

House Orange Hammer Heavy Fighter

Specifications

CLASS: Heavy Fighter
IN SERVICE: 2222
POINT VALUE: 67
RAMMING FACTOR: 24
JINKING LIMITS: 6

Maneuvering

TURN COST: 1/3 Speed
TURN DELAY: 0 Speed
ACCEL/DECEL COST: 1
PIVOT COST: 1
ROLL COST: 1

Combat Statistics

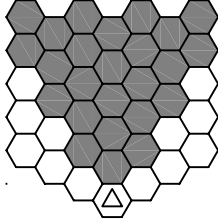
FWD/AFT DEFENSE 9
PORT DEF: 7
FREE THRUST: 10
OFFENSIVE BONUS: +4
INITIATIVE BONUS: +16

Medium Particle Beam

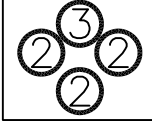
of Guns: 2 Linked
Class: Particle
Damage: 1D6+3
Range Modifier: -2 per Hex
Fire Control: n/a
Rate of Fire: 1 per Turn

SPECIAL NOTES

May carry four missiles
May fire one per turn
May use Basic Fighter Missiles.
Includes Navigator



ARMOR



FLIGHT LEVEL COMBAT

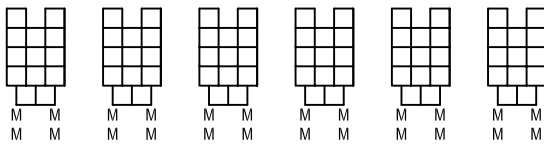
5 OR MORE ABOVE = 0 HIT
3 TO 4 ABOVE = 1/6 HIT
1 TO 2 ABOVE = 1/3 HIT
0 TO 2 BELOW = 1/2 HIT
3 TO 4 BELOW = 2/3 HIT
5 TO 6 BELOW = 5/6 HIT
7 - BELOW ALL HIT

Basic Fighter Missile

Cost: 4
Class: Ballistic
Damage: 10
Range: 10/30 hexes
Guidance: +3
Intercept: N/A

FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

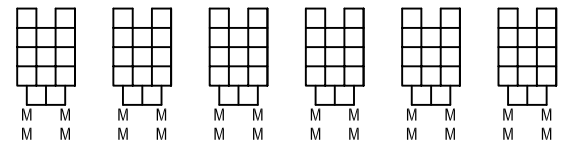
FLIGHT #

DROPPED OUT ☐ ☐ ☐ ☐ ☐ ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

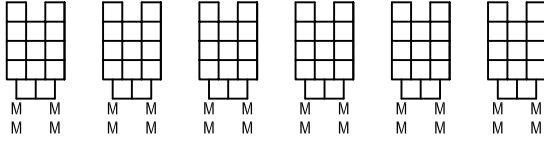
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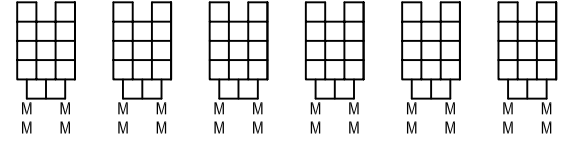
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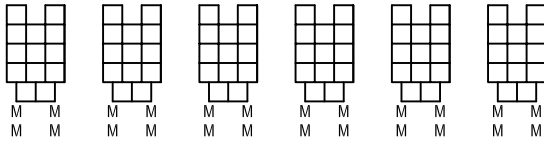
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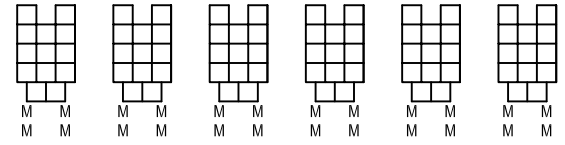
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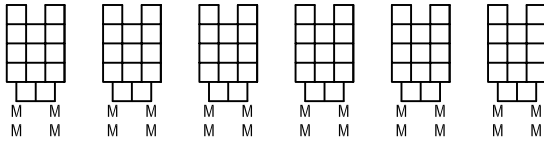
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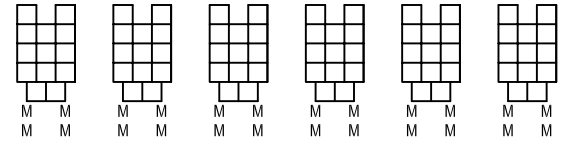
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