



ThirdSpace Super Heavy Fighter

SPECS

Class: S. Heavy Fighter
In Service: Ancient
Point Value: 400 each
Ramming Factor: 55
Jinking Limit: 4 Levels

MANEUVERING

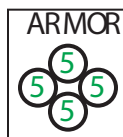
Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
Stb/Port Defense: 7
Free Thrust: 20
Offensive Bonus: +13
Initiative Bonus: +20

WEAPON DATA

Lt Plasma Blaster Cannon
Number of Guns: 2 Linked
Damage: 2d10+10
Range Penalty: -1 per hex
Fire Control: n/a
Rate of Fire: 2 per turn



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

Gravitic Drive
Advanced Armor
Advanced Sensor
Atmospheric capable
Plasma Shields 18 pts

Flight #1

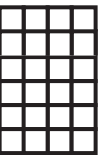
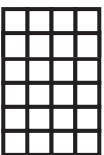
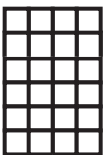
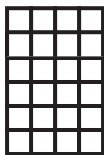
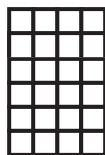
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Ftr #5



Dropped Out



Shields: ___/18

___/18

___/18

___/18

___/18

Initiative

Speed

Thrust Used

Jinking

Notes

Flight #2

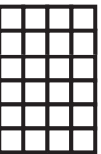
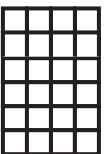
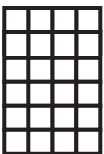
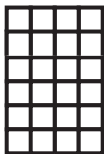
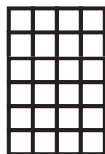
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Ftr #5



Dropped Out



Shields: ___/18

___/18

___/18

___/18

___/18

Initiative

Speed

Thrust Used

Jinking

Notes

Flight #3

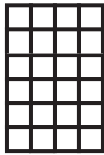
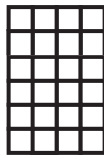
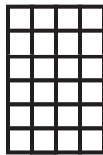
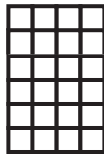
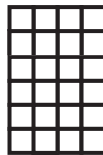
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Ftr #5



Dropped Out



Shields: ___/18

___/18

___/18

___/18

___/18

Initiative

Speed

Thrust Used

Jinking

Notes

Plasma Shields:

Primary Effects:

these shields are regenerate to full power each round .
each point of damage decrease the shields by 1 points.

Secondary Effects:

1. Matter/Ballistic weapons cause no damage to the shields they actually regenerate them at 2 points of damage to 1 points of shields (no more then maximum of 20 points shields strength).
2. Flash Mode has no effect at all.
3. Can not be borden while shield active.
4. 15% chance energy weapons will recharge the shields as Matter Weapons do.
5. Anti-Matter weapons does double damage to the shields.

Designed By m1b1us

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