

Tzymm Variant (Rare)

Version 1: 2E/SF yxx Torpedo Fighters

## **SPECS**

SPECIAL NOTES

Can carry 6 torpedoes

Launch rate 1 per turn

**Gravitic Drive** 

Class: Heavy Fighters In Service: 2258 Point Value: 68 each Ramming Factor: 29 Jinking Limit: 6 Levels

## MANEUVERING

Turn Cost: 1/3 Speed Turn Delay: 0 Accel/Decel Cost: 1 Thrust Pivot Cost: O Thrust Roll Cost: 1 Thrust

**ARMOR** 

### **COMBAT STATS**

Fwd/Aft Defense: 9 Stb/Port Defense: 9 Free Thrust: 7

#### 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 Hit5-6 below = 5/6 Hit



# WEAPON DATA

Light Antiproton Gun Number of Guns: 2 (Linked) Class: Antimatter Damage: 2d6-1 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: Once per turn

Rate of Fire: Once per turn
Lt. Antimatter Torpedo
Cost: 12 Combat Points
Class: Ballistic + Antimatter
Damage: 1X+8
Maximum X: 6
Range Penalty: Special
Range 0-10: No penalty
Range 11+: -1 per hex
Fire Control: n/a
Intercent Rating: n/a

Intercept Rating: n/a

