

Triplanetary League Early Heavy Fighter

Specifications

CLASS: Heavy Fighter
 IN SERVICE: 2220
 POINT VALUE: 51
 RAMMING FACTOR: 24
 JINKING LIMITS: 6

Maneuvering

TURN COST: 1/3 Speed
 TURN DELAY: 0 Speed
 ACCEL/DECCEL COST: 1
 PIVOT COST: 1
 ROLL COST: 1

Combat Statistics

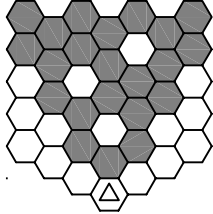
FWD/AFT DEFENSE 8
 PORT DEF: 9
 FREE THRUST: 11
 OFFENSIVE BONUS: +4
 INITIATIVE BONUS: +16

Light Particle Beam

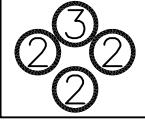
of Guns: 2 Linked
 Class: Particle
 Damage: 1D6+2
 Range Modifier: -2 per Hex
 Fire Control: n/a
 Rate of Fire: 1 per Turn

SPECIAL NOTES

Navigator Optional
 May carry four missiles
 May fire two per turn
 May use Dogfight,
 Standard, Long Range
 and Heavy fighter missiles



ARMOR



FLIGHT LEVEL COMBAT

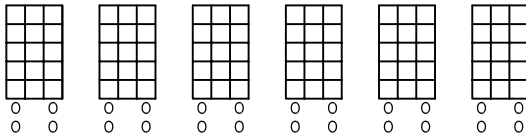
5 OR MORE ABOVE = 0 HIT
 3 TO 4 ABOVE = 1/6 HIT
 1 TO 2 ABOVE = 1/3 HIT
 0 TO 2 BELOW = 1/2 HIT
 3 TO 4 BELOW = 2/3 HIT
 5 TO 6 BELOW = 5/6 HIT
 7 - BELOW ALL HIT

Basic Fighter Missile

Cost: 4
 Class: Ballistic
 Damage: 10
 Range: 10/30 hexes
 Fire Control: N/A
 Intercept: N/A

FLIGHT #

FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

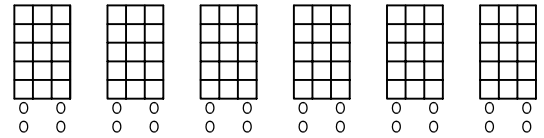


DROPPED OUT ☐
 FTR DESTROYED

| INITIATIVE | SPEED | Thrust Used | JINKING | NOTES |
|------------|-------|-------------|---------|-------|
| | | | | |

FLIGHT #

FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

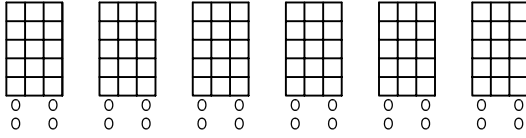


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FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

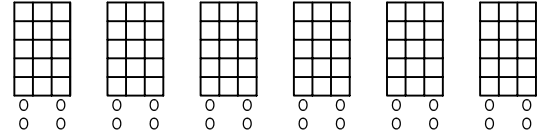


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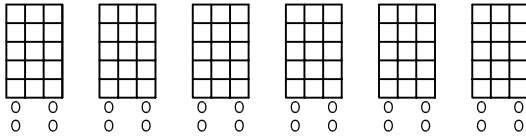


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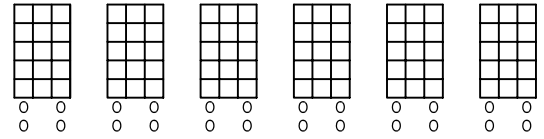


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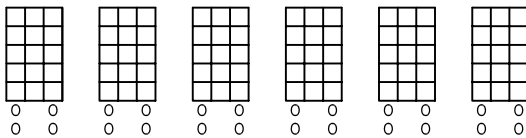


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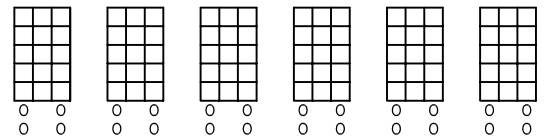


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