

Chaos Swiftdeath Heavy Fighters

SPECS

Class: Heavy Fighters
In Service: 39450
Point Value: 55 each
Ramming Factor: 20
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: 7
Sth/Port Defense: 8
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +16



WEAPON DATA

Ultralight Bolter
Number of Guns: 3 (Linked)
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn
Notes: *Ultralight Bolter has six shots before it must be reloaded.*

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

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #2

Dropped Out
Ftr Destroyed

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #6

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #8

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes		