

Heavy Strike Fighter Tech Level-2

Specifications

CLASS: Heavy Fighter
IN SERVICE: 2100
POINT VALUE: 47
RAMMING FACTOR: 21
JINKING LIMITS: 6

Maneuvering

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

Combat Statistics

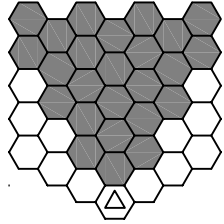
FWD/AFT DEFENSE 7
PORT DEF: 9
FREE THRUST: 8
OFFENSIVE BONUS: +2
INITIATIVE BONUS: +16

Light Particle Beam

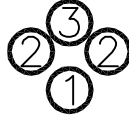
of Guns: 4 Linked
Class: Particle
Damage: 1D6+2
Range Modifier: -2 per Hex
Fire Control: n/a
Rate of Fire: 1 per Turn

SPECIAL NOTES

Atmospheric Capable
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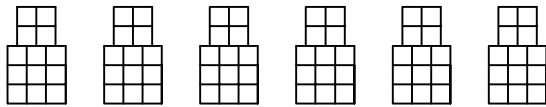
ARMOR



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

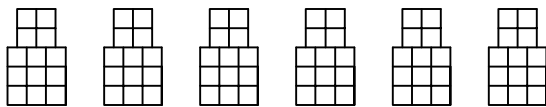
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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

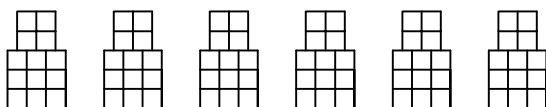
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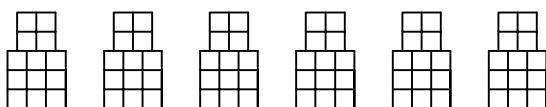
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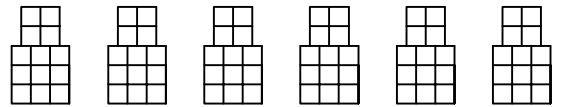
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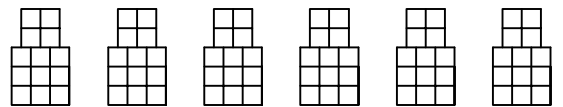
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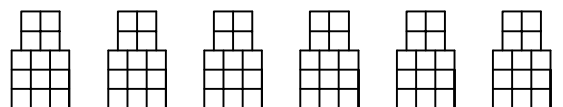
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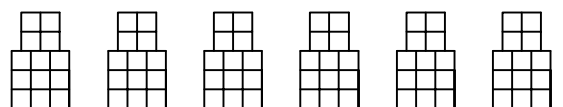
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