

# Kel Hound Baibure-Ta Heavy Fighters

## SPECS

Class: Heavy Fighters  
In Service: 2210  
Point Value: **95 each**  
Ramming Factor: 29  
Jinking Limit: 6 Levels

## MANEUVERING

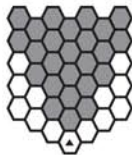
Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 0 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 9  
Stb/Port Defense: 9  
Free Thrust: 8  
Offensive Bonus: +5  
Initiative Bonus: +16

## WEAPON DATA

Light Blast Laser  
Number of Guns: 2 (Linked)  
Class: laser  
Damage: 2d6+5  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn  
Intercept Rating: n/a



## 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 #	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	