

# Triplanetary League Old Heavy Fighter

## Specifications

CLASS: Heavy Fighter  
 IN SERVICE: 2195  
 POINT VALUE: 46  
 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

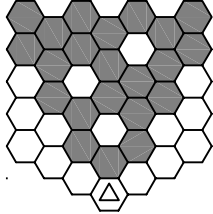
FWD/AFT DEFENSE 8  
 PORT DEF: 9  
 FREE THRUST: 11  
 OFFENSIVE BONUS: +3  
 INITIATIVE BONUS: +16

## Light Particle Beam

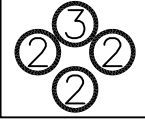
# of Guns: 2 Linked  
 Class: Particle  
 Damage: 1D6+2  
 Range Modifier: -2 per Hex  
 Fire Control: n/a  
 Rate of Fire: 1 per Turn

## SPECIAL NOTES

Navigator Optional  
 May carry two missiles  
 May fire two per turn  
 May use Dogfight and  
 Standard fighter missiles



## ARMOR



## FLIGHT LEVEL COMBAT

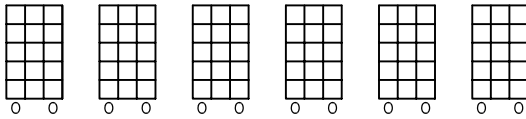
5 OR MORE ABOVE = 0 HIT  
 3 TO 4 ABOVE = 1/6 HIT  
 1 TO 2 ABOVE = 1/3 HIT  
 0 TO 2 BELOW = 1/2 HIT  
 3 TO 4 BELOW = 2/3 HIT  
 5 TO 6 BELOW = 5/6 HIT  
 7 - BELOW ALL HIT

## 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



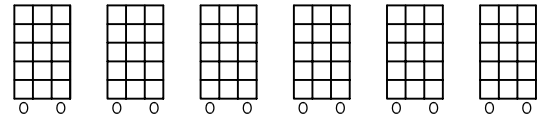
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FTR DESTROYED

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

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



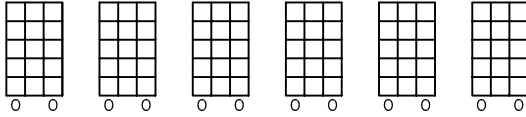
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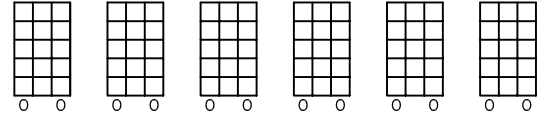
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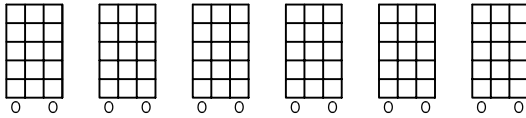
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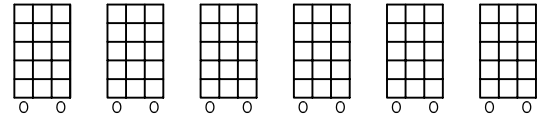
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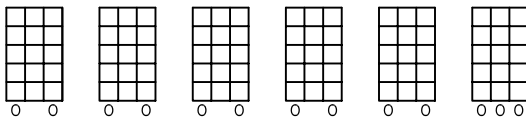
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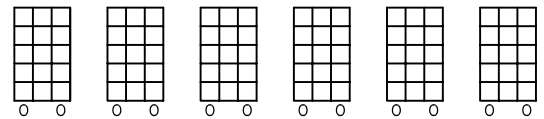
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