

# EA Liberator Attack Bomber

**SPECS**  
 Class: Heavy Fighters  
 In Service: 2267  
 Point Value:  
 Ramming Factor: 25  
 Jinking Limit: 5 Levels

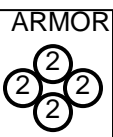
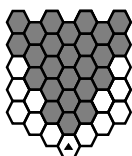
**MANEUVERING**  
 Turn Cost: 1/3 Speed  
 Turn Delay: 0  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 1 Thrust  
 Roll Cost: 1 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 8  
 Stb/Port Defense: 9  
 Free Thrust: 11  
 Offensive Bonus: +7  
 Initiative Bonus: +14

**WEAPON DATA**  
 Gatling Pulse Cannon  
 Number of Guns: 2 (Linked)  
 Class: Particle  
 Damage: 2d6+6  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn  
 Intercept Rating: -2

Basic Fighter Missile  
 Cost: 8 Combat Points  
 Class: Ballistic  
 Damage: 10  
 Max Range: 10 hexes  
 Fire Control: n/a  
 Intercept Rating: n/a

**SPECIAL NOTES**  
 Can carry 6 missiles  
 Launch rate 2 per turn  
 Navigator available



**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

**STANDARD NAVIGATOR**  
 Initiative Bonus: +1  
 Missile guidance ability

**SPECIAL NOTES**  
 Can carry 4 mk. 214,  
 2 mk. 215 or one mk. 216  
 Bombs. Launch rate 1 per turn

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