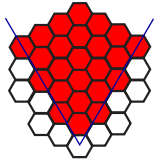
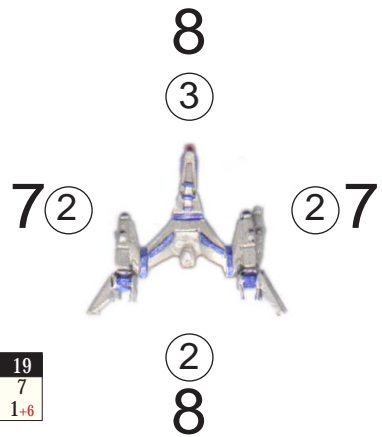


Thunderbolt Heavy Fighter

Earth Alliance



SPECS		COMBAT STATS		SPECIALS	
Class	Hvy Fig	Free thrust	13	Navigator	(10 pt = Init + 1)
Point value	80	Jinking levels	6	6 Missiles	(8 pt each)
In service	2259	Offensive bonus	+5		
		Ramming	24		



WEAPON	Type	Int	RoF	Mode	Range	Damage
Gatling Pulse cannon	Particle	-2	1	Std	-2 / hex	2d6+6
Basic Fighter Missile	ballistic	n/a	2	Std	10 hex	10

Speed (accn) (1)	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Turn cost	1/3	2	2	3	3	3	4	4	4	5	5	6	6	6	7
No. of turns		3+7	3+7	4+1	4+1	4+1	3+1	3+1	3+1	2+3	2+3	2+1	2+1	2+1	1+6

1	Navigator	<input type="checkbox"/>														
	Missiles		4	4	4	4	4	4	4	4	4	4	4	4	4	4
	Dropped out / Destroyed		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	INITIATIVE+ 1G		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	Speed		3	3	3	3	3	3	3	3	3	3	3	3	3	3
	Slide		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Combat mission (PASD)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Jinking		1	1	1	1	1	1	1	1	1	1	1	1	1	1
Combat pivots available		1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2	Navigator	<input type="checkbox"/>														
	Missiles		4	4	4	4	4	4	4	4	4	4	4	4	4	4
	Dropped out / Destroyed		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	INITIATIVE+ 1G		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	Speed		3	3	3	3	3	3	3	3	3	3	3	3	3	3
	Slide (change / final)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Combat mission (PASD)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Jinking		1	1	1	1	1	1	1	1	1	1	1	1	1	1
Combat pivots available		1	1	1	1	1	1	1	1	1	1	1	1	1	1	
3	Navigator	<input type="checkbox"/>														
	Missiles		4	4	4	4	4	4	4	4	4	4	4	4	4	4
	Dropped out / Destroyed		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	INITIATIVE+ 1G		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	Speed		3	3	3	3	3	3	3	3	3	3	3	3	3	3
	Slide (change / final)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Combat mission (PASD)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Jinking		1	1	1	1	1	1	1	1	1	1	1	1	1	1
Combat pivots available		1	1	1	1	1	1	1	1	1	1	1	1	1	1	
4	Navigator	<input type="checkbox"/>														
	Missiles		4	4	4	4	4	4	4	4	4	4	4	4	4	4
	Dropped out / Destroyed		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	INITIATIVE+ 1G		2	2	2	2	2	2	2	2	2	2	2	2	2	2
	Speed		3	3	3	3	3	3	3	3	3	3	3	3	3	3
	Slide (change / final)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Combat mission (PASD)		1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Jinking		1	1	1	1	1	1	1	1	1	1	1	1	1	1
Combat pivots available		1	1	1	1	1	1	1	1	1	1	1	1	1	1	