

Harkonnen Defiler Heavy Fighters

SPECS

Class: Heavy Fighters In Service: 9512 Point Value: 50 each Ramming Factor: 20 Jinking Limit: 6 Levels

MANEUVERING

Turn Cost: 1/3 Speed Turn Delay: 0 Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8 Stb/Port Defense: 8 Free Thrust: 8 Offensive Bonus: +5 Initiative Bonus: +14

WEAPON DATA

Quad Flak Gun
Number of Guns: 1
Damage: 2d6+2
Range Penalty: -2 per hex
Intercept Rating: -4
Rate of Fire: 1 per turn
Special: Flights that are
fired upon by the Quad
Flak Gun add +2 penalty
to their dropout rolls.

SPECIAL NOTES

May carry 4 Burst Rockets and fire 2 per trn. Cost 6, Range 5, Damage 15 (Flash), +1/+0/-5 FC







Flight Level Combat

5 or more above = 0 Hit 3-4 above = 1/6 Hit 1-2 above = 1/3 Hit0-2 below = 1/2 Hit3-4 below = 2/3 Hit

5-6 below = 5/6 Hit7 or more below = All Hit

Ultralight Chaingun Mode: Standard Damage: 1d6 No of Guns: 2 (linked) Range Penalty: -2 per hex Intercept Rating: -1 Rate of Fire: 1 per turn Note: Rear-firing weapons (see rear arc diagram)

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