



Narn Tor'eth Heavy Interceptor



SPECS

Class: Heavy Fighters
In Service: 2255
Point Value: 80
Ramming Factor: 25
Jinking Limit: 6 Levels

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 9
Free Thrust: 13
Offensive Bonus: +6
Initiative Bonus: +16

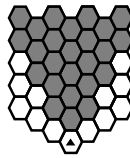
WEAPON DATA

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

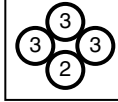
Ion Missile
Class: Ballistic
Damage: 10
Max Range: 12 hexes
Fire Control: N/A
Rate of Fire: 2 per turn
Ammunition: 6 per fighter
Cost: 12 points each

OPTIONAL NAVIGATOR

Cost: 10 Combat Points
Initiative bonus: +1
Missile Guidance Ability



ARMOR



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

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

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