

Class: Heavy Fighter
In Service: 2615
Point Value: 95 each
Ramming Factor: 27
Jinking Limit: 6 Lvl

Turn Cost: $\frac{1}{3}$ Speed
Turn Delay: $\frac{1}{4}$ Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

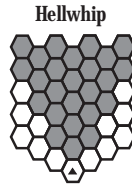
Fwd/Aft Defense: 8
Stb/Port Defense: 11
Free Thrust: 12
Offensive Bonus: +6
Initiative Bonus: +17

Light Particle Beam
 Number of Guns: 1 [rear]
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Number of Guns: 1
Class: Hellwhip (Mode R8)
Damage: 3d6
Range Penalty: -1 per 2 hexes
Fire Control: +0/+0/-4
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

**Can carry 4 missiles
Launch rate 1 per turn
Navigator available
May fire heavy & light
guns in the same turn.**

Cost: 10 Combat Points
Initiative Bonus: +1
Missile guidance ability



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



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
------------	-------	-------------	---------	-------