

# Kahdarin Republic Bomber Heavy Fighter

## Specifications

CLASS: Heavy Fighter  
IN SERVICE: 2227  
POINT VALUE: 50  
RAMMING FACTOR: 21  
JINKING LIMITS: 5

## 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 7  
PORT DEF: 9  
FREE THRUST: 5  
OFFENSIVE BONUS: +1  
INITIATIVE BONUS: +16

## Ultra Light Particle Beam

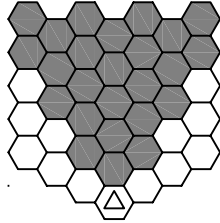
# of Guns: 2 Linked Fwd/Defense  
Class: Particle  
Damage: 1D6+1  
Range Modifier: -2 per Hex  
Fire Control: n/a  
Rate of Fire: 1 per Turn

## Basic Early Fighter Missile

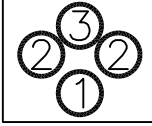
Cost: 2  
Class: Ballistic  
Damage: 6  
Range: 8/24 hexes  
Guidance: +2  
Intercept: N/A

## SPECIAL NOTES

Non Atmospheric  
Navigator/Gunner  
Included  
Carries two early missiles  
May launch 1 per turn  
Defense guns 360° arc



## ARMOR

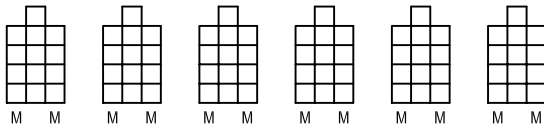


## FLIGHT LEVEL COMBAT

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

FLIGHT #

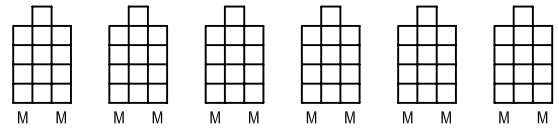
FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

DROPPED OUT ☐ ☐ ☐ ☐ ☐ ☐

| INITIATIVE | SPEED | Thrust Used | JINKING | NOTES |
|------------|-------|-------------|---------|-------|
|            |       |             |         |       |

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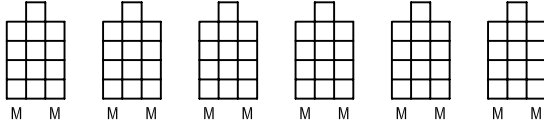
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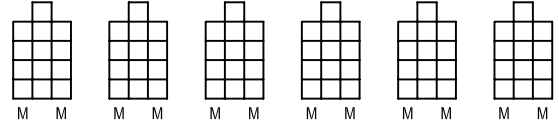
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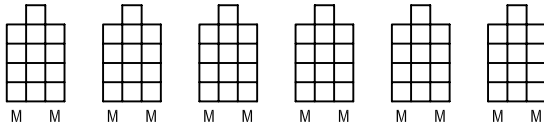
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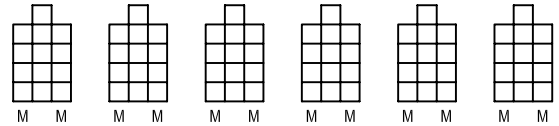
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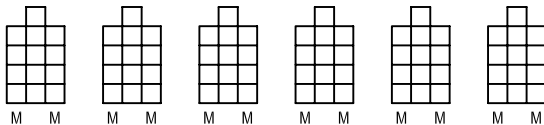
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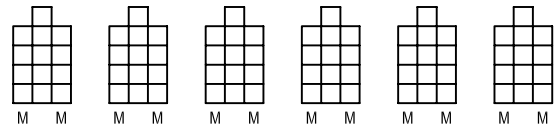
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