

TC Sabre Heavy Attack Fighters



REAR TURRET DATA

Neutron Gun Mk.1
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+4
Range Penalty: -3 per hex
Rate of Fire: Once per turn
Turret weapons do not use the ships batteries for power and may fire every turn.

SPECS

Class: Heavy Fighter
In Service: 2660s
Point Value: 100 ea.
Ramming Factor: 20
Jinking Limit: 6 Lvl

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
Stb/Port Defense: 8
Free Thrust: 11
Offensive Bonus: +5
Initiative Bonus: +16

WEAPON DATA

Particle Cannon Mk. 1
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+4
Range Penalty: -2 per hex
Battery Requirement: 3 each
Rate of Fire: Once per turn

Mass Driver Cannon Mk. 1
Number of Guns: 2 (Linked)
Class: Matter
Damage: 1d6+2 (Apply Armor)
Range Penalty: -3 per hex
Battery Requirement: 2 each
Rate of Fire: Once per turn

SPECIAL NOTES

+2 To Dropout Rolls
Shield Recharge: 5 per turn
Battery Recharge: 10 per turn



Rear Turret Uses Reverse Arc

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	
Flight #1								
Initiative	Speed	Thrust Used	Jinking	Notes				
Flight #2								
Initiative	Speed	Thrust Used	Jinking	Notes				
Flight #3								
Initiative	Speed	Thrust Used	Jinking	Notes				