



Lleskath Ruton Heavy Fighters

SPECS
 Class: Heavy Fighter
 In Service: 1816
 Point Value: 75 each
 Ramming Factor: 27
 Jinking Limit: 6 Lvl

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: 10
 Free Thrust: 7
 Offensive Bonus: +5
 Initiative Bonus: +16

WEAPON DATA
Ion Beam
 Number of Guns: 2 (linked)
 Class: Ion
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Heavy Ion Bolt
 Number of Guns: 1
 Class: Ion
 Damage: 5d6
 Range Penalty: -1 per hex
 Fire Control: +0/+0/-5
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

SPECIAL NOTES
 May fire heavy & light guns in the same turn.



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

Flight #1

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #3

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #5

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #7

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #8

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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