



Galactic Terran-Vasudan Alliance

# Boanerges Heavy Bomber



## SPECS

Class: Heavy Fighter  
In Service: 2361  
Point Value: Variable  
Ramming Factor: 24  
Jinking Limit: 6 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 7  
Stb/Port Defense: 9  
Free Thrust: 9  
Offensive Bonus: +4  
Initiative Bonus: +16

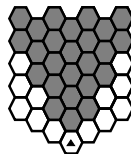
## WEAPON LOADOUTS

**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: 68 each  
In Service: 2367

## 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.

## ARMOR



## 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.

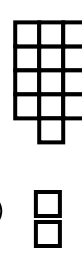
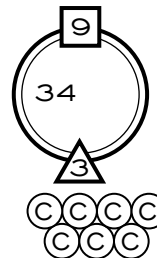
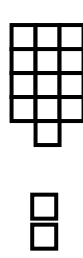
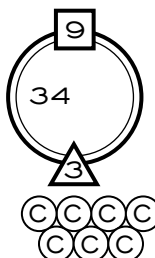
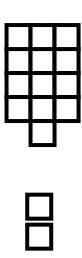
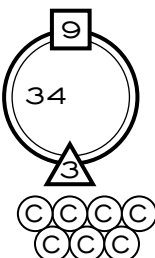
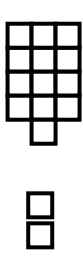
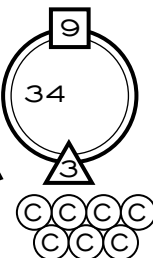
Ftr #1

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: 

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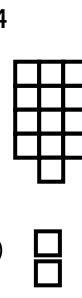
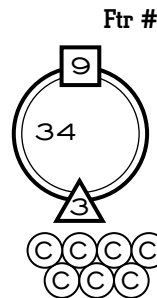
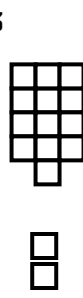
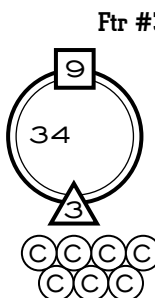
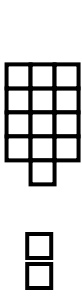
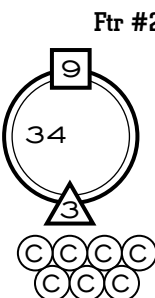
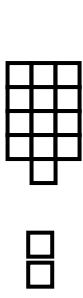
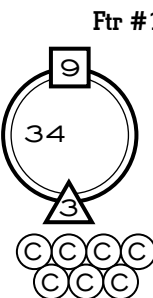
SBank B: 

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SBank C: 

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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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SBank A: 

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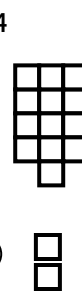
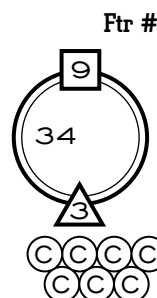
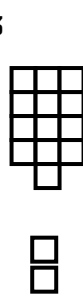
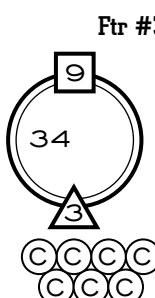
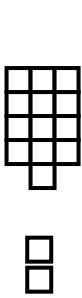
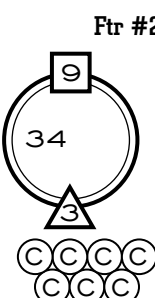
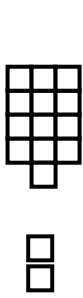
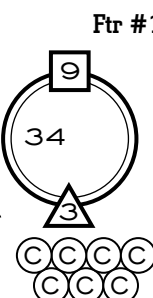
SBank B: 

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SBank C: 

				5
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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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Notes
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SBank A: 

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SBank B: 

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SBank C: 

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## 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: 65 each  
Special: Damage reduced to 1 versus shielded target.

## Kayser

Number of Guns: 1  
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: 60 each  
Restricted Deployment (Elite)

## MISSILE LOADOUTS

### 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): 5  
Loadout (SBank C): 5  
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): 1  
Loadout (SBank B): 3  
Loadout (SBank C): 3  
Cost: 35 points each  
Special: Requires Aspect Lock  
Limited Deployment (Veteran)

### Stiletto II

Class: Slow Ballistic  
Damage: 3d10  
Max Launch Range: 25 hexes  
Fire Control: +0/+0/-  
Loadout (SBank A): 1  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Cost: 18 points each  
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 penalty.

### Tornado

Class: Ballistic  
Damage: 1d3+9  
Max Launch Range: 15 hexes  
Fire Control: +0/+0/+3  
Loadout (SBank A): 2  
Loadout (SBank B): 5  
Loadout (SBank C): 5  
Cost: 13 points each