

# Sal-bez Urz'chk Heavy Fighters

## SPECS

Class: Heavy Fighters  
In Service: 2071  
Point Value: 45  
Ramming Factor: 16  
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: 9  
Stb/Port Defense: 10  
Free Thrust: 6  
Offensive Bonus: +3  
Initiative Bonus: +16

## WEAPON DATA

Light Particle Beam  
Number of Guns: 1  
Class: Particle  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: 1 per 2 turns



## ARMOR



## 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

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #1						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #2						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #3						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #4						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #5						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #6						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #7						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #8						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						