

Drakh Quad'Goe Heavy Fighter

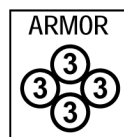
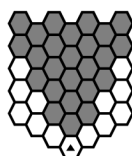
SPECS
 Class: Heavy Fighter
 In Service: 2203
 Point Value: 80???
 Ramming Factor: 22
 Jinking Limit: 6 Levels

MANEUVERING
 Turn Cost: 1/3 x Speed
 Turn Delay: 0
 Accel/Decel Cost: 1
 Pivot Cost: 1
 Roll Cost: 1

COMBAT STATS
 Fwd/Sft Defense: 7
 Stb/Port Defense: 7
 Free Thrust: 14
 Offensive Bonus: +5
 Initiative Bonus: +16

WEAPON DATA
Light Fletchet Gun
 Number of Guns: 2 (linked)
 Class: Matter
 Damage: 1d3+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire 1 per turn
Disruption Bolt
 Number of Guns: 1
 Class: Molecular
 Damage: 14
 Range Penalty: -1 per hex
 Fire Control: +0/+0/-2
 Rate of Fire 1 per 3 turns
Special: Ignores first level of armor

SPECIAL NOTES:
 Biotech Plating Level: 1
 May one fire 1 weapon per turn



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
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #1						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #2						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #3						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #4						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #5						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #6						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #7						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #8						
Dropped Out						
Ftr Destroyed						
Initiative	Speed	Thrust Used	Jinking	Notes		