

Chouka Faithbringer Heavy Fighters

SPECS

Class: Heavy Fighters
In Service: 1915
Point Value: 42 each
Ramming Factor: 17
Jinking Limit: 6 Lvl's

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: 6
Free Thrust: 7
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON DATA

Plasma Gun
Number of Guns: 1
Class: Plasma
Damage: 1d6+6 -1 per hex
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn

Basic Fighter Missile

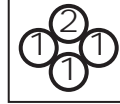
Cost: 8 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a

SPECIAL NOTES

Can carry 4 missiles
Launch rate 2 per turn



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

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