

Ftr Destroyed

Speed

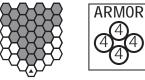
Thrust Used

Jinking

Notes

Initiative





Maquis Peregrine Heavy Strike Fighters

SPECS

Class: Heavy Fighter In Service: 2370 Point Value: 76 each Ramming Factor: 24 Jinking Limit: 6 Lvls

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: 7 Stb/Port Defense: 6 Free Thrust: 9 Offensive Bonus: +5 Initiative Bonus: +16

Micro-Torpedo Class: Ballistic + Antimatter Damage: X+5 Max X: 10

Range Penalty: -1 per 3 hexes Max Range: 25 hexes Fire Control: n/a

Rate of Fire: 2 per turn Ammunition: Max 8/fighter

Cost: 10 each

WEAPON DATA

Disruptor Beam Number of Guns: 1 Class: Molecular Damage: 1d3+7
Range Penalty: -2 per hex
Fire Control: n/a Intercept Rating: -1
Rate of Fire: 1 per turn

Phaser Beam Number of Guns: 2 [linked] Class: Molecular Damage: 1d6+2 Range Penalty: -2 per hex Fire Control: n/a Intercept Rating: -1
Rate of Fire: 1 per turn

SPECIAL NOTES

Armor shown includes shielding. If this is deactivated, reduce all armor by 2 and increase thrust by 3.

Cannot fire disruptors & phasers on same turn Navigator available

Flight Level Combat

5 or more above = 0 Hit

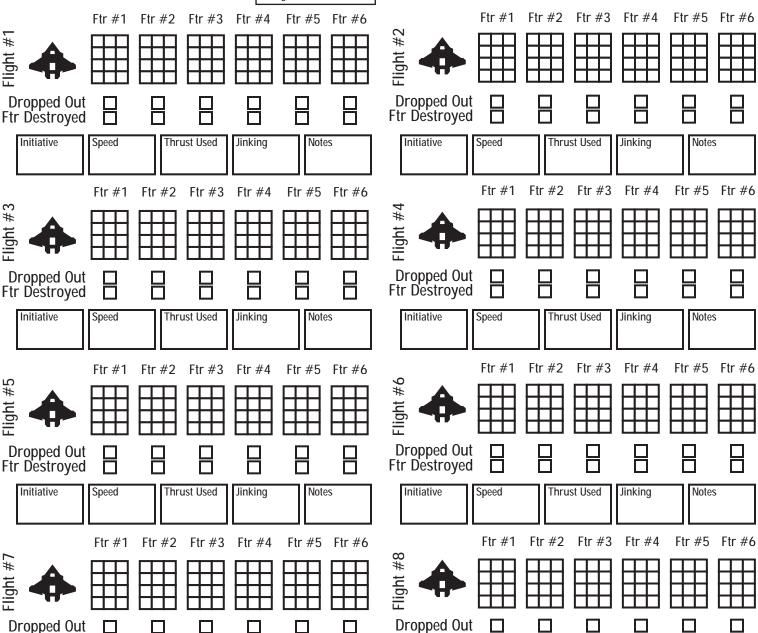
3-4 above = 1/6 Hit 1-2 above = 1/3 Hit

0-2 below = 1/2 Hit

3-4 below = 2/3 Hit

5-6 below = 5/6 Hit

7 or more below = All Hit



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