

Heavy Fighter Tech Level-0

Specifications

CLASS: Heavy Fighter
IN SERVICE: 2100
POINT VALUE: 19
RAMMING FACTOR: 14
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: 10
FREE THRUST: 3
OFFENSIVE BONUS: +0
INITIATIVE BONUS: +16

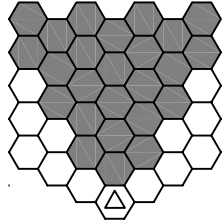
Basic Particle Beam

of Guns: 2 Linked
Class: Particle
Damage: 1D6
Range Modifier: -3 per Hex
Fire Control: n/a
Rate of Fire: 1 per Turn

SPECIAL NOTES

Atmospheric Capable

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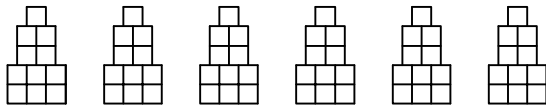
ARMOR



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

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



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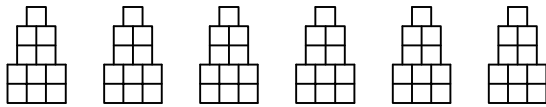
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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

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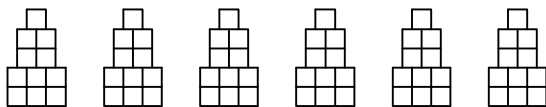
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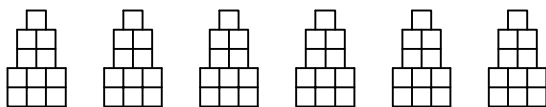
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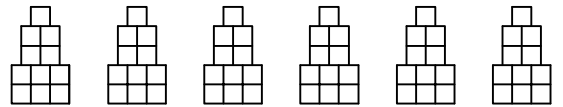
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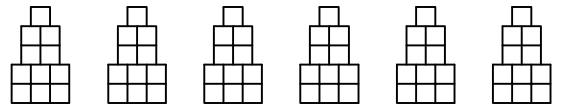
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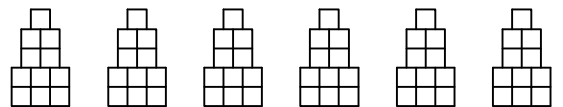
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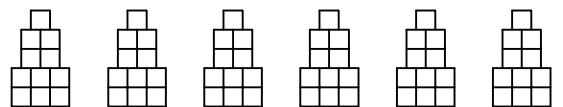
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