



TC Longbow Heavy Bombers



SPECS

Class: Super-Hvy. Ftr.
In Service: 2668?
Point Value: 150 ea.
Ramming Factor: 32
Jinking Limit: 4 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: 6
Stb/Port Defense: 9
Free Thrust: 8
Offensive Bonus: +5
Initiative Bonus: +14

WEAPON DATA

Plasma Gun
Number of Guns: 2 (Linked)
Class: Plasma (Apply Armor)
Damage: 2d6+2
Range Penalty: -3/hex
RoF: 1/turn
Battery Requirement: 4 each

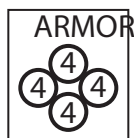
Neutron Gun
Number of Guns: 2 (Linked)
Class: Molecular
Damage: 1d6+3
Range Penalty: -3/hex
RoF: 1/turn
Battery Requirement: 3 each

REAR TURRET DATA

Particle Cannon
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+5
Range Penalty: -2 per hex
Rate of Fire: Once per turn
Turret weapons do not use the ships batteries for power and may fire every turn.

SPECIAL NOTES

+2 To Dropout Rolls
Shield Recharge: 4 per turn
Battery Recharge: 8 per turn
Jump Point Drive



Rear Turret Uses Reverse Arc

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	
	Structure	Shield	Structure	Shield	Structure	Shield	Structure	Shield
Flight #1								
	Initiative	Speed	Thrust Used	Jinking	Notes			
Flight #2								
	Initiative	Speed	Thrust Used	Jinking	Notes			
Flight #3								
	Initiative	Speed	Thrust Used	Jinking	Notes			