



ARC-170 Heavy Fighters

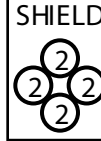
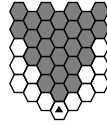
SPECS
 Class: Heavy Fighter
 In Service: -28 ANH
 Point Value: 45 each
 Ramming Factor: 19
 Jinking: 5 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/4 Speed
 Accel/Dec Cost: 1 Thrust
 Pivot Cost: n/a
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +5
 Initiative Bonus: +15

Navigator
 Cost: +10 Combat Points
 Initiative Bonus +1, may man rear blaster cannon

Concussion Missile
 Cost: 5 Combat Points
 Class: Ballistic
 Damage: 12
 Max Range: 4 Hexes
 Fire Control: +4/+3/+0



SHIELD

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

| WEAPON DATA | |
|-------------------------------|-----------------------------|
| Laser Cannon | |
| Number of Guns: 2 (Linked) | Class: Laser |
| Damage: 1d6+3 | Range Penalty: -2 per hex |
| Fire Control: n/a | Rate of Fire: Once per turn |
| Double Linked Blasters | |
| Number of Guns: 1 | Class: Laser |
| Damage: 1d6+2 | Range Penalty: -3 per hex |
| Fire Control: n/a | Rate of Fire: Once per turn |
| Aft Blaster Cannon | |
| Number of Guns: 1 (aft arc) | Class: Laser |
| Damage: 1d6 | Range Penalty: -3 per hex |
| Fire Control: n/a | Rate of Fire: Once per turn |

SPECIAL NOTES
 6 Concussion Missiles
 Launch rate 2 per turn.

Flight # 1

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 2

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 3

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 4

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 5

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 6

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 7

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|

Flight # 8

Ftr # 1 Ftr # 2 Ftr # 3 Ftr # 4 Ftr # 5 Ftr # 6

Dropped Out Ftr Destroyed

| | | | | |
|------------|-------|-------------|---------|-------|
| Initiative | Speed | Thrust Used | Jinking | Notes |
|------------|-------|-------------|---------|-------|