

# Triplanetary League Heavy Fighter

## Specifications

CLASS: Heavy Fighter  
IN SERVICE: 2256  
POINT VALUE: 58  
RAMMING FACTOR: 26  
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

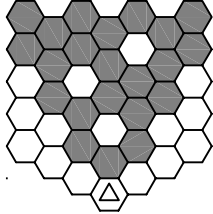
FWD/AFT DEFENSE 8  
PORT DEF: 9  
FREE THRUST: 12  
OFFENSIVE BONUS: +4  
INITIATIVE BONUS: +16

## Light Particle Beam

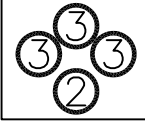
# of Guns: 2 Linked  
Class: Particle  
Damage: 1D6+2  
Range Modifier: -2 per Hex  
Fire Control: n/a  
Rate of Fire: 1 per Turn

## SPECIAL NOTES

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



## ARMOR



## FLIGHT LEVEL COMBAT

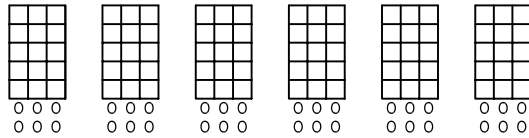
5 OR MORE ABOVE = 0 HIT  
3 TO 4 ABOVE = 1/6 HIT  
1 TO 2 ABOVE = 1/3 HIT  
0 TO 2 BELOW = 1/2 HIT  
3 TO 4 BELOW = 2/3 HIT  
5 TO 6 BELOW = 5/6 HIT  
7 - BELOW ALL HIT

## 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

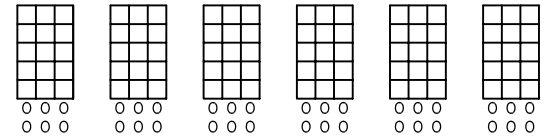


DROPPED OUT ☐  
FTR DESTROYED

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

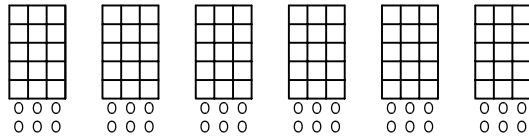


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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

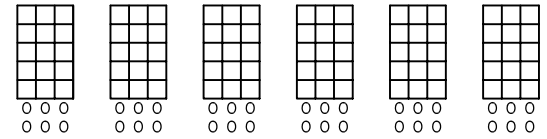


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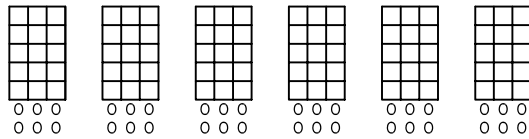


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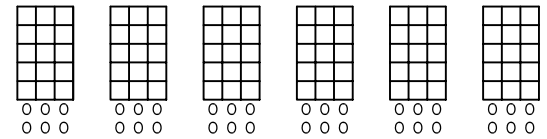


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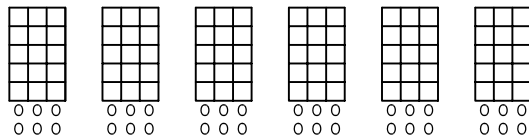


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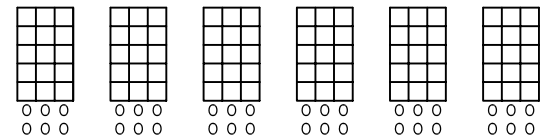


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