

SPECS

Class: Heavy Fighters In Service: 1484 Point Value: 16 each Ramming Factor: 20 Jinking Limit: 6 Lvls

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8 Stb/Port Defense: 8 Free Thrust: 4 Offensive Bonus: +2 Initiative Bonus: +16

Flight Level Combat

5 or more above = 0 Hit

3-4 above = 1/6 Hit

1-2 above = 1/3 Hit 0-2 below = 1/2 Hit

WEAPON DATA

20mm Cannon Number of Guns: 1 Class: Projectile Modes: Standard Plodes: Standard
Damage: 1d2
Range Penalty: -3 per hex
Intercept Rating: -2
Rate of Fire: 1 per turn

Torpedoes

Cost: 4 points each Class: Ballistic (Torpedo) Modes: Standard Damage: 7
Maximum Range: 8 hexes
Fire Control: +2/+0/-4
Intercept Rating: n/a

Designed by Paul Brown

SPECIAL NOTES +1 to Dropout Roll Can carry 4 Torpedoes Launch Rate 2 per turn

Ftr #3

Thrust Used

Thrust Used

Thrust Used

Thrust Used

Ftr #3

Ftr #3

Ammunition:

Ftr #2

Ammunition:

Ftr #2

Ftr #3

Ammunition:

Ftr #2

Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4

Jinking

Ftr #1

Speed

Ftr #1

Speed

Ftr #1

Speed

Ftr #1

Speed

Dropped Out

Ftr Destroyed

Dropped Out

Ftr Destroyed

Dropped Out

Dropped Out

Ftr Destroyed

Initiative

Ftr Destroyed

Initiative

Initiative

Flight #5

Initiative

Ftr #2



Ftr #5

Notes

Notes

Notes

Notes

Torpedoes:

Torpedoes:

Ftr #5

Torpedoes:

Ftr #5

Torpedoes:

Ftr #5



Ftr #6

Ftr #6

Ftr #6

Ftr #6





