

Eldar Darkstar Heavy Fighters

SPECS

Class: Heavy Fighters
In Service: 32500
Point Value: 70 each
Ramming factor: 20
Jinking Limit: 6 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

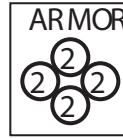
Fwd/Aft Defense: 7 (6)
Stb/Port Defense: 8 (7)
Free Thrust: 12
Offensive Bonus: +5
Initiative Bonus: +17

WEAPON DATA

Ultralight Bolter
Number of Guns: 2(Linked)
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn

Notes:

Gravitic Drive
Holofield
Atmospheric



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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative Speed Thrust Used Jinking Notes

Flight # 2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative Speed Thrust Used Jinking Notes

Flight # 3

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes

Flight # 4

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes

Flight # 5

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes

Flight # 6

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes

Flight # 7

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes

Flight # 8

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Initiative Speed Thrust Used Jinking Notes