0/+2  
Loadout (SBank A): 4  
Loadout (SBank B): 6  
Cost: 6 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): 5  
Loadout (SBank B): 6  
Cost: 4 points each  
Special: Does not benefit from Fighter's Offensive Bonus

**Harpoon**

Class: Ballistic  
Damage: 10  
Max Launch Range: 12 hexes  
Loadout (SBank A): 8  
Loadout (SBank B): 10  
Cost: 10 points each

**Hornet**

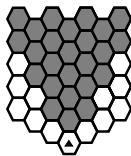
Class: Ballistic  
Damage: 1d10  
Max Launch Range: 13 hexes  
Fire Control: +0/-0/+2  
Loadout (SBank A): 5  
Loadout (SBank B): 6  
Cost: 7 points each

**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.

**ARMOR****SPECIAL NOTES**

Jump Delay: 20 Turns  
Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Ftrs roll to hit separately. Damaged ftrs hit randomly.

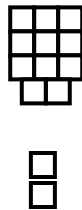
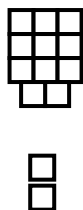
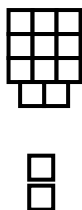
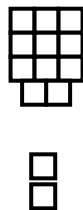
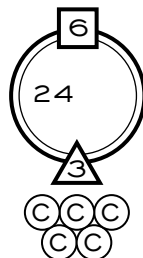
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out  
Ftr Destroyed

Initiative
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Speed
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Thrust Used
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Jinking
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Notes
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SBank A:	<table><tr><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td></tr></table>					5			
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SBank B:	<table><tr><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td></tr></table>					5			
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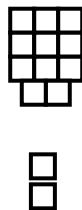
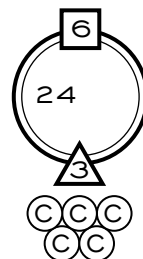
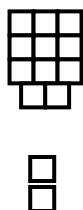
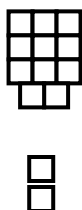
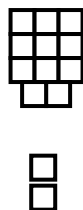
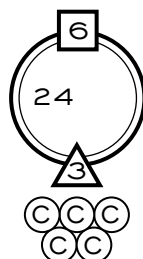
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out  
Ftr Destroyed

Initiative
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Speed
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Thrust Used
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Jinking
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Notes
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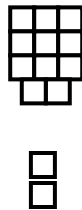
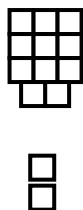
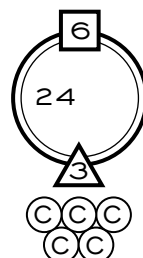
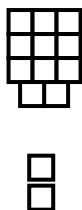
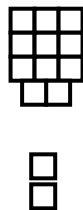
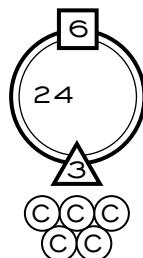
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out  
Ftr Destroyed

Initiative
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Speed
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Thrust Used
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Jinking
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