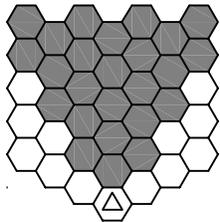


# Heavy Fighter Tech Level-3

<b>Specifications</b>	<b>Maneuvering</b>	<b>Combat Statistics</b>
CLASS: Heavy Fighter	TURN COST: 1/3 Speed	FWD/AFT DEFENSE 7
IN SERVICE: 2100	TURN DELAY: 0 Speed	PORT DEF: 9
POINT VALUE: 53	ACCEL/DECCEL COST: 1	FREE THRUST: 14
RAMMING FACTOR: 18	PIVOT COST: 1	OFFENSIVE BONUS: +3
JINKING LIMITS: 6	ROLL COST: 1	INITIATIVE BONUS: +16

<b>Medium Particle Beam</b>	
# of Guns:	4 Linked
Class:	Particle
Damage:	1D6+3
Range Modifier:	-2 per Hex
Fire Control:	n/a
Rate of Fire:	1 per Turn

**SPECIAL NOTES**  
Atmospheric Capable



<b>FLIGHT LEVEL COMBAT</b>	
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

FLIGHT #

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

DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

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DROPPED OUT

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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

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DROPPED OUT

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES