

Drazi Star Cobra Heavy Fighters

SPECS

Class: Heavy Fighters
In Service: 2245
Point Value: 80 each
Ramming Factor: 24
Jinking Limit: 6 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
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: 12
Offensive Bonus: +6
Initiative Bonus: +17

WEAPON DATA

Paired Particle Gun Number of Guns: 2 (Linked) Class: Particle Damage: 1d6+5 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: Once per turn

Standard Particle Beam
Number of Guns: 1
Class: Particle
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: 0/0/-2
Rate of Fire: 1 per 2 turns



OPTIONAL NAVIGATOR

Cost: 10 Combat Points
Per Fighter
Initiative Bonus: +1
Missile guidance ability

SPECIAL NOTES


























Can carry 6 missiles, and launch 2 per turn if both are fired at the same target.
Can carry navigator.
Atmospheric capable.
Can fire both guns if fired at same target.


























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







ARMOR



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

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

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

Flight #7	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #8	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
													
	Dropped Out Ftr Destroyed	