Version 1: 2E/ST

Name: Counter:







Class: Heavy Fighter In Service: 2367 Point Value: 62 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

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 Hit7 or more below = All Hit

Ftr #2

Ftr #2

Ftr #2

WEAPON DATA Paired Phaser Beam

Number of Guns: 2 [linked]
Class: Molecular
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a Intercept Rating: -1
Rate of Fire: 1 per turn

Micro-Torpedo Class: Ballistic + Antimatter

Class: Ballistic + Antimatter Damage: X+5 Max X: 10 Range Penalty: None Max Range: 25 hexes Fire Control: n/a Rate of Fire: 2 per turn Ammunition: Max 4/fighter Cost: 10 each

Ftr #5



Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4

Ftr #2 Ftr #3

Thrust Used

Thrust Used

Thrust Used

Ftr #3

Ftr #3

Ftr #3

Ftr #2

Ftr #2

Ftr #2



Ftr #5 Ftr #6

Notes

Ftr #5 Ftr #6

Notes

Notes

Ftr #5 Ftr #6

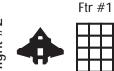
Ftr #6

Ftr #5

SPECIAL NOTES

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

Navigator available





Speed

Ftr #1

Speed

Ftr #1





Thrust Used

Thrust Used

Ftr #3

Ftr #3

Ftr #3



Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4

Jinking

Ftr #4



Notes

Notes

Notes

Ftr #6

Ftr #5

Ftr #5 Ftr #6

Ftr #6

Ftr Destroyed Initiative

Dropped Out



Speed

Ftr #1

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Dropped Out		

Dropped Out Ftr Destroyed	
Initiative	Speed

Ftr #1

Speed

Initiative





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Initiative

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Dropped Out
Dropped Out tr Destroyed

Initiative





Speed





Ftr #2



Thrust Used

Thrust Used

Ftr #3





Jinking	Notes	

Ftr #5