

TC Bat Attack Heavy Fighter

SPECS

Class: Heavy Fighters
In Service: 2240
Point Value: 55 each
Ramming Factor: 25
Jinking Limit: 4 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 4 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

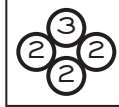
Fwd/Aft Defense: 7
Sth/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +5
Initiative Bonus: +16

WEAPON DATA

Lt. Gatling Gun Turrets
Number of Guns: 2
Class: Matter
Damage: 1d6
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn/gun



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

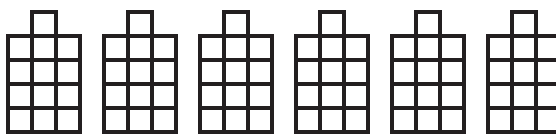
SPECIAL NOTES

Atmospheric Fighter
Turn Delay: 0 in Atmosphere
Weapon Turret on each wing, 270 arc.

Flight #1



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

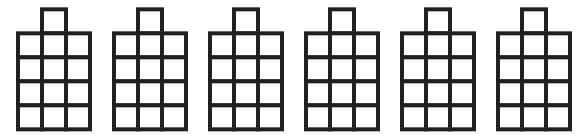
Jinking

Notes

Flight #2



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

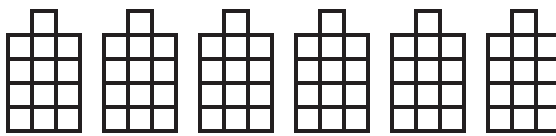
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Notes

Flight #3



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

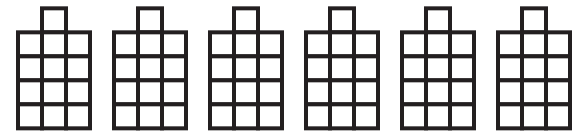
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Notes

Flight #4



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

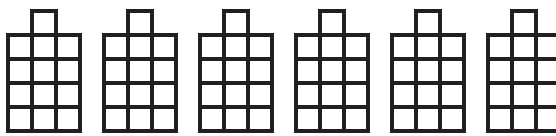
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Notes

Flight #5



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

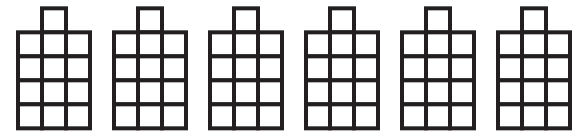
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Notes

Flight #6



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

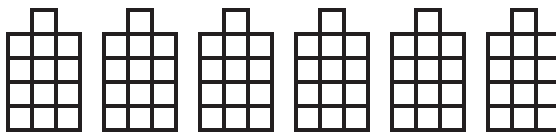
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Notes

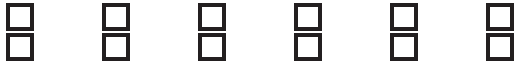
Flight #7



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

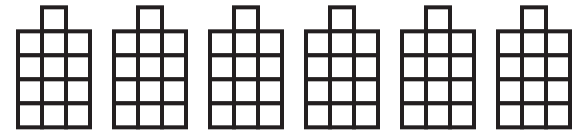
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Notes

Flight #8



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



Dropped Out
Ftr Destroyed



Initiative

Speed

Thrust Used

Jinking

Notes